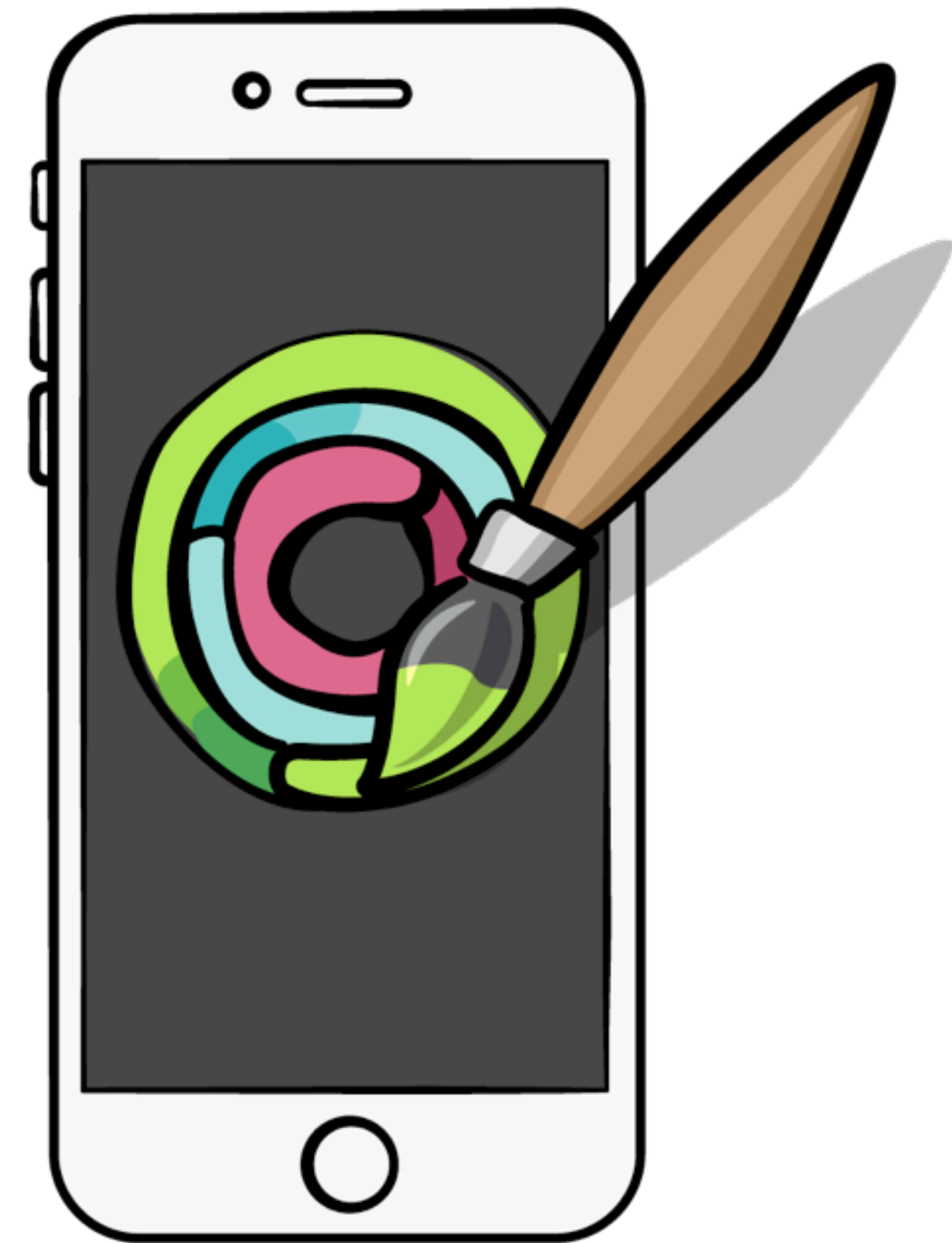


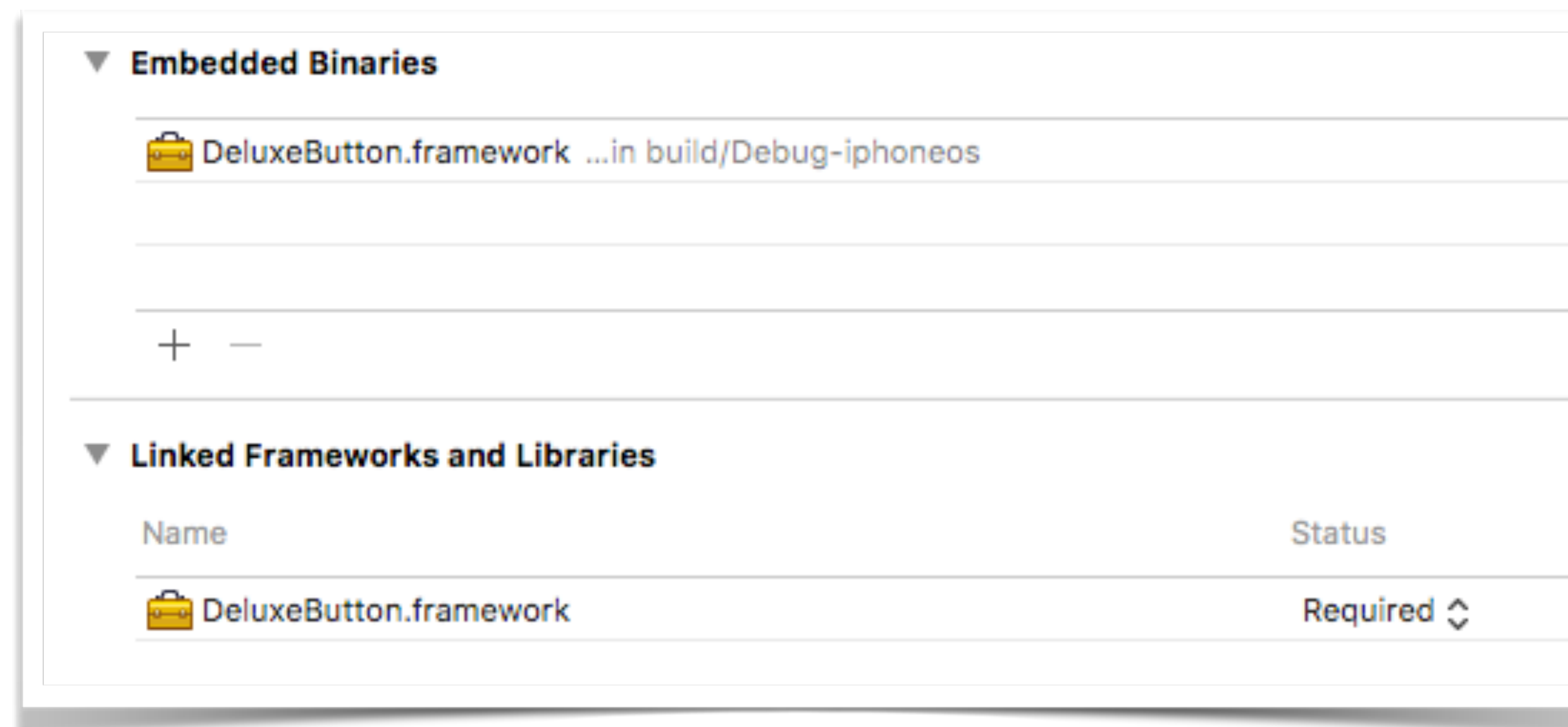
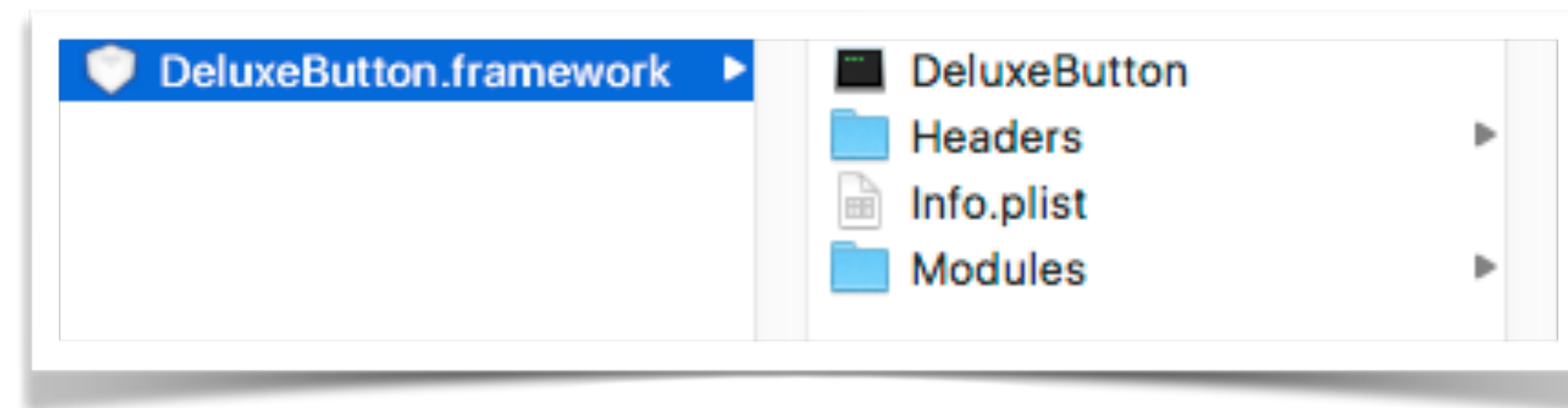
CUSTOM CONTROLS ■ IN iOS ■



PART 9: CONTROL REUSE



DYNAMIC FRAMEWORKS



ACCESS SPECIFIERS

open

- ▶ accessible from anywhere
- ▶ subclassed/overridden from anywhere

public

- ▶ accessible from anywhere
- ▶ subclassed/overridden *only within defining module*

internal

- ▶ accessible within **defining module**
- ▶ default access level

fileprivate

- ▶ accessible within **defining file**

private

- ▶ accessible within **defining scope**

INTEGRATING MULTIPLE FRAMEWORKS

Apple Pencil Tutorial: Getting Started



Caroline Begbie on January 5, 2016

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Note: Updated for Xcode 7.3, iOS 9.3, and Swift 2.2 on 04-01-2016

I know that many of you have got yourself a gorgeous new iPad Pro and snagged a Pencil to go along with it.

If you're anything like me, once you've experienced the awesomeness of drawing with Pencil, you'll want to include support for it in all of your apps.



s device since I purchased the original iPad. As you'll see from my und Pencil is also great for taking notes. I can only imagine what will create now that there is Apple Pencil.

g to learn exactly what it takes to support Pencil. Here are the key

Caroline Begbie
@carolinebegbie

- ▼ sketchpad
 - ▶ Colorgon.xcodeproj
 - ▶ DeluxeButton.xcodeproj
 - ▶ Scribble.xcodeproj
 - ▶ SketchPad
 - ▶ Products

▼ Embedded Binaries

- 📦 Scribble.framework ...in build/Debug-iphoneos
- 📦 Colorgon.framework ...in build/Debug-iphoneos
- 📦 DeluxeButton.framework ...in build/Debug-iphoneos

+ -

CHALLENGE TIME!

