NS\_CLASS\_AVAILABLE\_IOS(6\_0) @interface UICollectionView : UIScrollView

- (instancetype)initWithFrame:(CGRect)frame collectionViewLayout:(UICollectionViewLayout \*)layout NS\_DESIGNATED\_INITIALIZER;

- (nullable instancetype)initWithCoder:(NSCoder \*)aDecoder NS\_DESIGNATED\_INITIALIZER;

@property (nonatomic, strong) UICollectionViewLayout \*collectionViewLayout;

@property (nonatomic, weak, nullable) id <UICollectionViewDelegate> delegate;

@property (nonatomic, weak, nullable) id <UICollectionViewDataSource> dataSource;

@property (nonatomic, strong, nullable) UIView \*backgroundView; // will be automatically resized to track the size of the collection view and placed behind all cells and supplementary views.

// For each reuse identifier that the collection view will use, register either a class or a nib from which to instantiate a cell.

// If a nib is registered, it must contain exactly 1 top level object which is a UICollectionViewCell.

// If a class is registered, it will be instantiated via alloc/initWithFrame:

- (void)registerClass:(nullable Class)cellClass forCellWithReuseIdentifier:(NSString \*)identifier;

- (void)registerNib:(nullable UINib \*)nib forCellWithReuseIdentifier:(NSString \*)identifier;

- (void)registerClass:(nullable Class)viewClass forSupplementaryViewOfKind:(NSString \*)elementKind withReuseIdentifier:(NSString \*)identifier;

- (void)registerNib:(nullable UINib \*)nib forSupplementaryViewOfKind:(NSString \*)kind withReuseIdentifier:(NSString \*)identifier;

- (\_\_kindof UICollectionViewCell \*)dequeueReusableCellWithReuseIdentifier:(NSString \*)identifier forIndexPath:(NSIndexPath \*)indexPath;

- (\_\_kindof UICollectionReusableView \*)dequeueReusableSupplementaryViewOfKind:(NSString \*)elementKind withReuseIdentifier:(NSString \*)identifier forIndexPath:(NSIndexPath \*)indexPath;

// These properties control whether items can be selected, and if so, whether multiple items can be simultaneously selected.

@property (nonatomic) BOOL allowsSelection; // default is YES

@property (nonatomic) BOOL allowsMultipleSelection; // default is NO

- (nullable NSArray<NSIndexPath \*> \*)indexPathsForSelectedItems; // returns nil or an array of selected index paths

- (void)selectItemAtIndexPath:(nullable NSIndexPath \*)indexPath animated:(BOOL)animated scrollPosition:(UICollectionViewScrollPosition)scrollPosition;

- (void)deselectItemAtIndexPath:(NSIndexPath \*)indexPath animated:(BOOL)animated;

- (void)reloadData; // discard the dataSource and delegate data and requery as necessary

- (void)setCollectionViewLayout:(UICollectionViewLayout \*)layout animated:(BOOL)animated; // transition from one layout to another

- (void)setCollectionViewLayout:(UICollectionViewLayout \*)layout animated:(BOOL)animated completion:(void (^ \_\_nullable)(BOOL finished))completion NS\_AVAILABLE\_IOS(7\_0);

- (UICollectionViewTransitionLayout \*)startInteractiveTransitionToCollectionViewLayout:(UICollectionViewLayout \*)layout completion:(nullable UICollectionViewLayoutInteractiveTransitionCompletion)completion NS\_AVAILABLE\_IOS(7\_0);

- (void)finishInteractiveTransition NS\_AVAILABLE\_IOS(7\_0);

- (void)cancelInteractiveTransition NS\_AVAILABLE\_IOS(7\_0);

// Information about the current state of the collection view.

- (NSInteger)numberOfSections;

- (NSInteger)numberOfItemsInSection:(NSInteger)section;

- (nullable UICollectionViewLayoutAttributes \*)layoutAttributesForItemAtIndexPath:(NSIndexPath \*)indexPath;

- (nullable UICollectionViewLayoutAttributes \*)layoutAttributesForSupplementaryElementOfKind:(NSString \*)kind atIndexPath:(NSIndexPath \*)indexPath;

- (nullable NSIndexPath \*)indexPathForItemAtPoint:(CGPoint)point;

- (nullable NSIndexPath \*)indexPathForCell:(UICollectionViewCell \*)cell;

- (nullable UICollectionViewCell \*)cellForItemAtIndexPath:(NSIndexPath \*)indexPath;

- (NSArray<\_\_kindof UICollectionViewCell \*> \*)visibleCells;

- (NSArray<NSIndexPath \*> \*)indexPathsForVisibleItems;

- (UICollectionReusableView \*)supplementaryViewForElementKind:(NSString \*)elementKind atIndexPath:(NSIndexPath \*)indexPath NS\_AVAILABLE\_IOS(9\_0);

- (NSArray<UICollectionReusableView \*> \*)visibleSupplementaryViewsOfKind:(NSString \*)elementKind NS\_AVAILABLE\_IOS(9\_0);

- (NSArray<NSIndexPath \*> \*)indexPathsForVisibleSupplementaryElementsOfKind:(NSString \*)elementKind NS\_AVAILABLE\_IOS(9\_0);

// Interacting with the collection view.

- (void)scrollToItemAtIndexPath:(NSIndexPath \*)indexPath atScrollPosition:(UICollectionViewScrollPosition)scrollPosition animated:(BOOL)animated;

// These methods allow dynamic modification of the current set of items in the collection view

- (void)insertSections:(NSIndexSet \*)sections;

- (void)deleteSections:(NSIndexSet \*)sections;

- (void)reloadSections:(NSIndexSet \*)sections;

- (void)moveSection:(NSInteger)section toSection:(NSInteger)newSection;

- (void)insertItemsAtIndexPaths:(NSArray<NSIndexPath \*> \*)indexPaths;

- (void)deleteItemsAtIndexPaths:(NSArray<NSIndexPath \*> \*)indexPaths;

- (void)reloadItemsAtIndexPaths:(NSArray<NSIndexPath \*> \*)indexPaths;

- (void)moveItemAtIndexPath:(NSIndexPath \*)indexPath toIndexPath:(NSIndexPath \*)newIndexPath;

- (void)performBatchUpdates:(void (^ \_\_nullable)(void))updates completion:(void (^ \_\_nullable)(BOOL finished))completion; // allows multiple insert/delete/reload/move calls to be animated simultaneously. Nestable.

// Support for reordering

- (BOOL)beginInteractiveMovementForItemAtIndexPath:(NSIndexPath \*)indexPath NS\_AVAILABLE\_IOS(9\_0); // returns NO if reordering was prevented from beginning - otherwise YES

- (void)updateInteractiveMovementTargetPosition:(CGPoint)targetPosition NS\_AVAILABLE\_IOS(9\_0);

- (void)endInteractiveMovement NS\_AVAILABLE\_IOS(9\_0);

- (void)cancelInteractiveMovement NS\_AVAILABLE\_IOS(9\_0);

// Support for Focus

@property (nonatomic) BOOL remembersLastFocusedIndexPath NS\_AVAILABLE\_IOS(9\_0); // defaults to NO. If YES, when focusing on a collection view the last focused index path is focused automatically. If the collection view has never been focused, then the preferred focused index path is used.

@end