Introducing

Custom Controls

Interaction and UIControl

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IconControl

Interaction Patterns

- Target-Action
- Delegation
- Command Pattern
- Notifications
- Key-Value Observation

Target-Action

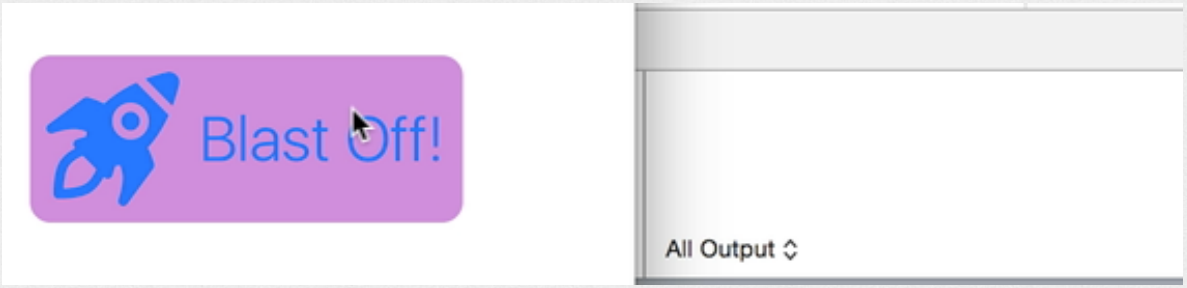
```
button.addTarget(self, action: “handleTap:”,
                       forControlEvents: .TouchUpInside)
```

```
func handleTap(sender: UIButton) {
  print("You tapped the button!")
}
```

UIControl

```
public class UIControl : UIView {
  //...
  public func addTarget(target: AnyObject?, action: Selector,
                        forControlEvents controlEvents: UIControlEvents)
  public func removeTarget(target: AnyObject?, action: Selector,
                           forControlEvents controlEvents: UIControlEvents)

  //...

  public func sendAction(action: Selector, to target: AnyObject?,
                         forEvent event: UIEvent?)
  public func sendActionsForControlEvents(controlEvents: UIControlEvents)
}
```

It’s Challenge Time!