**联系人管理**

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

//添加

- (IBAction)add:(UIBarButtonItem \*)sender;

//删除

- (IBAction)remove:(UIBarButtonItem \*)sender;

@property (weak, nonatomic) IBOutlet UIBarButtonItem \*removeItem;

@end

**ViewController.m**

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

// Do any additional setup after loading the view, typically from a nib.

}

#pragma mark 添加一行

- (IBAction)add:(UIBarButtonItem \*)sender {

//0、取出最后一个子控件

UIView \*last = [self.view.subviews lastObject];

//这行的Y值=最后一个子控件的Y值 + 最后一个子控件的高度 + 间距

//NSLog(@"%@",last);

CGFloat rowY = last.frame.origin.y + last.frame.size.height + 1;

//1、创建一行

UIView \*rowView = [[UIView alloc] init];

//rowView.Frame = CGRectMake(0, rowY, 320, 50);

rowView.backgroundColor = [UIColor redColor];

//2、添加一行到控制器的view中

[self.view addSubview:rowView];

//3、让删除Item有效

\_removeItem.enabled = YES;

//4、执行动画

rowView.frame = CGRectMake(320, rowY, 320, 50);

rowView.alpha = 0;

//4.1 开始动画

// [UIView beginAnimations:nil context:nil];

// [UIView setAnimationDuration:1.0];

// [UIView animateWithDuration:1.0 animations:^{

// rowView.frame = CGRectMake(0, rowY, 320, 50);

// rowView.alpha = 1;

// }];

[UIView animateWithDuration:1.0 animations:^{

rowView.frame = CGRectMake(0, rowY, 320, 50);

rowView.alpha = 1;

} completion:^(BOOL finished) {//动画执行完毕系统会自动调用

//NSLog(@"移动完毕");

}];

// [UIView commitAnimations];

}

#pragma mark 删除一行

- (IBAction)remove:(UIBarButtonItem \*)sender {

//1、取出最后一个控件

UIView \*last = [self.view.subviews lastObject];

//2、移除子控件

//[last removeFromSuperview];

[UIView animateWithDuration:1.0 animations:^{

CGRect tempF = last.frame;

tempF.origin.x = 320;

last.frame = tempF;

last.alpha = 0;

} completion:^(BOOL finished) {

[last removeFromSuperview];

//3、判断剩下的子控件个数

\_removeItem.enabled = self.view.subviews.count > 1;

}];

// //3、判断剩下的子控件个数

// if (self.view.subviews.count == 1) {

// \_removeItem.enabled = NO;

// }

}

@end