**01 第一个iOS项目**

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

//声明一个方法来监听按钮点击IBAction IBAction==void,能否让方法显示到storyboard的右击列表中

-(IBAction)btnClick;

//声明2个属性来保存2个文本输入框，IBOutlet能否让方法显示到storyboard的右击列表中

@property(nonatomic,weak) IBOutlet UITextField \*num1;

@property(nonatomic,weak) IBOutlet UITextField \*num2;

@property(nonatomic,weak) IBOutlet UILabel \*result;

@end

ViewController.m

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

#pragma mark 监听按钮点击

-(void)btnClick

{

//1、获得文本输入框

NSString \*text1 = self.num1.text;

NSString \*text2 = self.num2.text;

//2、将字符串转为整数

int i1 = [text1 intValue];

int i2 = [text2 intValue];

//3、将结果显示到右边的标签中

self.result.text = [NSString stringWithFormat:@"%d",i1 + i2];

//NSLog(@"%d",i1 + i2);

//NSLog(@"按钮被点击了");

}

@end

**02 transform**

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

@property (weak, nonatomic) IBOutlet UIButton \*btn;

//- (IBAction)up:(id)sender;

- (IBAction)run:(id)sender;

- (IBAction)Rotate:(id)sender;

- (IBAction)scale:(id)sender;

//重置

- (IBAction)reset:(id)sender;

@end

ViewController.h

#import "ViewController.h"

#define kDelta 50

@interface ViewController ()

@end

@implementation ViewController

//- (IBAction)up:(id)sender {

// //OC语法规定不允许直接修改某个对象结构体属性的成员

// //\_btn.frame.origin.y -= 10;

//

// //0 动画（头部-开始动画）

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

// //设置动画的执行时间

// [UIView setAnimationDuration:1.0];

//

// //1、先取出frame

// CGRect tempFrame = \_btn.frame;

// //2、修改y值

// tempFrame.origin.y -= 50;

// //3、重新赋值按钮的frame

// \_btn.frame = tempFrame;

//

// //4 动画（尾部-提交动画-执行动画）

// [UIView commitAnimations];

//

//}

-(void)btnClickWithblock:(void(^)())block

{

[UIView beginAnimations:nil context:nil];

[UIView setAnimationDuration:1.0];

block();

[UIView commitAnimations];

}

#pragma mark - 按钮控制走动（上下左右）

- (IBAction)run:(id)sender {

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

//0 动画（头部-开始动画）

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

//设置动画的执行时间

//[UIView setAnimationDuration:1.0];

//1、先取出frame

//CGRect tempFrame = \_btn.frame;

//2、取出按钮的tag标记，根据tag值修改x或y值

// switch ([sender tag]) {

// case 1:

// tempFrame.origin.y -= kDelta;

// break;

// case 2:

// tempFrame.origin.x += kDelta;

// break;

// case 3:

// tempFrame.origin.y += kDelta;

// break;

// case 4:

// tempFrame.origin.x -= kDelta;

// break;

// default:

// break;

// }

//3、重新赋值按钮的frame

//\_btn.frame = tempFrame;

//4 动画（尾部-提交动画-执行动画）

//[UIView commitAnimations];

[self btnClickWithblock:^{

CGRect tempFrame = \_btn.frame;

switch ([sender tag]) {

case 1:

tempFrame.origin.y -= kDelta;

break;

case 2:

tempFrame.origin.x += kDelta;

break;

case 3:

tempFrame.origin.y += kDelta;

break;

case 4:

tempFrame.origin.x -= kDelta;

break;

default:

break;

}

\_btn.frame = tempFrame;

}];

}

#pragma mark - 左旋转\右旋转

- (IBAction)Rotate:(id)sender

{

[UIView beginAnimations:nil context:nil];

[UIView setAnimationDuration:1.0];

//向左旋转45°

//\_btn.transform = CGAffineTransformMakeRotation(- M\_PI\_4);

// if (10 == [sender tag]) {

// \_btn.transform = CGAffineTransformRotate(\_btn.transform, -M\_PI\_4);

// }

// else {

// \_btn.transform = CGAffineTransformRotate(\_btn.transform, M\_PI\_4);

// }

\_btn.transform = CGAffineTransformRotate(\_btn.transform, M\_PI\_4 \* (10 == [sender tag]?-1:1));

[UIView commitAnimations];

}

- (IBAction)scale:(id)sender

{

[UIView beginAnimations:nil context:nil];

[UIView setAnimationDuration:1.0];

CGFloat scale = [sender tag] == 20?1.2:0.8;

\_btn.transform = CGAffineTransformScale(\_btn.transform,scale, scale);

[UIView commitAnimations];

}

- (IBAction)reset:(id)sender {

//清空之前所有的形变状态（消除以前的旋转、缩放等状态）

//\_btn.transform = CGAffineTransformIdentity;

[self btnClickWithblock:^{

\_btn.transform = CGAffineTransformIdentity;

}];

}

@end