**01UIButton和UIImageView的区别**

**ViewController.m**

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

//1、添加ImageView

UIImageView \*imageView = [[UIImageView alloc] init];

imageView.image = [UIImage imageNamed:@"014.png"];

imageView.frame = CGRectMake(0, 0, 50, 50);

[self.view addSubview:imageView];

//2、UIButton

UIButton \*btn = [[UIButton alloc] init];

//设置背景图片

[btn setBackgroundImage:[UIImage imageNamed:@"bgpic.png"] forState:UIControlStateNormal];

[btn setImage:[UIImage imageNamed:@"016.png"] forState:UIControlStateNormal];

btn.frame = CGRectMake(0, 100, 150, 150);

[btn addTarget:self action:@selector(btnClick) forControlEvents:UIControlEventTouchUpInside];

[btn setTitle:@"我是按钮" forState:UIControlStateNormal];

[self.view addSubview:btn];

}

-(void)btnClick:(UIButton \*)mybtn

{

NSLog(@"%@",mybtn);

}

@end

**02 Tom**

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

//- (IBAction)drinkMilk:(UIButton \*)sender;

//- (IBAction)eat:(UIButton \*)sender;

@property (weak, nonatomic) IBOutlet UIImageView \*tom;

- (IBAction)btnClick:(UIButton \*)sender;

@end

**ViewController.m**

#import "ViewController.h"

@interface ViewController ()

{

//保存所有图片个数

NSDictionary \*\_dict;

}

@end

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

//1、获得tom.plist的全路径

NSBundle \*bundle = [NSBundle mainBundle];

NSString \*path = [bundle pathForResource:@"tom" ofType:@"plist"];

//2、根据文件路径加载字典

\_dict = [NSDictionary dictionaryWithContentsOfFile:path];

}

//- (IBAction)drinkMilk:(UIButton \*)sender {

// //1、创建可变数组

// NSMutableArray \*images = [NSMutableArray array];

//

// //2、添加图片

// for (int i = 0; i < 81; i++) {

// NSString \*name = [NSString stringWithFormat:@"drink\_%02d.jpg",i];

// UIImage \*img = [UIImage imageNamed:name];

// [images addObject:img];

// }

//

// //3、设置动画图片

// \_tom.animationImages = images;

//

// //4、只播放一次（序列帧动画）

// \_tom.animationRepeatCount = 1;

//

// //5、开始动画

// [\_tom startAnimating];

//}

-(void)playAnim:(int)count filename:(NSString \*)filename

{

//1、创建可变数组

NSMutableArray \*images = [NSMutableArray array];

//2、添加图片

for (int i = 0; i <count; i++) {

NSString \*name = [NSString stringWithFormat:@"%@\_%02d.jpg",filename,i];

//有缓存无法释放，参数传的是文件名

//UIImage \*img = [UIImage imageNamed:name];

//无缓存（用完就会释放，参数传的是全路径）

NSString \*path = [[NSBundle mainBundle] pathForResource:name ofType:nil];

UIImage \*img = [[UIImage alloc] initWithContentsOfFile:path];

[images addObject:img];

}

//3、设置动画图片

\_tom.animationImages = images;

//4、只播放一次（序列帧动画）

\_tom.animationRepeatCount = 1;

//5、设置动画的持续时间

\_tom.animationDuration = 0.1 \* count;

//6、开始动画

[\_tom startAnimating];

}

//-(IBAction)eat:(UIButton \*)sender {

// [self playAnim:24 filename:@"pie"];

//}

- (IBAction)btnClick:(UIButton \*)sender {

//如果正在播放动画，直接返回

if (\_tom.isAnimating) return;

//取出按钮文字

NSString \*title = [sender titleForState:UIControlStateNormal];

//获得图片数量

int count = [\_dict[title] intValue];

//播放动画

[self playAnim:count filename:title];

}

@end