Lab 3 - Gestures

IBActions - Tapped

```
//MARK: - IBActions

//Tapped @IBAction func tapped(_ gestureRecognizer: UITapGestureRecognizer) {

print("Hey I was tapped")

//Dobuble Tap
gestureRecognizer.numberOfTapsRequired = 2

}

//SWiped @IBAction func swiped(_ gestureRecognizer: UISwipeGestureRecognizer) {

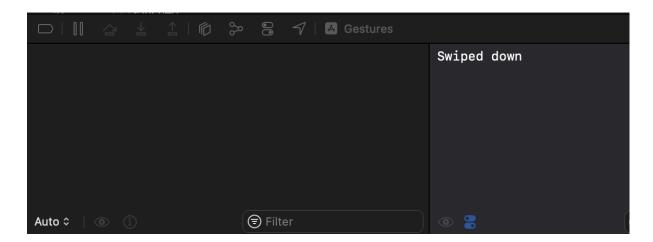
gestureRecognizer.direction = .left

print("Swiped down")

}

//Pinched ### DestureRecognizer ### DestureRecognizer: UISwipeGestureRecognizer: UISwipeGestureRecogniz
```

IBActions - Swiped



IBActions - Pinched

```
///Pinched
        @IBAction func pinched(_ gesutreRecognizer: UIPinchGestureRecognizer) {
 \odot
            print("I was pinched")
 56
        @IBAction func longPress(_ gestureRecognizer: UILongPressGestureRecognizer) {
 0
            gestureRecognizer.minimumPressDuration = 2.0
            print("I was long pressed")
        //Panned
 0
        @IBAction func panned(_ gestureRecognizer: UIPanGestureRecognizer) {
            print(" I was panned")
 0
        @IBAction func rotated(_ gestureRecognizer: UIRotationGestureRecognizer) {
            print("I was rotated!")
 76 }
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```

IBActions - Long Press

```
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IBActions - Panned

```
//Panned
 •
        @IBAction func panned(_ gestureRecognizer: UIPanGestureRecognizer) {
            print(" I was panned")
 69
 0
        @IBAction func rotated(_ gestureRecognizer: UIRotationGestureRecognizer) {
            print("I was rotated!")
 76 }
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```

IBActions - Rotated