

# Gesturizer

## Lesson 3



### Description

Refactor the label-changing code, and apply a `UIView` animation with a closure to achieve a fade-in effect.

### Learning Outcomes

- Recognize duplicate code and refactor common operations into a controller helper method.
- Discover the concept of alpha transparency, and plan a means of achieving a visual fade-in effect.
- Describe the concept of closures, and recognize Swift closure syntax.



### Vocabulary

refactor	Attributes Inspector	alpha transparency
<code>UIView</code>	closure	type annotation
parameter list	return type	<code>Void</code>
closure body	<code>in</code>	trailing closure

### Materials

- **Gesturizer Lesson 3** Xcode project
- **Closures** presentation

## Opening

How might we get the label to fade in and then disappear after each gesture?

## Agenda

- Discuss the `singleTap:` and `doubleTap:` controller methods, and discuss how both methods duplicate the work of setting the label text and making the label appear.
- Create a new method called `showGestureName:`.

```
func showGestureName(name: String) {
    gestureName.text = name
    gestureName.hidden = false
}
```

- Refactor `singleTap:` and `doubleTap:` to use the new method.

```
@IBAction func singleTap(sender: UITapGestureRecognizer) {
    showGestureName("Tap")
}

@IBAction func doubleTap(sender: UITapGestureRecognizer) {
    showGestureName("Double Tap")
}
```

- Run the app (⌘R), and observe that the functionality remains unchanged.
- Discuss how, to achieve a fade in/out effect, the label should start in an invisible, fully transparent state, slowly become less transparent, and then fade out again.
- Using Interface Builder, select the text label and open the Attributes Inspector (⌘4). Uncheck the *Drawing > Hidden* attribute, and set the *Alpha* attribute to **0**.
- Explain the nature of alpha transparency as a decimal number between 0 (transparent) and 1.0 (opaque).
- Using the Xcode Documentation and API Reference (⇧⌘0), explore the `UIView` class reference and the `animateWithDuration:animations:` class method.
- Discuss how the data type of the `animations:` parameter of the `animateWithDuration:animations:` class method describes a closure that expects no parameters and returns nothing.
- Present the concept of closures.
- Discuss how functions are "named closures."
- Add a `makeLabelOpaque` method to the `ViewController` class for changing the alpha transparency of the label.

```
func makeLabelOpaque() -> Void {
    gestureName.alpha = 1.0
}
```

- Discuss how the type of the `makeLabelOpaque` function matches the type of the closure that `animateWithDuration:animations:` expects to receive, but that Swift infers a `Void` return type when a function omits an explicit return type.
- Remove the return type from the `makeLabelOpaque` method.

```
func makeLabelOpaque() {
    ...
}
```

- Update the implementation of `showGestureName:` to execute an animation.

```
func showGestureName(name: String) {
    gestureName.text = name
    UIView.animateWithDuration(1.0, animations: makeLabelOpaque)
}
```

- Discuss how the `animations:` argument is the name of the `makeLabelOpaque` function, and not a function call.
- Run the app (⌘R), tap the screen, and observe the label fade into view.
- Explain how the `animateWithDuration:animations:` class method receives a closure containing code that will affect the animatable properties of the view, such as its alpha transparency; and how the method will take care of displaying a smooth, animated transition between the view's initial state, and the change made to the view within the closure.
- Discuss an alternative to passing a function name as a closure argument: using a closure expression.
- Delete the `makeLabelOpaque` method, and update the call to `animateWithDuration:animations:`, using a closure expression.

```
UIView.animateWithDuration(1.0, animations: { () -> Void in
    self.gestureName.alpha = 1.0
})
```

- Explain the closure expression syntax, including the braces, type annotation, and the use of `in` to separate the type annotation from the body of the closure.
- Discuss how the closure expression can be made more succinct by removing the explicit return type.
- Remove the return type from the closure expression.

```
UIView.animateWithDuration(1.0, animations: { () in
    self.gestureName.alpha = 1.0
})
```

- Explain how Swift also infers an empty parameter list when omitted.
- Remove the empty parameter list and the `in` keyword from the closure expression.

```
UIView.animateWithDuration(1.0, animations: {  
    self.gestureName.alpha = 1.0  
})
```

- Explain that Swift supports a shorthand "trailing closure syntax" when the closure is the last parameter in a parameter list.
- Refactor the call to `animateWithDuration:animations:` with a trailing closure.

```
UIView.animateWithDuration(1.0) { self.gestureName.alpha = 1.0 }
```

- Discuss the benefits of the succinctness of the trailing closure syntax.
- Run the app (⌘R), tap the screen, and observe that the fade-in functionality remains the same.
- Discuss the visible behavior of the interface as it relates to the code in `showGestureName:` to support the comprehension of animation and closures.
- With the app still running, tap or double tap the screen again, and observe how the label no longer fades in for subsequent gestures.

## Closing

Why do you think the label stops fading in after the first animation effect?

## Modifications and Extensions

- Explore the label's `transform` attribute, and the `CGAffineTransformMakeScale` structure. Implement a transformation effect that makes the label appear to fade into, or out from, the screen.

## Resources

The Swift Programming Language: Methods [https://developer.apple.com/library/ios/documentation/Swift/Conceptual/Swift\\_Programming\\_Language/Methods.html](https://developer.apple.com/library/ios/documentation/Swift/Conceptual/Swift_Programming_Language/Methods.html)

UIKit User Interface Catalog: About Views <https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/UIKitUICatalog/index.html>

UIView Class Reference [https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIView\\_Class/index.html](https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIView_Class/index.html)

The Swift Programming Language: Closures [https://developer.apple.com/library/ios/documentation/Swift/Conceptual/Swift\\_Programming\\_Language/Closures.html](https://developer.apple.com/library/ios/documentation/Swift/Conceptual/Swift_Programming_Language/Closures.html)