Gesturizer

Lesson 8



Description

Add a Swipe Gesture Recognizer to detect right swipes.

Learning Outcomes

- Apply a Swipe Gesture Recognizer to detect a right swipe gesture.
- Apply the state property of a gesture recognizer to properly update an interface.
- Practice simulating a swipe gesture with the iOS Simulator.
- Describe structures and relate them to classes.



Vocabulary

swipe gesture	Swipe Gesture Recognizer	UIGestureRecognizer
UISwipeGestureRecognizer Direction	structure	

Materials

Gesturizer Lesson 8 Xcode project

Opening

How might we handle swipe gestures?

Agenda

- Using Interface Builder and the Object Library (\tau\mathscr{#}\mathbb{L}), observe the full description of the Swipe Gesture Recognizer.
- Using Interface Builder and the Object Library (\tau\mathscr{#L}), drag a Swipe Gesture Recognizer into the Document Outline (□), and rename it as **Right Swipe**.
- Using the Assistant Editor (<a>\tau\mathfrak{H}\operatorname{\text{o}}\), Control-drag from the Right Swipe gesture recognizer to a new controller action called <a>\text{swipe}:.

```
@IBAction func swipe(sender: UISwipeGestureRecognizer) {
   if sender.direction == .Right) {
      showGestureName("Right Swipe")
   }
}
```

- Using the Xcode Documentation and API Reference (公 %0), examine the UISwipeGestureRecognizer class reference, the direction property, and the UISwipeGestureRecognizerDirection structure.
- Explain how the UISwipeGestureRecognizerDirection is a structure with static properties, such as Right and Left, and how Swift can infer the data type of direction, enabling a shorthand syntax similar to enumerations.
- Using the Interface Builder Document Outline (□), Control drag from the View to the Right Swipe gesture recognizer, and add the Swipe Gesture Recognizer to the View's gestureRecognizers outlet collection.
- Run the app (***R**), click and drag to the right to simulate a swipe, and observe the **Right Swipe** text appear.

Closing

What would you do to add detection for up, down, and left swipes? What about two-finger swipes?

Modifications and Extensions

• Bind all the gesture recognizers to a single controller action that uses a dictionary to look up strings for the label depending on which gesture recognizer invoked the action.

Resources

Event Handling Guide for iOS http://developer.apple.com/library/ios/documentation/ EventHandling/Conceptual/EventHandlingiPhoneOS/Introduction/Introduction.html

Creating an Action Connection https://developer.apple.com/library/ios/recipes/xcode_help-IB_connections/chapters/CreatingAction.html

Cocoa Core Competencies: Target-Action http://developer.apple.com/library/ios/documentation/General/Conceptual/Devpedia-CocoaApp/TargetAction.html

UIGestureRecognizer Class Reference https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIGestureRecognizer_Class/index.html

UISwipeGestureRecognizer Class Reference https://developer.apple.com/library/ios/documentation/UIKit/Reference/UISwipeGestureRecognizer_Class/index.html