

# iPhone Specialist Lab

## L05: Drawing I (Views and CoreGraphics)

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<http://hci.rwth-aachen.de/iphone>



# View Controllers



# The First View Controller

```
// create the view controller  
myViewController = [[MyViewController alloc]  
initWithNibName:@"MyViewController" bundle:nil];  
  
// attach the view controller's view to the window  
[self.window addSubview:myViewController.view];  
  
// show the window  
[self.window makeKeyAndVisible];
```

# Modal View Controller

```
// create the view controller
MyViewController *myViewController = [[MyViewController alloc]
initWithNibName:@"MyViewController" bundle:nil];

// present it modally
[self presentModalViewController:myViewController animated:YES];

// clean up memory
[myViewController release];
```

# Navigation Controller

```
// create the navigation view controller  
navigationController = [[UINavigationController alloc]  
initWithRootViewController:rootViewController];  
  
// attach the navigation view controller's view to the window  
[self.window addSubview:navigationController.view];
```

## In RootViewController:

```
// push a new view controller to the top of the navigation stack  
[self.navigationController pushViewController:myViewController  
animated:YES];  
  
// pop the active view controller from the navigation stack  
[self.navigationController popViewControllerAnimated:YES];
```

# Tab Bar Controller

```
// create the tab bar controller
tabBarController = [[UITabBarController alloc] init];
tabBarController.viewControllers = [NSArray arrayWithObjects:vc1,
vc2, nil];

// attach the tab bar controller's view to the window
[self.window addSubview:tabBarController.view];
```



# Lab 6. I

- Create a new Window-based Application
- Create a TabBarController with 2 tabs:
  - Navigation Controller
  - MyViewController
- Every time MyViewController is shown, ModalViewController is displayed modally
- ModalViewController should offer a button to dismiss itself



# Views



# UIView

- Defines a rectangular area on the screen
- Responsibilities:
  - Render content
  - Arrange subviews
  - React to user input



# THE TIMES

Samstag, 6 November, 2010

Not Charging

## Clarke to shut six prisons to save cash

### Clark shut s prison save c

Move as 'hellish' conditions attacked by jails watchdog

**Richard Ford**

Six prisons are under government plans to send thousands fewer criminals to jail, *The Times* has learnt.

About 5,000 cells and 10,000 jobs will be lost in England and Wales as Kenneth Clarke prepares to enact a huge budget reduction at the Ministry of Justice. Officials are drawing up a Green Paper to overhaul sentencing, aimed at reducing the number of offenders behind bars.

The move, a reversal of the previous Government's plans to increase spaces from the current 88,000 to 96,000, will fuel unease

#### IN THE NEWS

##### Woolas ousted over election slurs

A Labour frontbencher was stripped of his seat and suspended from the party yesterday after two judges found that he knowingly lied about his opponent in campaign leaflets.

##### Hacked off with haka? War cry meets its match

England's rugby players will today carry out the time-honoured tradition of huddling together like fey lemons as the world's best team rages about life, death and the hairy man.

##### Video shows soldiers abusing detainee

Damning footage of British soldiers mistreating an Iraqi man at a secret detention facility was released yesterday as lawyers urged the High Court to grant a sweeping

##### Eight hurt as cement mixer falls on train

Several people were injured yesterday when a cement mixer fell from a bridge onto a train in Surrey. The lorry appeared to have crashed through the brick wall above the Guildford to



Flight from Fire Mountain. Villagers flee from deadly volcanic ash cloud

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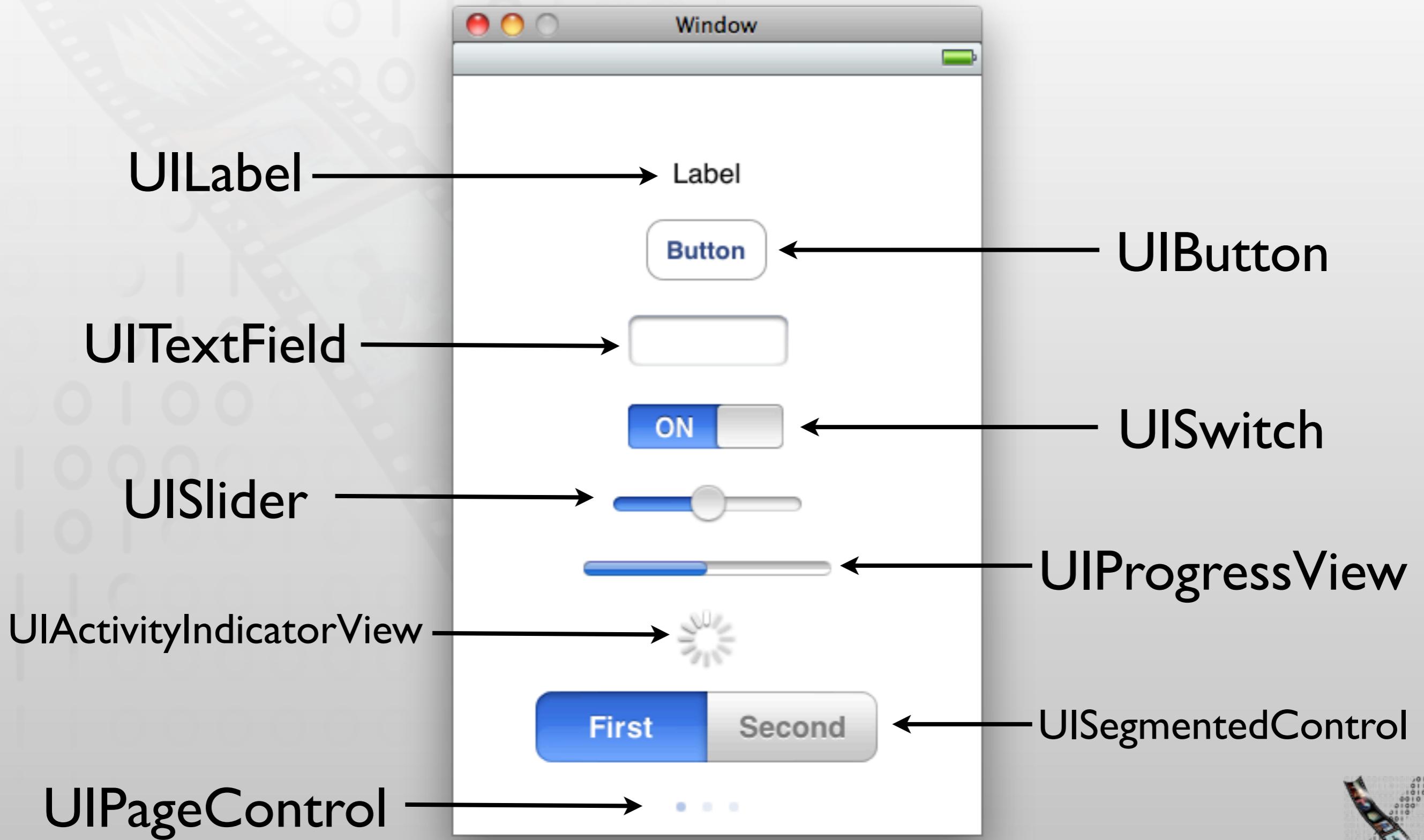
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The Times



# Simple Widgets

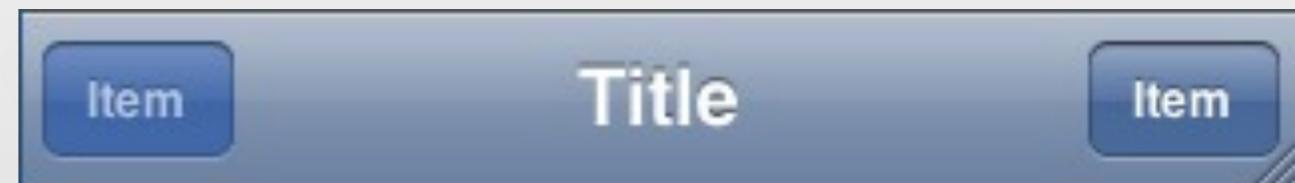


# Bar Widgets

Status Bar



UINavigationBar



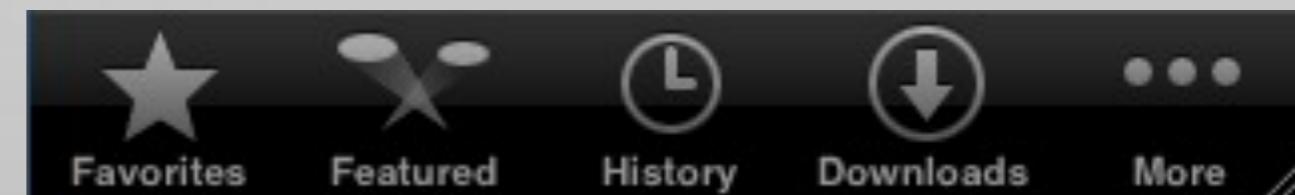
UISearchBar



UIToolbar



UITabBar

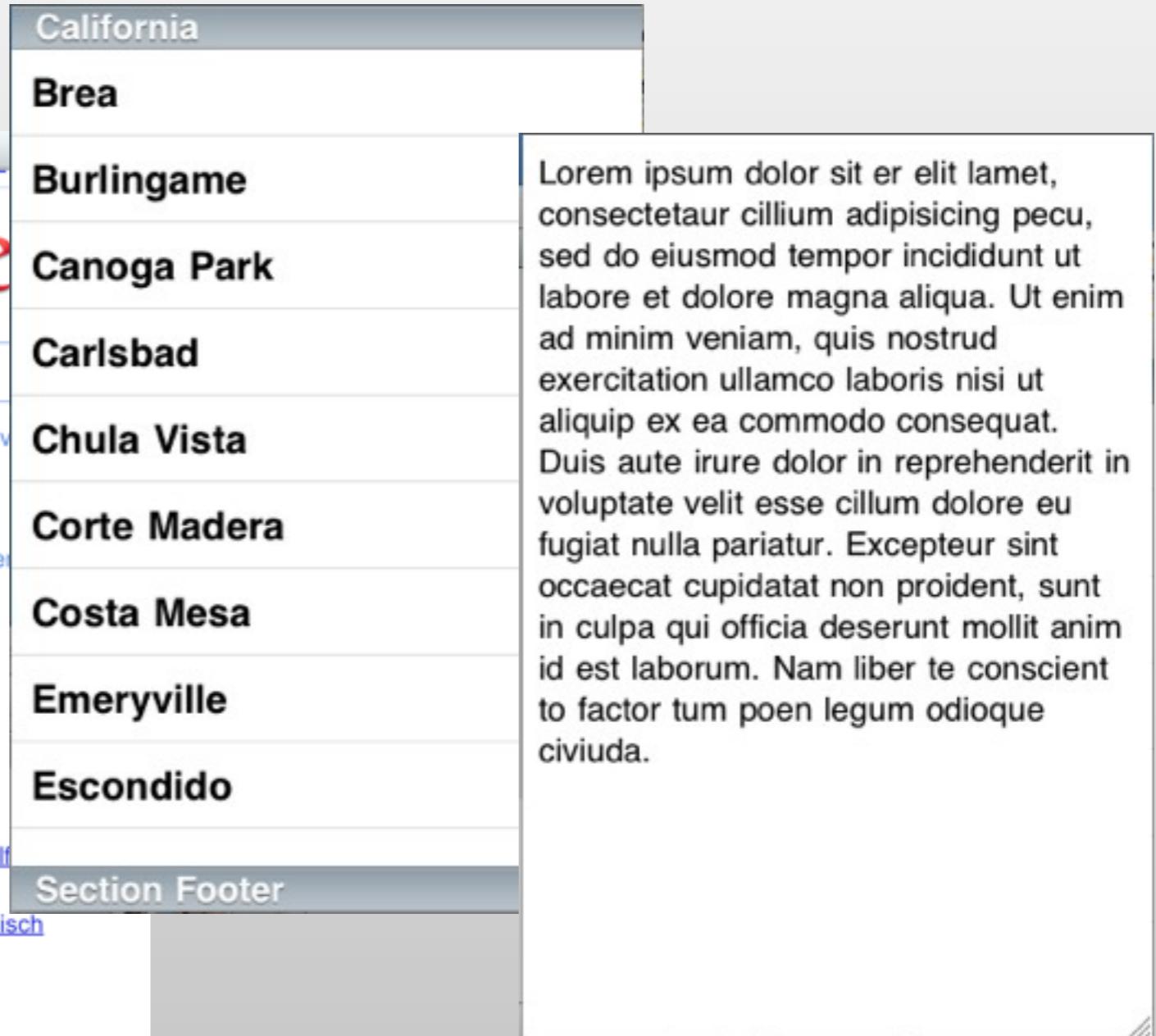


# Complex Views

## MKMapView



## UITableView



## UIWebView



## UITextView

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media computing group

# How to Layout Views

- In Interface Builder
- Programmatically
  - `[view addSubview:anotherView]`
  - `[view removeSubview:anotherView]`
- With ViewControllers

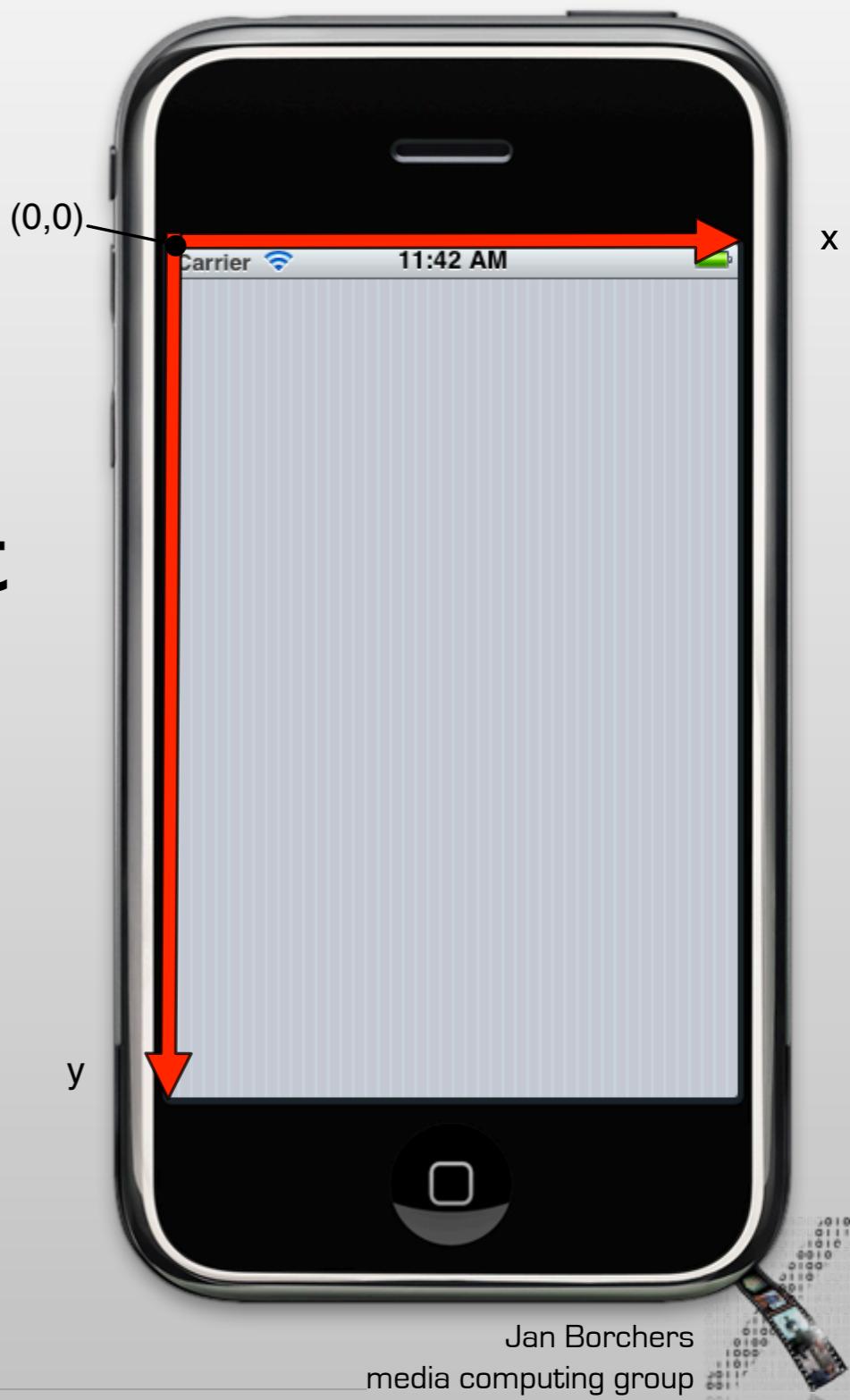


# View Programming



# View Coordinate System

- Origin at top-left corner
- Coordinates use points as unit
  - iPhone 3G: 320x480
  - Retina display: 640x960
  - iPad: 768x1024

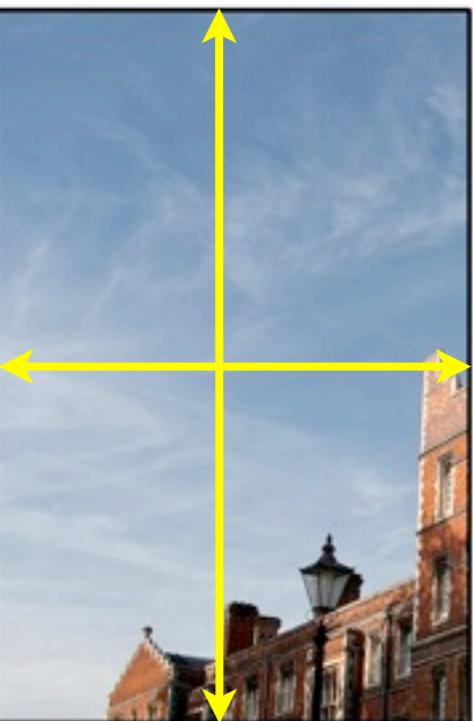


# View Geometry

- **Frame**
  - A rectangle with origin and size relative to the superview
- **Bounds**
  - A rectangle with origin  $(0,0)$  and the size of the view
- **Center**
  - The center point of the frame rectangle



# Frame vs. Bounds



Origin: (140.0,35.0)  
Size: (320.0,480.0)



Origin: (0.0,0.0)  
Size: (320.0,480.0)



# Setting Values

- Setting frame:
  - bounds matches the size
  - center is adjusted
- Setting center:
  - The origin of frame is set accordingly
- Setting the size of bounds
  - The size of frame is set accordingly



# Changing Bounds



Origin: (140.0,35.0)

Size: (320.0,480.0)



Origin: (190.0,150.0)

Size: (320.0,480.0)



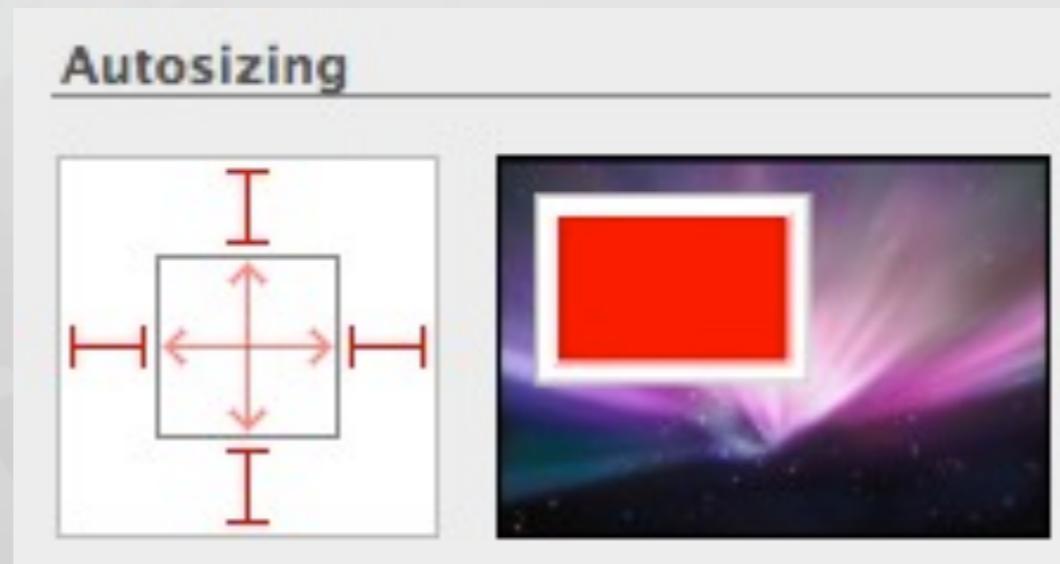
# The Transform-Property

- `CGAffineTransform` structure
- Applied during the rendering process
- Translation, rotation, zooming
- Set to identity transform by default
- All transformations are performed relative to the center point



# Autoresizing Behavior

- Define an autoresize mask

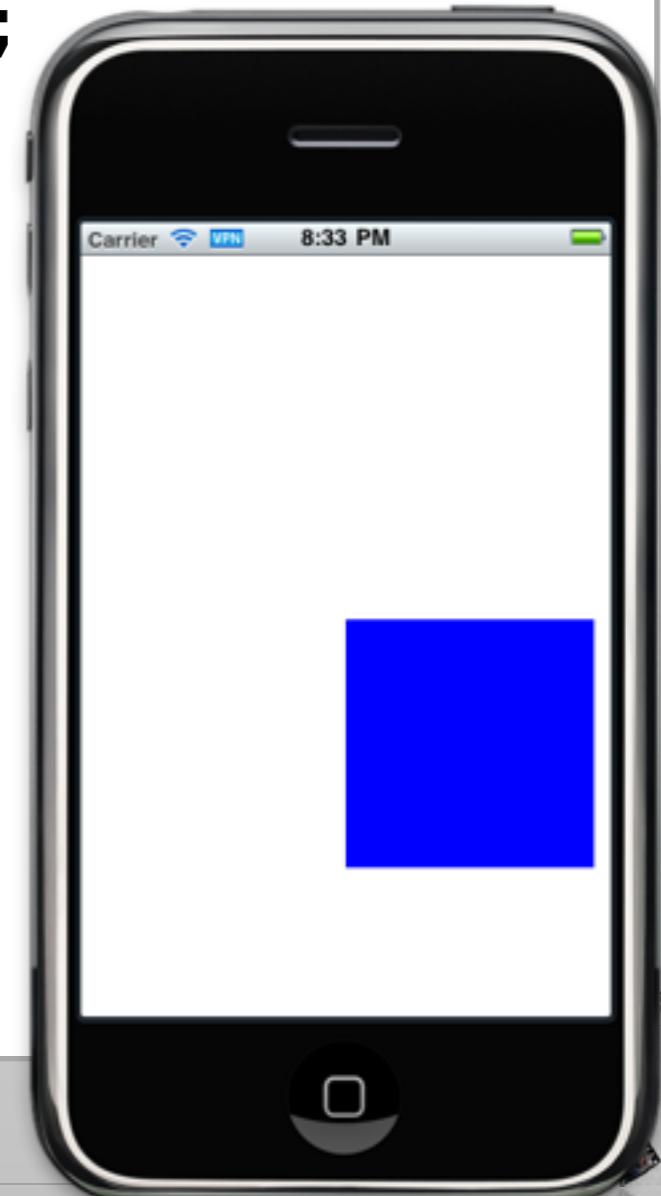


- Overwrite `layoutSubviews`



# Creating Views

```
// Create a view with blue background  
CGRect viewFrame = CGRectMake(160, 240, 150, 150);  
UIView *blueView = [[UIView alloc] initWithFrame:viewFrame];  
blueView.backgroundColor = [UIColor blueColor];  
  
// add it to the main window  
[window addSubview:blueView];  
  
// the window retains its subviews  
[blueView release];
```



# Managing Views

- `addSubview`
- `insertSubviewAtIndex:`
- `insertSubview:aboveSubview:`
- `removeFromSuperview`
- `bringSubviewToFront:`
- `sendSubviewToBack:`
- `exchangeSubviewAtIndex:withSubviewAtIndex:`



# Subclassing UIView

```
// Only override drawRect: if you perform custom drawing.  
// An empty implementation adversely affects performance during animation.  
- (void)drawRect:(CGRect)rect {}  
  
[view setNeedsDisplay];  
  
// Overridden by subclasses to layout subviews when layoutIfNeeded is invoked.  
// The default implementation of this method does nothing  
- (void)layoutSubviews{}  
  
[view setNeedsLayout];
```



# Lab 5.2

- Create a new View-based Application
- Change the view controller to create a view that displays a blue rectangle programmatically
- Move the rectangle around the screen with a timer
  - `[NSTimer scheduledTimerWithTimeInterval:target:selector:userInfo:repeats:]`

