iOS Dev Using Objective-C: Gestures

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Meet the expert: David Solberg has been developing iOS applications for several years for both consumers and enterprises. He has multiple applications in the App Store in addition to numerous private applications for internal business use. He is co-organizer of the Twin Cities, Minnesota, Meetup group for iOS developers. In addition to his many years training people to use technology, David has architected online assessment systems.

Prerequisites: This course assumes that students have a general understanding of programming concepts in Xcode and Objective C.

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Course description: In this course we look at the basic UITouch object that represents a touch, then use its properties and methods to manipulate the interface. Then gesture recognizers are introduced as Apple's solution to managing multiple types of interaction in the same view or views. Next we add zooming and rotating to the collection of gesture recognizers that will work on a view. Then we further refine our code to center all events and changes based on the centroid of the user interaction.

Course outline:

Responding to Touch
- Introduction
- iOS Representation of Touches
- iOS Touch Hierarchy
- UIView Response Options
- Parsing Touch Methods
- Other Touch Information
- Demo: Touch
- Demo: Responding to Touch
- Demo: Zooming with Touch
- Summary

Gesture Recognizer Basics
- Introduction
- Problems with Using Touches
- UIGestureRecognizers
- Gesture Fundamentals
- Recognizer States
- Continuous Recognizers
- Recognizer properties/methods
- Demo: Adding Recognizer
- Demo: Adding Recognized Event
- Demo: Resetting Translation
- Demo: Recognizer Variables
- Summary

More Recognizers
- Introduction
- Demo: Pinch to Zoom
- Demo: Rotation Recognizer
- Demo: Rotation Transform
- Demo: Recognizer Delegate Method
- Summary

Recognizer Cooperation
- Introduction
- Demo: Recognizer Cooperation
- Demo: Calculating The Anchor
- Demo: Tap Recognizers
- Demo: Double Tap Recognizer
- Reminders
- Advanced Gesture Recognizers
- Build Your Own
- Summary