Announcements

- **Lab 2 is due on Wednesday by 11:59 PM**
  - Late policy is 10% of lab total per day late
    - So -7.5 points per day late for lab 2

Today's Topics

- **Additional Swift Concepts**
- **Views**
- **Drawing**
- **Text & Images**

Additional Swift Concepts

- **Swift Syntax**
  - Guard
  - Defer
- **Swift Error Handling**
  - https://docs.swift.org/swift-book/LanguageGuide/ErrorHandling.html#

Guard

- **Used to transfer program control out of a scope, if one or more conditions are not met**
  - Early exit
- **Improves readability of code**
  - Avoid the if let, if let, if let

```
guard condition else {
    statements
}
```

Defer

- **Used to execute a set of statements just before code execution leaves the current block of code**
  - "defers" execution until the current scope is exited

```
defer {
   statements
}
```


Demo

Error Handling

- **Swift supports throwing, catching, propagating and manipulating recoverable errors at runtime**
- **Helpful when an operation does not complete execution or fails to provide useful output**

Represent and Throw Errors

- **Errors are represented by values of types conforming to the Error Protocol**

```
enum VendingMachineError: Error {
   case invalidSelection
  case insuffientFunds(coinsNeeded: Int)
  case outOfStock
}

throw VendingMachineError.insufficientFunds(coinsNeeded: 5)
```

Four Ways to Handle Errors

- Propagate errors from a function to the code calling it
- Handle the error using a do-catch statement
- Handle the error as an optional value (try?)
- Assert the error will not occur (try!)

Propagating Errors

- To specify that a function, method, or initializer can throw an error, you write the **throws** keyword

```
func canThrowError() throws -> String
func cannnotThrowErrors() -> String

func buy(itemNumber: Int) throws -> String {
   if itemNumber > 20 {
      throw VendingMachineError.invalidNumber
   }
   return "Coke"
}
```

Error Handling – Do-Catch

- **When handling errors in code use a do-catch statement of the following form:**

```
do {
 try expression
   statements
 } catch pattern 1 {
   statements
 } catch pattern 2 where condition {
  statements
 } catch {
   statements //all other error conditions
  }
```

- **Not necessary to catch all conditions here, as error will propagate to surrounding scope**
  - Must be caught by some surround scope

Handling Error as an optional value

- **Use the try? to handle an error by converting it to an optional**
  - If an error is thrown while evaluating the try? it will return nil.

```
func someThrowingFunction() throws -> Int {
  // ...
 }
let x = try? someThrowingFunction()
```

- **Equivalent to writing the following code**

```
let y: Int?
do {
    y = try someThrowingFunction()
} catch {
    y = nil
 }
```

Disable Error propagation

- **If you know that a function will not throw an error, you can disable error propagation.**
  - If the error is thrown you will get a runtime error

```
let photo = try! loadImage(atPath: "./Resources/John Appleseed.jpg")
```


Demo

Views

View Fundamentals

- Rectangular area on screen
- Draws content
- Handles events
- Subclass of UIResponder (event handling class)
- Views arranged hierarchically
  - every view has one superview
  - every view has zero or more subviews

View Hierarchy - UIWindow

- **Views live inside of a window**
- **UIWindow is actually just a view**
  - adds some additional functionality specific to top level view
- **One UIWindow for an iOS app**
  - Contains the entire view hierarchy
  - Set up by default in Xcode template project

View Hierarchy - Manipulation

- **Add/remove views in Storyboard or using UIView methods**

```
func addSubview(UIView)
func removeFromSuperview()
```

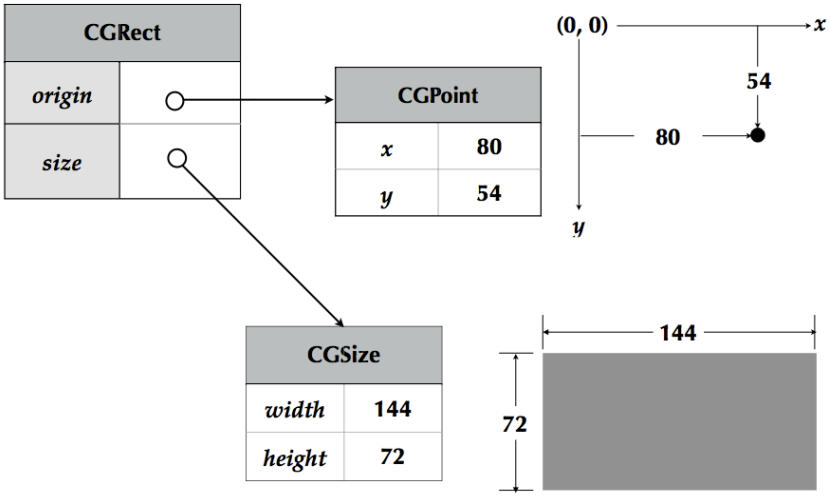
- **Manipulate the view hierarchy manually:**

```
func insertSubview(UIView , at: Int)

func insertSubview(UIView, belowSubview: UIView)

func  insertSubview(UIView, aboveSubview: UIView)

func exchangeSubview(at: Int, withSubviewAt: Int)
```

View-related Structures

- **CGPoint**
  - location in space:{ x , y }
  - sometimes used as an origin
- **CGSize**
  - dimensions: { width , height }
- **CGRect**
  - location and dimension: { origin , size }

Rects, Points and Sizes

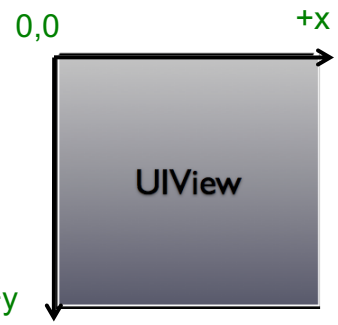


View-related Structure

Creation Function	Example
CGPoint(x: Double,y: Double)	var point = CGPoint(x: 100.0, y: 200.0) point.x = 300.0 point.y = 30.0
CGSize(width: Double, height: Double)	var size = CGSize (width: 42.0, height: 11.0); size.width = 100.0 size.height = 72.0
CGRect(x: Double,y: Double ,width: Double, height: Double)	var rect = CGRect (x:100.0, y: 200.0, width: 42.0, height: 11.0) rect.origin.x = 0.0 rect.size.width = 50.0

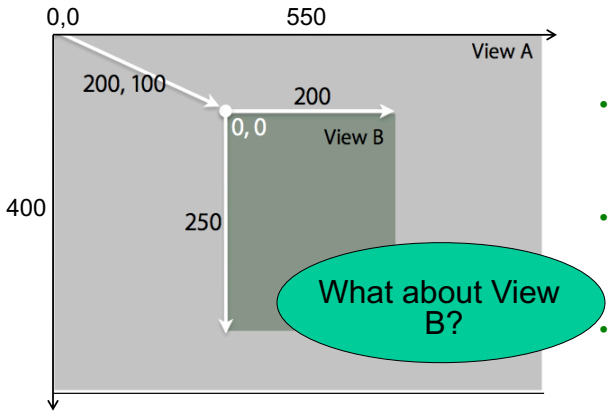
UIView Coordinate System

- **Origin in upper left corner**
- **y axis grows downwards**
- **Units are points, not pixels**
  - Points are units of coordinate system
  - Pixels are min size unit of drawing
  - Typically 2 pixels per point
    - var ContentScaleFactor



Location and Size

- **View's location and size expressed in two ways**
  - Frame is in superview's coordinate system
  - Bounds is in local coordinate system



- **View A frame:**
  - **Origin: 0,0**
  - **Size: 550 x 400**
- **View A bounds :**
  - **Origin: 0,0**
  - **Size 550 x 400**
- **View B frame:**
  - **Origin: 200, 100**
  - **Size 200 x 250**
- **View B bounds:**
  - **Origin: 0,0**
  - **Size: 200 x 250**

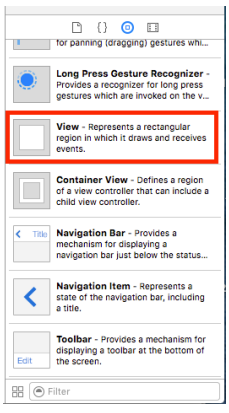
Frame and Bounds

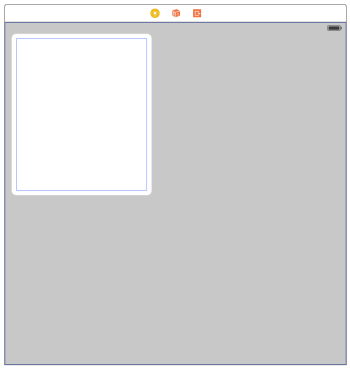
- **Which to use?**
  - Usually depends on the context
- **If you are using a view, typically you use bounds**
- **If you are implementing a view, typically you use frame**
- **Matter of perspective**
  - From outside it's usually the frame
  - From inside it's usually the bounds
- **Examples:**
  - Creating a view, positioning a view in superview - use frame
  - Handling events, drawing a view - use bounds

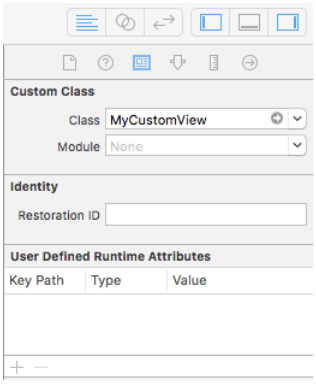
Creating Views

Where do views come from?

- Commonly placed in Storyboard
- Drag out any of the existing view objects (buttons, labels, etc)
- Or drag generic UIView and set custom class







Manual Creation

- **Views are initialized using UIView.init(frame:)**

```
let theFrame = CGRect(x:0, y:0, width:200, height:150)
let myView = UIView(frame: theFrame)
```

- **Example:**

```
let frame = CGRect(x:20, y:45, width: 140, height: 20)
let myLabel = UILabel(frame:frame)
myLabel.text = "Hello Class"
view.addSubview(myLabel)
```


Defining Custom Views

- **Subclass UIView**

- **For custom drawing, you override:**

```
func draw(_ rect: CGRect)
```

- **For event handling, you override:**

```
func touchesBegan(_ touches: Set<UITouch> withEvent:UIEvent?)
func touchesMoved(_ touches: Set<UITouch> withEvent:UIEvent?)
func touchesEnded(_ touches: Set<UITouch> withEvent:(UIEvent?)
```

Drawing Views

draw: Method

- **- draw: does nothing by default**
  - If not overridden, then backgroundColor is used to fill
- **Override – draw: to draw a custom view**
  - rect argument is area to draw
- **When is it OK to call draw:?**

Be Lazy

- **draw: is invoked automatically**
  - Don't call it directly!
- **Being lazy is good for performance**
- **When a view needs to be redrawn, use:**
  setNeedsDisplay

Demo

CoreGraphics and Quartz 2D

- **UIKit offers very basic drawing functionality**
  - UIRectFill(CGRect rect)
  - UIRectFrame(CGRect rect)
- **CoreGraphics: Drawing APIs**
- **CG is a C-based API, not Objective-C**
- **CG and Quartz 2D drawing engine define simple but powerful graphics primitives**
  - Graphics context
  - Transformations
  - Paths
  - Colors
  - Fonts
  - Painting operations

CG Wrappers

- **Some CG functionality wrapped by UIKit**
- **UIColor**
  - Convenience for common colors
  - Easily set the fill and/or stroke colors when drawing

```
UIColor.red.set()
  // drawing will be done in red
```

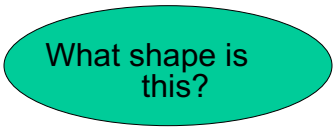
- **UIFont**
  - Access system font
  - Get font by name
  - Get preferred font for a given text style
    - Best way for font in code

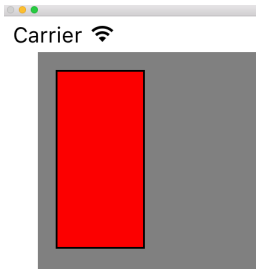
    class func preferredFont(forTextStyle style: UIFontTetStyle) -> UIFont
  - A few examples of Text Styles
    - UIFontTextStyle.headline
    - UIFontTextStyle.body
    - UIFontTextStyle.footnote

Simple draw(_:) example

- **Draw a solid color and shape**

```
override func draw(_ rect: CGRect) {
  let bounds = self.bounds

  UIColor.gray.set()
  UIRectFill (bounds)

  let myShape = CGRect(x: 10, y: 10, width: 50, height: 100)
  UIColor.red.set()
  UIRectFill(myShape)

UIColor.black.set()
UIRectFrame(myShape)

}
```



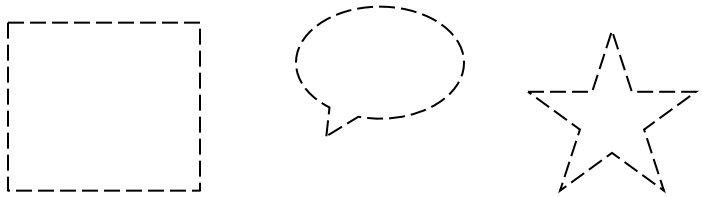


Drawing More Complex Shapes

- **Common steps for draw:**
  - Get current graphics context
  - Define a path
  - Set a color
  - Stroke or fill path
  - Repeat, if necessary

Paths

- **CoreGraphics paths define shapes**
- **Made up of lines, arcs, curves and rectangles**
- **Creation and drawing of paths are two distinct operations**
  - Define path first, then draw it



Drawing Shapes using Bezier Paths

- **First create a Bezier Path**

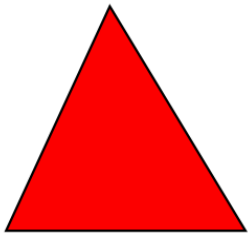
```
let path = UIBezierPath()
```

- **Move around, add lines or arcs to path**

```
path.move(to: CGPoint(x:60,y:40))
path.addLine(to: CGPoint(x:100,y:50))
```

Simple Example

```
override func draw(_ rect: CGRect){

  let path = UIBezierPath()
  path.move(to: CGPoint(x: 75,y: 10))
  path.addLine(to: CGPoint(x: 10,y: 150))
  path.addLine(to: CGPoint(x: 160,y: 150))
  path.close()
  UIColor.red.setFill()
  UIColor.black.setStroke()
  path.lineWidth = 3.0
  path.stroke()
  path.fill()
}
```



What shape is this?

More Drawing Information

- UIView Class Reference
- CGContext Reference
- "Quartz 2D Programming Guide"
- Lots of samples in the iPhone Dev Center

Lab 3 Preview