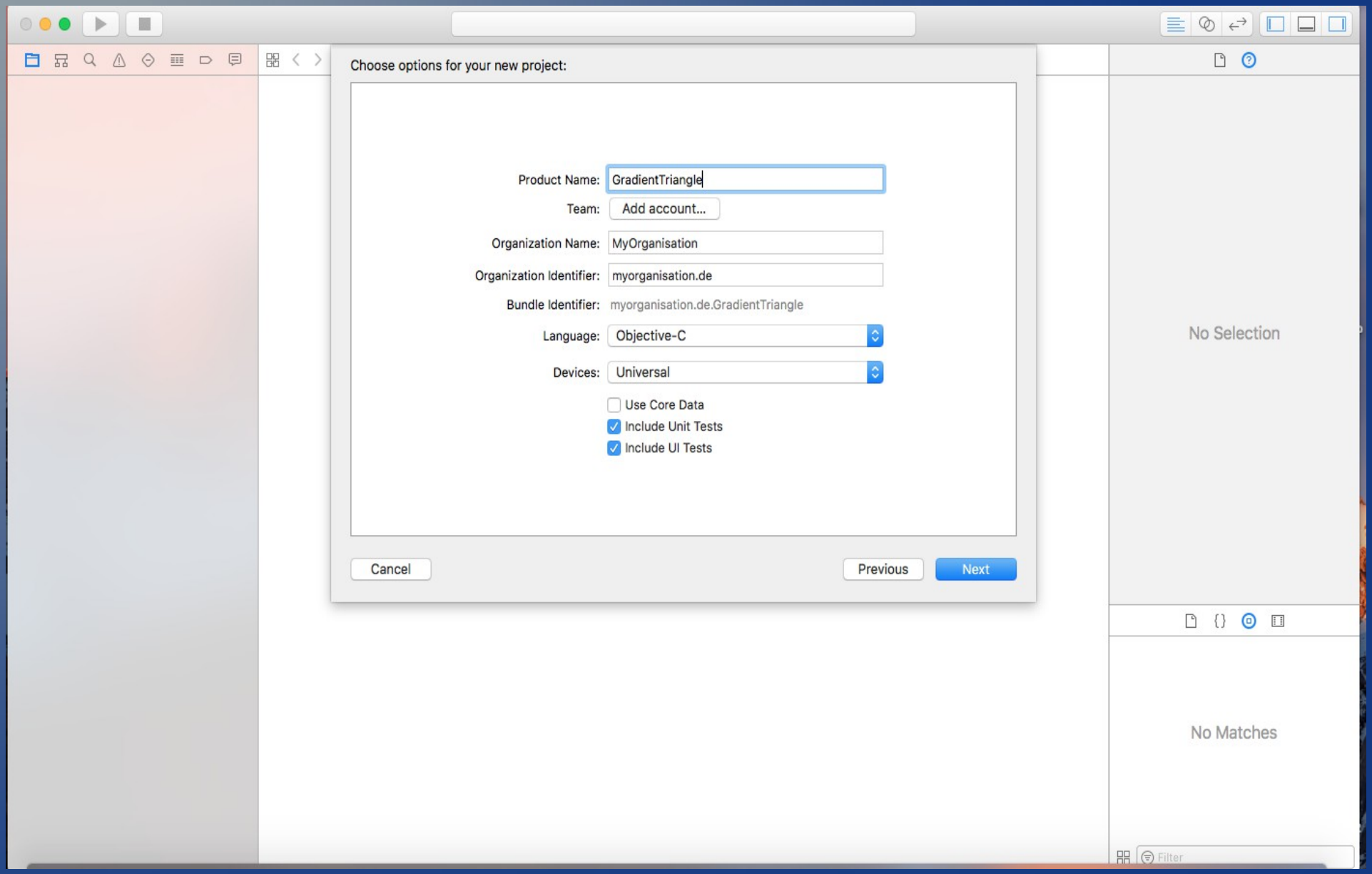
LMU Praktikum iOS-Entwicklung WS 1617

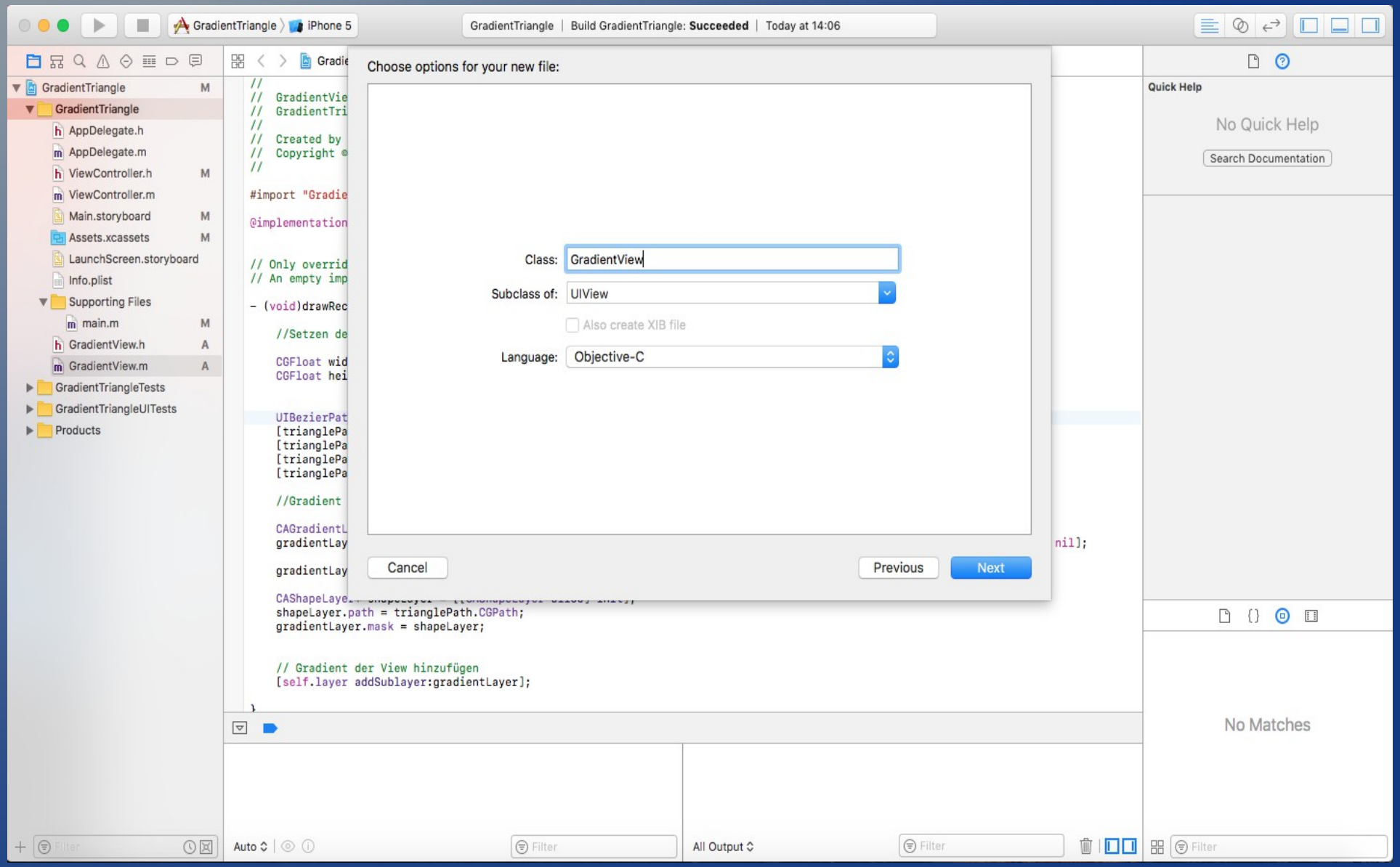
Übungsblatt 3 / Aufgabe 5a

Qendresa Iljazi

– Erstellen Sie mit Xcode ein Projekt vom Typ Single View Application



– Fügen Sie dem Projekt eine Klasse GradientView hinzu, die von der Klasse UIView erbt



– Überschreiben Sie die Methode drawRect der Klasse GradientView, indem Sie die ent- sprechenden Anweisungen zum Zeichnen der geometrischen Figuren implementieren

GradientTriangle 〉 iPhone 5 | GradientTriangle | Build GradientTriangle: **Succeeded** | Today at 14:06

GradientTriangle 〉 GradientTriangle 〉 GradientView.m 〉 No Selection

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    - GradientView.m A
  - GradientTriangleTests
  - GradientTriangleUITests
  - Products

```
//
//  GradientView.m
//  GradientTriangle
//
//  Created by admin on 11.11.16.
//  Copyright © 2016 MyOrganisation. All rights reserved.
//

#import "GradientView.h"

@implementation GradientView


// Only override drawRect: if you perform custom drawing.
// An empty implementation adversely affects performance during animation.

- (void)drawRect:(CGRect)rect {

    //Setzen der Höhe und Breite von View zur Laufzeit

    CGFloat width = self.frame.size.width;
    CGFloat height = self.frame.size.height;


    UIBezierPath *trianglePath = [UIBezierPath bezierPath];
    [trianglePath moveToPoint:(CGPoint){0, 0}];
    [trianglePath addLineToPoint:(CGPoint){width, 0}];
    [trianglePath addLineToPoint:(CGPoint){width/2, height}];
    [trianglePath closePath];



}

@end
```

Quick Help

No Quick Help

Search Documentation

Flexible Space Bar Button Item - Represents a flexible space item on a UIToolbar object.

View - Represents a rectangular region in which it draws and receives events.

Container View - Defines a region of a view controller that can include a child view controller.

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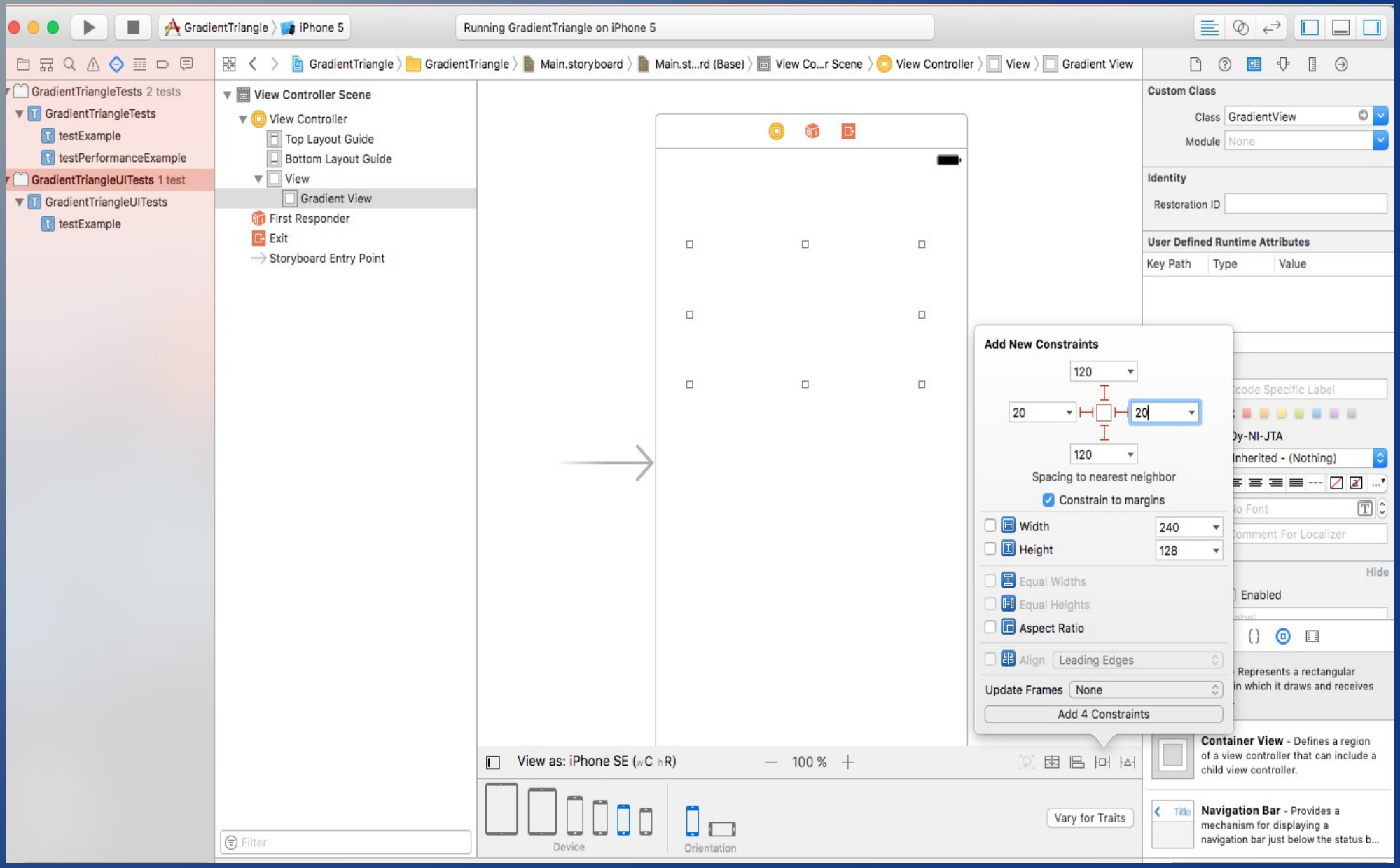
– Modifizieren Sie das automatisch generierte Storyboard, so dass es als Custom View eine Instanz der Klasse GradientView verwendet



GradientTriangle 〉 iPhone 5 | GradientTriangle | Build GradientTriangle: **Succeeded** | Today at 14:06

GradientTriangle 〉 GradientTriangle 〉 GradientView.m 〉 -drawRect:

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    [trianglePath closePath];

    //Gradient erstellen

    CAGradientLayer *gradientLayer = [CAGradientLayer layer];
    gradientLayer.colors = [NSArray arrayWithObjects: (id)[[UIColor blueColor] CGColor], (id) [[UIColor redColor]CGColor], nil];

    gradientLayer.frame = self.bounds;

    CAShapeLayer* shapeLayer = [[CAShapeLayer alloc] init];
    shapeLayer.path = trianglePath.CGPath;
    gradientLayer.mask = shapeLayer;


    // Gradient der View hinzufügen
    [self.layer addSublayer:gradientLayer];

}
```

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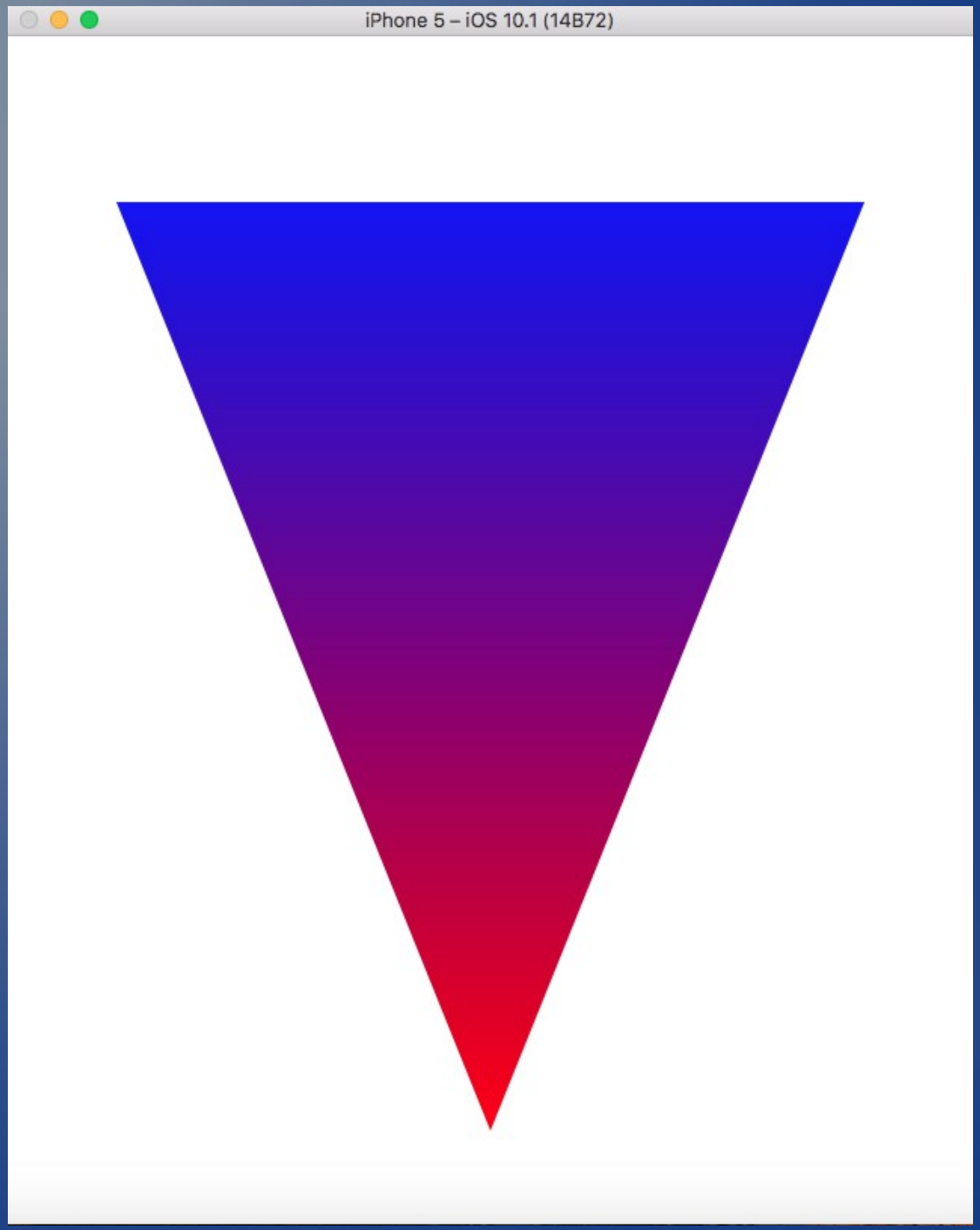
iPhone 5 – iOS 10.1 (14B72)

API-Reference (UIBezierPath und CAShapeLayer)

- https://developer.apple.com/reference/uikit/uibezierpath?language=objc
- https://developer.apple.com/reference/quartzcore/cashapelayer?language=objc