iOS Praktikum – Aufgabe 8

- Swift
- Navigation Controller
- Buttons unabhängig von der Bildschirmgröße und Orientierung
- Methode f
 ür die
 Übermittlung der Anzahl und Farbe
- Methode f
 ür die dynamische Visualisierung der Rechtecke



(a) Startansicht

(b) Detailansicht nach Klick(c) Detailansicht nach Klick auf den roten Button auf den blauen Button

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Navigation Controller erstellen





Buttons in die Root View einfügen und Button Text ändern.



Button Hintergrundfarbe ändern.



Constraints setzen (Spacing, Alignment, Aspect Ratio)



Aspect Ratio auf 1:1 und Constant auf 0



Alternativ Aspect Ratio mit CTRL auf den selben Button verbinden.



Root View fertig

Anlgen des zweiten View Controllers



Button verbinden um die Segues zu starten.



Segues einen Identifier übergeben.



Neue Swift Klasse erstellen.



Neue Klasse mit dem entsprechenden View Controller im Storyboard verbinden.

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       import UIKit
M
       class ViewController: UIViewController {
           override func viewDidLoad() {
               super.viewDidLoad()
               // Do any additional setup after loading the view, typically from a nib.
           3
           override func didReceiveMemoryWarning() {
               super.didReceiveMemoryWarning()
               // Dispose of any resources that can be recreated.
           }
           override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
               if segue.identifier == "5" {
                   if let destination = seque.destination as? SecondViewController{
                       destination.number = 5
                       destination.color = .red
                   }
               } else if segue.identifier == "10" {
                   if let destination = segue.destination as? SecondViewController{
                       destination.number = 10
                       destination.color = .green
                   3
               } else if segue.identifier == "20" {
                   if let destination = seque.destination as? SecondViewController{
                       destination.number = 20
                       destination.color = .blue
                   }
               } else {
                   if let destination = seque.destination as? SecondViewController{
                       destination.number = 50
                       destination.color = .black
                   }
               }
           }
       }
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      11
      // Created by admin on 19.11.16.
N
      // Copyright © 2016 MyOrganisation. All rights reserved.
      11
N
      import UIKit
N
      class SecondViewController: UIViewController {
          var number = 0
          var color = UIColor.black
          override func viewDidLoad() {
              super.viewDidLoad()
              let header_height = self.navigationController?.navigationBar.frame.size.height
              let statusbar_height = UIApplication.shared.statusBarFrame.size.height
              let width = self.view.bounds.width
              let height = self.view.bounds.height
              for index in 0...number-1 {
                  let broader = width > height+header_height!
                  if !broader{
                      let button = UIView()
                      let size = Double(width)/Double(number)
                      button.frame = CGRect(x: Double(index)*size, y: Double(index)*size+Double(header height!)+Double(statusbar height), width: size, height: size)
                      button.backgroundColor = color
                      view.addSubview(button)
                  } else{
                      let button = UIView()
                      let size = Double(height-header_height!) / Double(number)
                      button.frame = CGRect(x: Double(index)*size, y: Double(index)*size+Double(header_height!), width: size, height: size)
                      button.backgroundColor = color
                      view.addSubview(button)
              }
          }
          override func didReceiveMemoryWarning() {
              super.didReceiveMemoryWarning()
              // Dispose of any resources that can be recreated.
          3
          // MARK: - Navigation
          // In a storyboard-based application, you will often want to do a little preparation before navigation
          override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
              // Get the new view controller using segue.destinationViewController.
              // Pass the selected object to the new view controller.
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```

commit handler we can't actually add any new fences due to CA restriction



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