

John Ray



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Sams **Teach Yourself**

iPhone® Application Development

Second Edition

in **24**
Hours

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Hours

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800 East 96th Street, Indianapolis, Indiana, 46240 USA

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Sams Teach Yourself iPhone Application Development in 24 Hours Second Edition

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About the Author

John Ray is currently serving as a Senior Business Analyst and Development Team Manager for the Ohio State University Research Foundation. He has written numerous books for Macmillan/Sams/Que, including *Using TCP/IP: Special Edition*, *Teach Yourself Dreamweaver MX in 21 Days*, *Mac OS X Unleashed*, and *Teach Yourself iPad Development in 24 Hours*. As a Macintosh user since 1984, he strives to ensure that each project presents the Macintosh with the equality and depth it deserves. Even technical titles such as *Using TCP/IP* contain extensive information about the Macintosh and its applications and have garnered numerous positive reviews for their straightforward approach and accessibility to beginner and intermediate users.

You can visit his website at <http://teachyourselfiphone.com> or follow him on Twitter at #iPhoneIn24.

Dedication

*This book is dedicated to everyone who makes me smile, even if only on occasion.
Thanks for keeping me stay sane during long nights of typing.*

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Thank you to the group at Sams Publishing—Laura Norman, Sandra Schroeder, Keith Cline, Matthew David—for providing amazing support during the creation of this book. Your thoroughness and attention to detail make the difference between a book that works and one that bewilders.

Thanks to my friends, family, and pets. Deepest apologies to my fish tank. I swear I'll get you working right soon.

We Want to Hear from You!

As the reader of this book, *you* are our most important critic and commentator. We value your opinion and want to know what we're doing right, what we could do better, what areas you'd like to see us publish in, and any other words of wisdom you're willing to pass our way.

You can email or write me directly to let me know what you did or didn't like about this book—as well as what we can do to make our books stronger.

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Introduction

Over the past four years, Apple has changed the way we think about mobile computing. The iOS Platform has changed the way that we, the public, think about our mobile computing devices. With full-featured applications and an interface architecture that demonstrates that small screens can be effective workspaces, the iPhone has become the smartphone of choice for users and developers alike.

Part of what makes the iPhone such a success is the combination of an amazing interface and an effective software distribution method. With Apple, the user experience is key. The iOS is designed to be controlled with your fingers rather than by using a stylus or keypad. The applications are “natural” and fun to use, instead of looking and behaving like a clumsy port of a desktop app. Everything from interface to application performance and battery life has been considered. The same cannot be said for the competition.

Through the App Store, Apple has created the ultimate digital distribution system for developers. Programmers of any age or affiliation can submit their applications to the App Store for just the cost of a modest yearly Developer Membership fee. Games, utilities, and full-feature applications have been built for everything from pre-K education to retirement living. No matter what the content, with a user base as large as the iPhone, an audience exists.

In 2010, Apple introduced the iPad and iPhone 4 platforms—bringing larger, faster, and higher-resolution capabilities to the iOS. Although these devices will only be a few months “old” by the time you read this, they will already be in the hands of millions of users, eagerly awaiting the next great app.

My hope is that this book will bring iOS development to a new generation of developers. *Teach Yourself iPhone Development in 24 Hours* provides a clear natural progression of skills development, from installing developer tools and registering with Apple, to submitting an application to the App Store. It's everything you need to get started in 24 one-hour lessons.

Who Can Become an iPhone Developer?

If you have an interest in learning, time to invest in exploring and practicing with Apple's developer tools, and an Intel Macintosh computer running Snow Leopard, you have everything you need to begin developing for the iPhone.

Developing an application for the iPhone won't happen overnight, but with dedication and practice, you can be writing your first applications in a matter of days. The more time you spend working with the Apple developer tools, the more opportunities you'll discover for creating new and exciting projects.

Sams Teach Yourself iPhone Application Development in 24 Hours

You should approach iPhone application development as creating software that *you* want to use, not what you think others want. If you're solely interested in getting rich quick, you're likely to be disappointed. (The App Store is a crowded marketplace—albeit one with a lot of room—and competition for top sales is fierce.) However, if you focus on building apps that are useful and unique, you're much more likely to find an appreciative audience.

Who Should Use This Book?

This book targets individuals who are new to development for the iPhone and have experience using the Macintosh platform. No previous experience with Objective-C, Cocoa, or the Apple developer tools is required. Of course, if you do have development experience, some of the tools and techniques may be easier to master, but the authors do not assume that you've coded before.

That said, some things are expected of you, the reader. Specifically, you must be willing to invest in the learning process. If you just read each hour's lesson without working through the tutorials, you will likely miss some fundamental concepts. In addition, you need to spend time reading the Apple developer documentation and researching the topics presented in this book. There is a vast amount of information on iPhone development available, and only limited space in this book. This book covers what you need to forge your own path forward.

What Is (and Isn't) in This Book?

The material in this book specifically targets iOS release 4. Much of what you'll be learning is common to all the iOS releases, but this book also covers several important advances in 4, such as Gestures, embedded video playback, multitasking, universal (iPhone/iPad) applications, and more!

Unfortunately, this is not a complete reference for the iPhone APIs; some topics just require much more space than this book allows. Thankfully, the Apple developer documentation is available directly within the free tools you'll be downloading in Hour 1, "Preparing Your System and iPhone for Development." In many hours, you'll find a section titled "Further Exploration." This will identify additional related topics of interest. Again, a willingness to explore is an important quality in becoming a successful iPhone developer!

Each coding lesson is accompanied by project files that include everything you need to compile and test an example or, preferably, follow along and build the application yourself. Be sure to download the project files from the book's website at <http://teachyourselfiphone.com>.

In addition to the support website, you can follow along on Twitter! Search for #iPhoneIn24 on Twitter to receive official updates and tweets from other readers. Use the hashtag #iPhoneIn24 in your tweets to join the conversation. To send me messages via Twitter, begin each tweet with @johnemeryray.

HOOR 1

Preparing Your System and iPhone for Development

What You'll Learn in This Hour:

- ▶ What makes an iPhone an iPhone
- ▶ Where to get the tools you need to develop for the iPhone
- ▶ How to join the iOS Developer Program
- ▶ The need for (and use of) provisioning profiles
- ▶ What to expect during the first few hours of this book

The iPhone opens up a whole realm of possibilities for developers—a multitouch interface, always-on Internet access, video, and a whole range of built-in sensors can be used to create everything from games to serious productivity applications. Believe it or not, as a new developer, you have an advantage. You will be starting fresh, free from any preconceived notions of what is possible in a handheld application. Your next big idea may well become the next big thing on Apple's App Store.

This hour will get you prepared for iPhone development. You're about to embark on the road to becoming an iPhone developer, but 'you need to do a bit of prep work before you start coding.

Welcome to the iOS Platform

If you're reading this book, you probably already have an iPhone, and that means you already understand how to interact with its interface. Crisp graphics, amazing responsiveness, multitouch, and hundreds of thousands of apps—this just begins to scratch the surface. As a developer, however, you'll need to get accustomed to dealing with a platform that, to borrow a phrase from Apple, forces you to “think different.”

Display and Graphics

The iPhone screen is 320×480 points—giving you a limited amount of space to present your application’s content and interface (see Figure 1.1). Notice that I said “points”, and not pixels! Prior to the release of the iPhone 4’s Retina display, the iPhone was 320×480 pixels. Now, the actual resolution of an iOS device is abstracted behind a scaling factor. This means that while you will be working the numbers 320×480 for positioning elements, you may have more pixels than that. The iPhone 4, for example, has a scaling factor of 2, which means that it is really a (320×2)×(480×2) or 640×960 resolution device. Although that might seem like quite a bit of screen real estate, remember that all these pixels are displayed in a screen that is roughly 3.5-inch” diagonal.

FIGURE 1.1

The iPhone screen is measured in points—320×480 (portrait), 480×320 (landscape)—but each point may be made up of more than 1 pixel.



Did you know?

We'll look more at how scaling factors work when we position objects on the screen throughout the book. The important thing to know is that when you're building your applications, the iOS will automatically take the scaling factor into play to display your apps and their interfaces at the highest possible resolution with rarely *any* additional work on your part!

Although this might seem limiting, consider that desktop computers only recently exceeded this size, and many websites are still designed for 800×600. In addition,

the iPhone's display is dedicated to the currently running application. You will have one window to work in. You can change the content within that window, but the desktop and multiwindow application metaphors are gone.

The screen limits aren't a bad thing. As you'll learn, the iPhone development tools give you plenty of opportunities to create applications with just as much depth as your desktop software—albeit with a more structured and efficient interface design.

The graphics that you display on your screen can include complex animated 2D and 3D displays thanks to the OpenGL ES implementation available on all iPhone models. OpenGL is an industry standard for defining and manipulating graphic images that is widely used when creating games. The iPhone 3GS and 4 improve these capabilities with an updated 3D chipset and more advanced version of OpenGL (ES 2.0), but all the models have very respectable imaging abilities.

Application Resource Constraints

As with the HD displays on our desktops and laptops, we've grown accustomed to processors that can work faster than we can click. The iPhone uses a ~400MHz ARM in the early models, a ~600MHz version in the 3GS, and a 1GHz A4 in the iPhone 4. The A4 is a "system on a chip" that provides CPU, GPU, and other capabilities to the device and is the first Apple-designed CPU to be used in quite a while.

Apple has gone to great lengths to keep the iPhone responsive regardless of what you're doing. Unfortunately, that means that unlike the Mac OS, your iPhone's capability to multitask is limited. In iOS 4, Apple has created a limited set of multitasking APIs for very specific situations. These enable you to perform some tasks in the background, but your application can never assume that it will remain running. The iOS preserves the user experience beyond above all else.

Another constraint that you need to be mindful of is the available memory. In the original and iPhone 3G devices, 128MB of RAM is available for *the entire system, including your application*. There is no virtual memory, so you must carefully manage the objects that your application creates. In the iPhone 3GS Apple upped the ante to 256MB and, with the iPhone 4, Apple has graciously provided 512MB! This is great for us, but keep in mind that there are no RAM upgrades for earlier models!

Throughout the book, you'll see reminders to "release" memory when you're done using it. Even though you might get tired of seeing it, this is a very important process to get used to.

**By the
Way**

Connectivity

The iPhone has the ability to always be connected to the Internet via a cellular provider (such as AT&T in the United States). This wide-area access is supplemented with built-in WiFi and Bluetooth in all iPhone models. WiFi can provide desktop-like browsing speeds within the range of a wireless hot spot. Bluetooth, on the other hand, can be used to connect a variety of peripheral devices to your iPhone, including a keyboard!

As a developer, you can make use of the Internet connectivity to update the content in your application, display web pages, and create multiplayer games. The only drawback is that applications that rely heavily on 3G data usage stand a greater chance of being rejected from the App Store. These restrictions have been lessened in recent months, but it is still a point of frustration for developers.

Input and Feedback

The iPhone shines when it comes to input and feedback mechanisms and your ability to work with them. You can read the input values from the capacitive multitouch (five-finger!) screen, sense motion and tilt via the accelerometer and gyroscope (iPhone 4), determine where you are using the GPS (3G/3GS), see which way you're facing with the digital compass (3GS and iPhone 4), and understand how the phone is being used with the proximity and light sensors. The phone itself can provide so much data to your application about how and where it is being used that the device itself truly becomes a controller of sorts—much like (but surpassing!) the Nintendo Wii.

The iPhone also supports capturing pictures and video (3GS and iPhone 4) directly into your applications, opening a realm of possibilities for interacting with the real world. Already applications are available that identify objects you've taken pictures of and that find references to them online (such as the Amazon Mobile app).

Finally, for each action your user takes when interacting with your application, you can provide feedback. This, obviously, can be visible feedback on the screen, or it can be high-quality audio and force feedback via vibration. As a developer, you can leverage all these capabilities (as you'll learn in this book).

That wraps up our quick tour of the iOS platform. Never before has a single device defined and provided so many capabilities for a developer. As long as you think through the resource limitations and plan accordingly, a wealth of development opportunities awaits you.

Although this book targets the iPhone specifically, nearly all the information carries over to development for the iPod Touch and iPad. These systems differ in capabilities, such as support for a camera and GPS, but the development techniques are otherwise identical.

***Did you
Know?***

Becoming an iOS Developer

Being an iPhone developer requires more than just sitting down and writing a program. You need a modern Intel Macintosh desktop or laptop running Snow Leopard and at least 6GB of free space on your hard drive. The more screen space you have on your development system, the easier it will be to switch between the coding, design, simulation, and reference tools that you'll need to be using. That said, I've worked perfectly happily on a 13-inch MacBook Pro, so an ultra-HD multimonitor setup certainly isn't necessary.

So assuming you already have a Mac, what else do you need? The good news is that there isn't *much* more, and it won't cost you a cent to write your first application.

Joining the Apple Developer Program

Despite somewhat confusing messages on the Apple website, there really is no fee associated with joining the Apple Developer Program, downloading the iOS SDK (Software Development Kit), writing iPhone applications, and running them on Apple's iPhone Simulator.

Limitations do apply, however, to what you can do for free. If you want to have early access to beta versions of the iOS and SDK, you must be a paid member. If you want to load the applications you write on a physical iPhone device or distribute them via the App Store, you'll also need to pay the membership fee. Most applications in this book will work just fine on the simulator provided with the free tools, so the decision on how to proceed is up to you.

Perhaps you aren't yet sure whether the paid program is right for you. Don't worry; you can upgrade at any time. I recommend starting out with the free program and upgrading after you've had a chance to write a few sample applications and to run them in the simulator.

Obviously, things such as motion sensor input and GPS readings can't be accurately presented in the simulator, but these are special cases and aren't needed until later in this book.

***Did you
Know?***

If you choose to pay, the paid Developer Program offers two levels: a standard program (\$99) for those who will be creating applications that they want to distribute from the App Store, and an enterprise program (\$299) for large (500+ employee) companies that want to develop and distribute applications in-house but *not* through the App Store. Chances are, the standard program is what you want.

By the Way

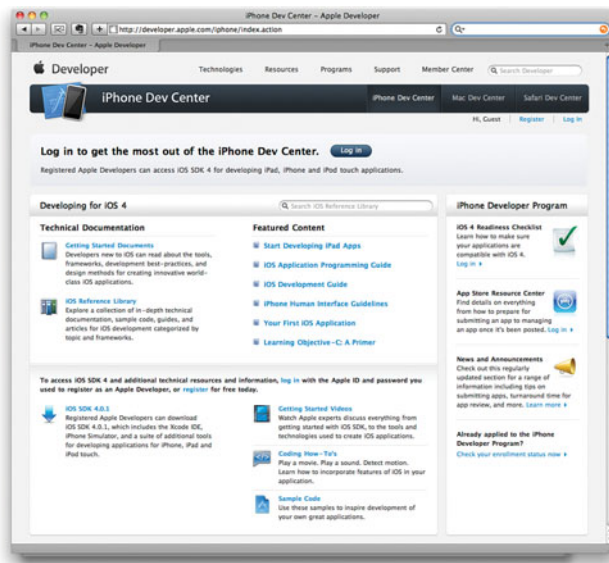
The standard (\$99) program is available for both companies and individuals. In case you want to publish to the App Store with a business name, you'll be given the option of choosing a standard "individual" or "company" program during the registration.

Registering as a Developer

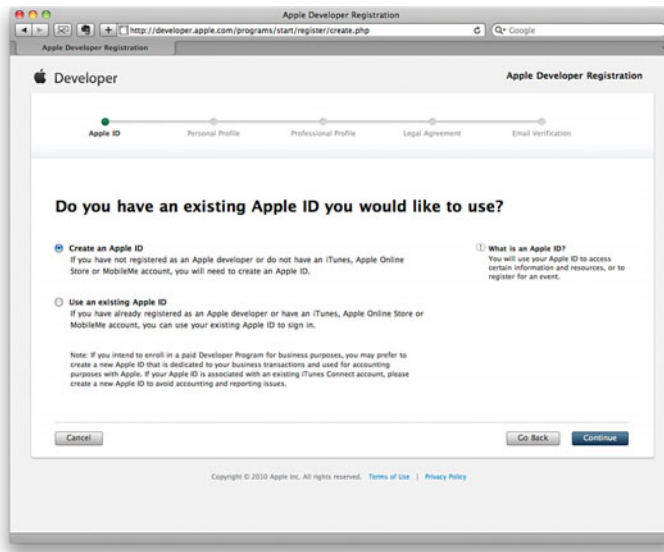
Big or small, free or paid, your venture into iPhone development begins on Apple's website. To start, visit the Apple iPhone Dev Center (<http://developer.apple.com/iphone>), shown in Figure 1.2.

If you already have an Apple ID from using iTunes or other Apple services, congratulations, you're almost done! Use the Log In button to access your account, agree to Apple's developer terms, and provide a few pieces of additional information for your developer profile. You'll immediately be granted access to the free developer resources!

FIGURE 1.2
Visit the iPhone Dev Center to log in or start the enrollment process.



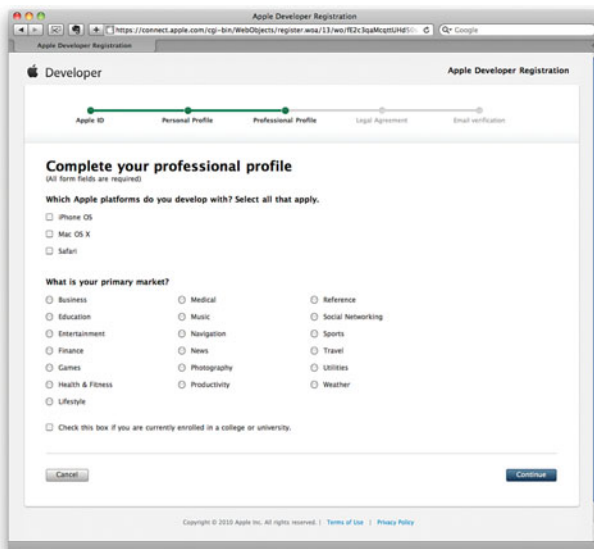
If you don't yet have an Apple ID, click the Register link, and then click Get Started on the subsequent page. When the registration starts, choose Create an Apple ID in the first step, as shown in Figure 1.3.

**FIGURE 1.3**

You'll use an Apple ID to access all the developer resources.

The registration process walks you through the process of creating a new Apple ID and collects information about your development interests and experience, as shown in Figure 1.4.

Upon completion of the registration, Apple verifies your email address by sending you a clickable link to activate your account.

**FIGURE 1.4**

The multistep registration process collects a variety of information about your development experience.

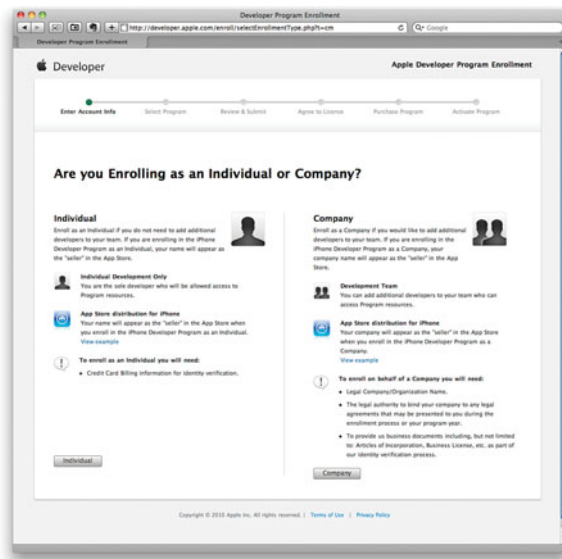
Joining a Paid Developer Program

After you have a registered and activated Apple ID, you can decide to join a paid program or to continue using the free resources. If you choose to join a paid program, again point your browser to the iPhone Dev Center (<http://developer.apple.com/iphone>) and click the Register link. Choose Use an Existing Apple ID for the Developer Program option, shown in Figure 1.3.

On the page that appears, look for the Join Today link and click it. The registration tool will now guide you through applying for the paid programs, including choosing between the standard and company options, as shown in Figure 1.5.

FIGURE 1.5

Choose the paid program that you want to apply for.



Unlike the free Developer Membership, the paid Developer Program does not take effect immediately. When the App Store first launched, it took months for new developers to join and be approved into the program. Today, it might take hours or a few days—just be patient. You can check your current status at any time by logging in to the iPhone Dev Center and clicking the Check Your Enrollment Status Now link.

Click the Register link to create a new free Developer Membership, or follow the links in the iOS Developer Program section (currently <http://developer.apple.com/iphone/program>) to join a paid program.

Installing the iOS Developer Tools

After you've registered your Apple ID, you can immediately download the current release version of the iOS developer tools directly from the iPhone Dev Center

(<http://developer.apple.com/iphone>). Just click the Download link and sit back while your Mac downloads the massive (~2.5GB) SDK disk image.

If you have the free Developer Membership, you'll likely see just a single SDK to download (the current release version of the development tools). If you've become a paid program member, you may see additional links for different versions of the SDK (3.2, 4.0, and so on). The examples in this book are based on the 4.0+ series of SDKs, so be sure to choose that option if presented.

**Did you
Know?**

When the download completes, open the resulting disk image, and double-click the Xcode and iPhone SDK for Snow Leopard icon. Doing so launches the Mac OS X Installer application, which will assist you in the installation. You don't have to change any of the defaults for the installer, so just read and agree to the software license and click Continue to proceed through the steps.

Unlike most applications, the Apple developer tools are installed in a folder called Developer located at the root of your hard drive. Inside the Developer folder are dozens of files and folders containing developer frameworks, source code files, examples, and of course, the developer applications themselves. Nearly all your work in this book will start with the application Xcode, located in the Developer/Applications folder (see Figure 1.6).



FIGURE 1.6
Most of your work with the developer tools will start in the Developer/Applications folder.

Although we won't get into real development for a few more hours, we *will* be configuring a few options in Xcode in the next section, so don't forget where it is!

Creating a Development Provisioning Profile

Even after you've obtained an Apple Developer Membership, joined a paid Developer Program, and downloaded and installed the iOS development tools, you still won't be able to run on your iPhone any applications that you write! Why? Because you haven't created a development provisioning profile yet.

In many development guides, this step isn't covered until after development begins. In my mind, once you've written an application, you're going to want to immediately run it on the iPhone. Why? Because it's just cool to see your own code running on your own device!

What's a Development Provisioning Profile?

Like it or not, Apple's current approach to iOS development is to make absolutely certain that the development process is controlled—and that groups can't just distribute software to anyone they want. The result is a rather confusing process that ties together information about you, any development team members, and your application into a "provisioning profile."

A development provisioning profile identifies the developer who may install an application, an ID for the application being developed, and the "unique device identifiers" for each iPhone that will run the application. This is *only* for the development process. When you are ready to distribute an application via the App Store or to a group of testers (or friends!) via ad hoc means, you'll need to create a separate "distribution" profile. Because we're just starting out, this isn't something you need right away. We talk more about distribution profiles in Hour 24, "Distributing Applications Through the App Store."

Generating and Installing a Development Provisioning Profile

Creating a provisioning profile can be frustrating and seem outrageously convoluted. Apple has streamlined the process tremendously with an online Development Provisioning Assistant, but we still have to jump through some hoops. Let's bite the bullet and get through this!

Getting Your iPhone Unique Device Identifier

To run your application on a real iPhone, you need the ID that uniquely identifies your iPhone from the thousands of other iPhones. To find this, first make sure that your device is connected to your computer, and then launch Xcode from the

Developer/Applications folder. When Xcode first launches, immediately choose Window, Organizer from the menu. The Organizer utility slightly resembles iTunes in its layout. You should see your iPhone listed in the far-left column of the Organizer under the Devices section. Click the icon to select it, and then click the Use for Development button. Your screen should now resemble Figure 1.7.

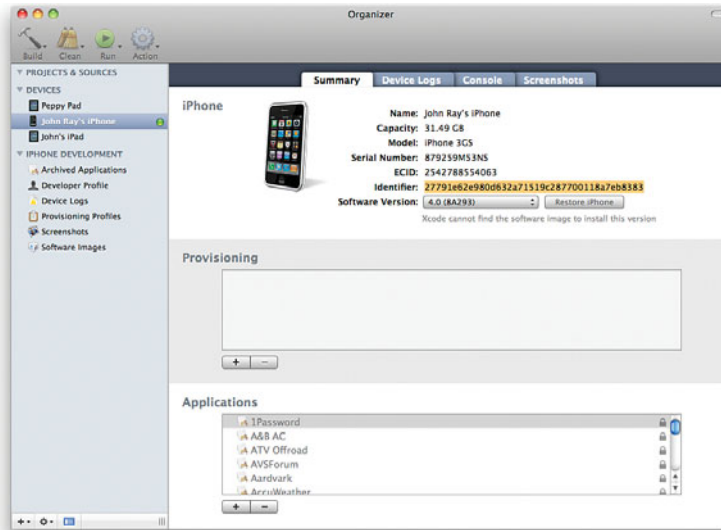


FIGURE 1.7
First, grab the ID of your iPhone.

The Identifier field is the unique device ID that we're looking for. Go ahead and copy it to the Clipboard. You'll need to paste it into the Provisioning Assistant shortly.

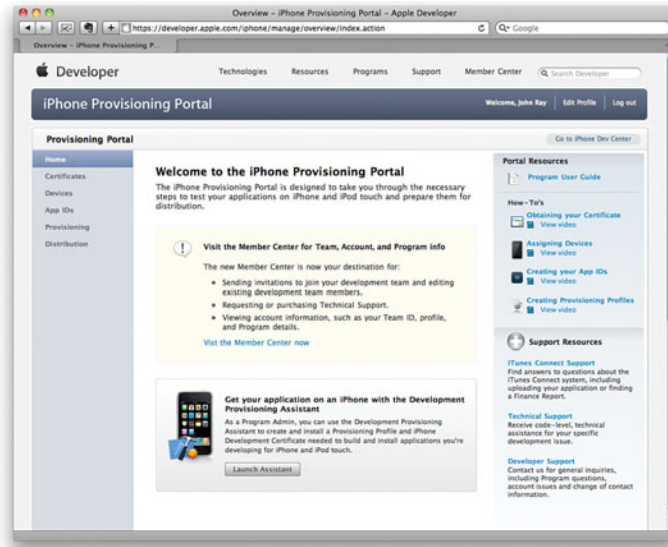
Starting the Provisioning Assistant

Next, head to the Apple website and the iOS Dev Center (<http://developer.apple.com/ios>). Make sure that you've logged in to the site, and then click the Provisioning Portal link, currently located in the upper-right side of the page. The Provisioning Portal is designed to give you access to the tools you need to create provisioning and distribution profiles. It also includes the Development Provisioning Assistant, which is the web utility that will make our lives much easier. Click the Launch Assistant button (see Figure 1.8).

The assistant will launch in your web browser and display a short splash screen. Click the Continue button to begin.

FIGURE 1.8

Head to the Provisioning Portal, and then launch the Development Provisioning Assistant.



Choosing an App ID

Your first step is to choose an App ID. This ID will identify a shared portion of the keychain that your application will have access to.

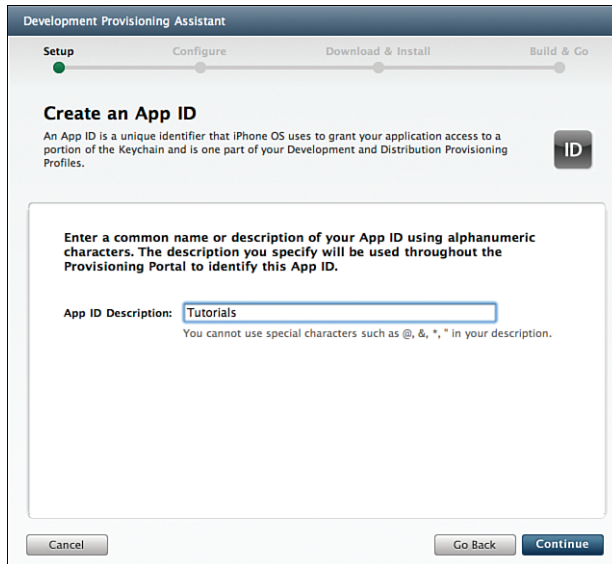
Come again?

The keychain is a secure information store on the iPhone that can be used to save passwords and other critical information. Most apps don't share a keychain space (and therefore can't share protected information). If you use the same App ID for multiple applications, however, they *can* share keychain data.

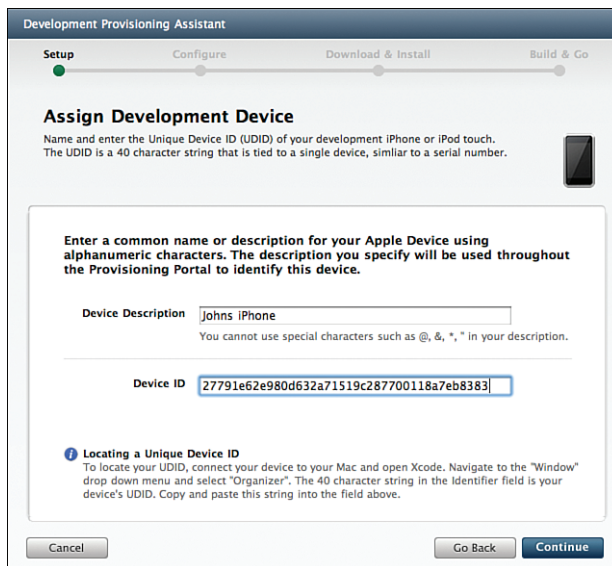
For the purposes of this book, there's no reason the tutorial apps can't share a single App ID, so create a new ID named anything you want. If you have already created App IDs in the past, you'll be given the option to choose an existing ID. I'm creating a new App ID, Tutorials, as shown in Figure 1.9. Enter the ID and click Continue to move on.

Assigning a Development Device

Next you are asked to assign a development device, as shown in Figure 1.10. This device ID identifies which iPhone will be allowed to run the applications you create. Enter a meaningful description for the device ("Johns iPhone," for example), and then paste the string you copied from the Xcode organizer into the Device ID field. Click Continue to move on.

**FIGURE 1.9**

An App ID can be used for a single application or group of applications.

**FIGURE 1.10**

Assign a device that can run your application.

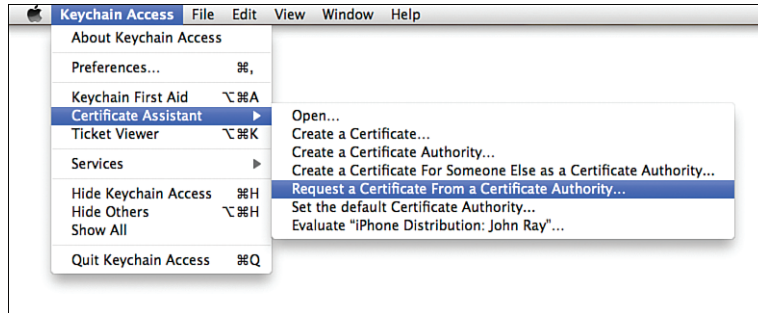
Note that as with the App IDs, if you've already used a device ID in the past, you will be given the option of simply selecting it from a drop-down list.

Generating a Certificate Signing Request

Now things are getting fun. The next step takes place outside of your browser. Leaving the Development Provisioning Assistant open, go to the Applications/Utilities folder on your hard drive and open the Keychain Access utility. Choose Keychain Access, Certificate Assistant, Request a Certificate from a Certificate Authority from the menu (see Figure 1.11).

FIGURE 1.11

In this step, you create a certificate request that is uploaded to Apple.



The Keychain Access Certificate Assistant will start. Thankfully, this is a pretty short process. You just need to enter your email address, name, and highlight the Saved to Disk option, as shown in Figure 1.12.

FIGURE 1.12

Enter the information needed for the certificate request. You can leave the CA Email Address field empty.



Click Continue to save the certificate to your disk. Make sure you make a note of where you save the certificate because you're going to be uploading it to Apple back in the Development Provisioning Assistant. Once you save it, you can close the Certificate Assistant window.

Uploading the Certificate Signing Request

Return to the Development Provisioning Assistant in your web browser. Click Continue until you are prompted to submit the certificate signing request that you just generated (see Figure 1.13). Click the Choose File button so that you can select the request file, and then click Continue to upload it.

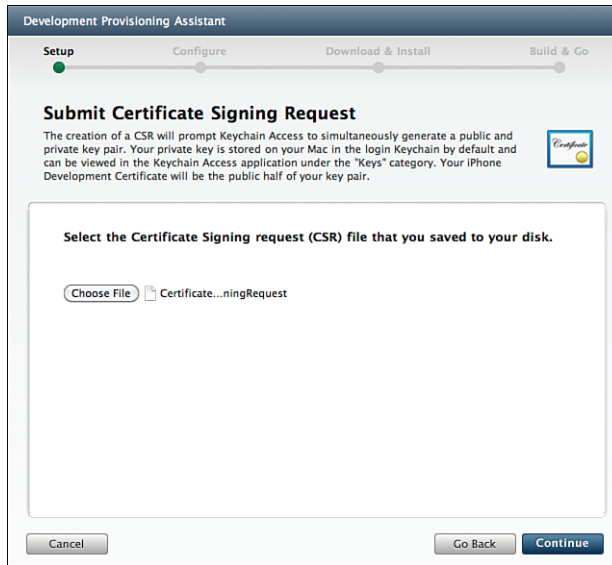


FIGURE 1.13
Upload the certificate signing request to Apple.

Naming and Generating the Provisioning Profile

We're almost done! After uploading the request, you'll be prompted to name the provisioning profile (see Figure 1.14). Because this profile contains information that can potentially identify individual phones and applications, you should choose something relevant to how you intend to use it. In this case, I'm only interested in using it as a generic development profile for all of my apps, so I'm naming it iPhone Development Profile. Not very creative, but it works.

Click the Generate button to create your provisioning profile. This may take 20 to 60 seconds, so be patient. The screen will eventually refresh to show the final profile information, as shown in Figure 1.15.

Our final steps will be downloading and installing the profile, and downloading and installing a security certificate that will be associated with the profile.

FIGURE 1.14

Name the profile to reflect how you intend to use it.

The screenshot shows the 'Development Provisioning Assistant' window with the 'Setup' step selected. The title is 'Name your Provisioning Profile'. Below the title, it says: 'A Provisioning Profile is a collection of your App ID, Apple device UDID, and iPhone Development Certificate that allows you to install your application on your device.' There is a 'PROV' icon with a gear. The main area has a text box for 'Profile Description' containing 'iPhone Development Profile'. Below this, it says: 'You cannot use special characters such as @, &, *, * in your description.' There are three more fields: 'App ID: Tutorials 4AQ5CTZJF8.*', 'Device: Johns iPhone 828e616103f0282fd7370558f3f12f6a7bfd6789', and 'Certificate Name: John Ray'. At the bottom are 'Cancel', 'Go Back', and 'Generate' buttons.

FIGURE 1.15

After several seconds, the profile is generated.

The screenshot shows the 'Development Provisioning Assistant' window with the 'Configure' step selected. The title is 'Generate your Provisioning Profile'. Below the title, it says: 'Your Provisioning Profile has been generated. Please continue to the next step.' There are three rows, each with a green checkmark icon: 'Profile Name: iPhone Development Profile', 'App ID: Tutorials 4AQ5CTZJF8.*', 'Device: Johns iPhone 828e616103f0282fd7370558f3f12f6a7bfd6789', and 'Certificate Name: John Ray'. At the bottom are 'Cancel', 'Go Back', and 'Continue' buttons.

Downloading the Development Provisioning Profile and Certificate

At this point, your profile has been generated, along with a security certificate that can be used to uniquely associate your applications with that profile. All that remains is downloading and installing them. Click the Continue button to access the provisioning profile download screen, as shown in Figure 1.16. Click the Download Now button to save the profile to your Downloads folder (file extension .mobileprovision).

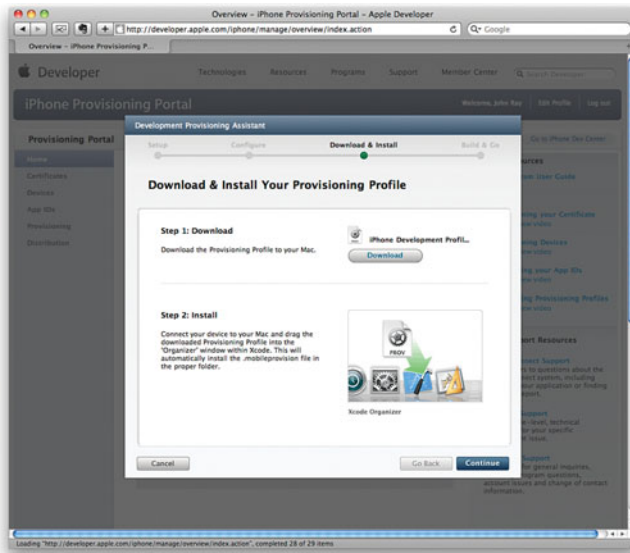


FIGURE 1.16
Download the provisioning profile.

As much as I hate to say it, the next thing to do is to ignore the onscreen instructions—the installation process that Apple describes in the assistant isn't the most efficient route. Instead, click the Continue button until you are given the option of downloading the development certificate, as shown in Figure 1.17.

Click the Download button to download the certificate file (file extension .cer) to your Downloads folder. You are now finished with the Provisioning Assistant and can safely exit.

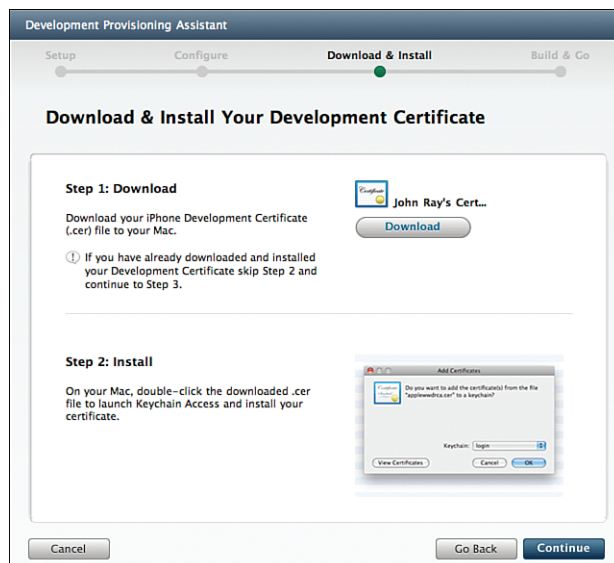


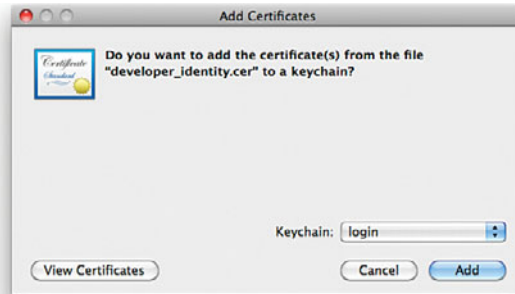
FIGURE 1.17
Download the development certificate.

Installing the Development Provisioning Profile and Certificate

To install the profile and certificate, we just need to exercise our double-click skills. First, install the development certificate by double-clicking it. Doing so opens Keychain Access and prompts you for the keychain where the certificate should be installed. Choose the login keychain, and then click Add, as demonstrated in Figure 1.18.

FIGURE 1.18

Choose the login keychain to hold your development certificate.

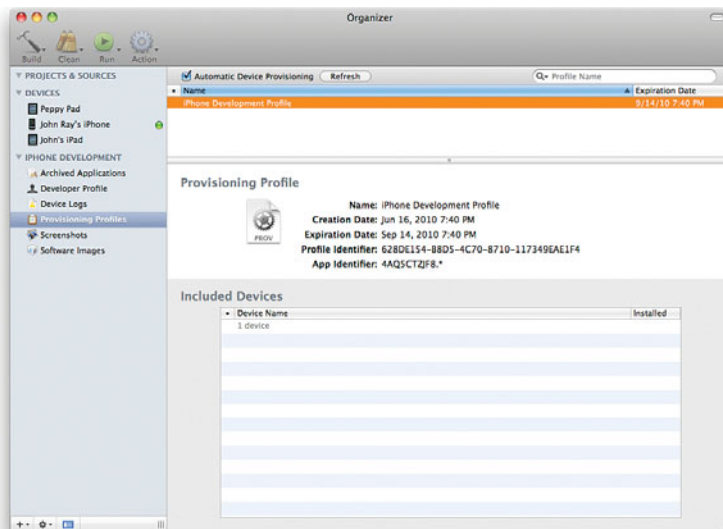


After adding the certificate, you should be able to browse through your login keychain for a key labeled with your name that contains the certificate.

To install the development profile, double-click the downloaded .mobileprovision file. Xcode will launch—if it isn't already running—and silently install the profile. You can verify that it has been successfully installed by launching the Organizer within Xcode (Window, Organizer) and then clicking the Provisioning Profiles item within the iPhone Development section, as shown in Figure 1.19.

FIGURE 1.19

If the profile has been successfully installed, it should be listed in the Xcode Organizer.



After you have a development machine configured, you can easily configure other computers using the Developer Profile item in the Xcode organizer. The Export Developer Profile and Import Developer Profile buttons will export (and subsequently import) all your developer profiles/certificates in a single package.

**Did you
Know?**

But Wait... I Have More Than One iOS Device!

The Development Provisioning Assistant helps you create a provisioning profile for a single iPhone, iPad, or iPod Touch device. But what if you have multiple devices that you want to install onto? No problem. You'll need to head back to the Provisioning Portal and click the Devices link on the left side of the page. From there, you can add additional devices that will be available to your profile.

Next, click the Provisioning link, also on the left side of the page, and use the Edit link to modify your existing profile to include another iPhone, as demonstrated in Figure 1.20.

Finally, you'll need to click the Download link to redownload the modified profile and then import it into Xcode so that the additional device is available.

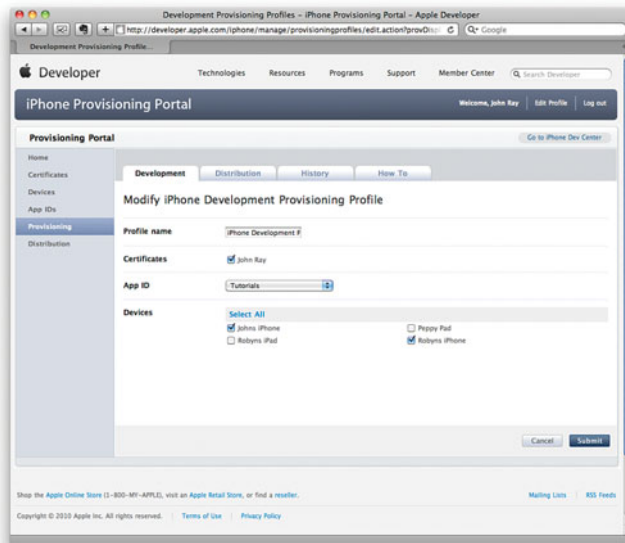


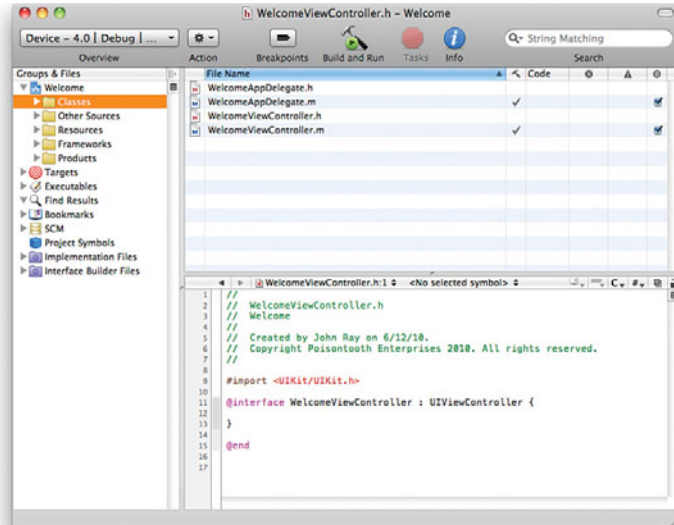
FIGURE 1.20
Add additional devices to a provisioning profile within the web portal. Remember to redownload the profile and install it!

Testing the Profile with an iPhone App

It seems wrong to go through all of that work without some payoff, right? For a real-world test of your efforts, let's actually try to run an application on your iPhone. If you haven't downloaded the project files to your computer, now is a good time to visit <http://teachyourselfiphone.com> and download the archives.

Within the Hour 1 Projects folder, open the Welcome folder. Double-click Welcome.xcodeproj to open a simple application in Xcode. After the project opens, your display should be similar to Figure 1.21.

FIGURE 1.21
Open the
Welcome.xcode-
proj in Xcode.



Next, make sure that your iPhone is plugged into your computer. Using the menu in the upper-left corner of the Xcode window, choose Device 4.0 (or a later version, if available). This will tell Xcode that when the project is built it should be installed on your iPhone. Finally, click Build and Run.

Xcode will install the correct provisioning profile on your device, and, after a few seconds, the application should be installed and launched on your iPhone, as seen in Figure 1.22.

You can now exit Xcode and quit the Welcome application on your iPhone.

By the Way

When you clicked Build and Run, the Welcome application was installed and started on your iPhone. It will remain there until you remove it manually. Just touch and hold the Welcome icon until it starts wiggling, and then delete the application as you would any other. Applications installed with your development certificate will stop working when the certificate expires (120 days after it was issued).

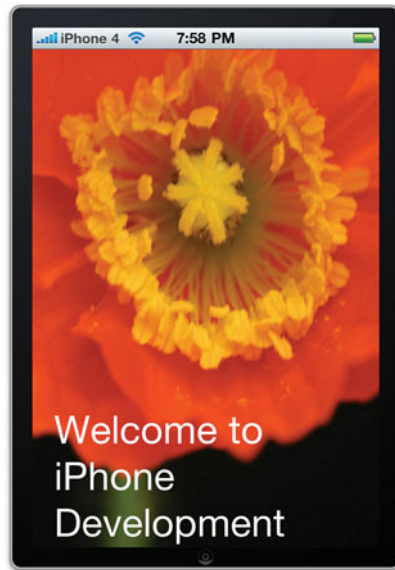


FIGURE 1.22
Congratulations, you've just installed your first home-grown iPhone application!

Developer Technology Overview

Over the course of the next few hours, you will be introduced to the technologies that you'll be using to create iPhone applications. The goal is to get you up to speed on the tools and technology, and then you can start actively developing. This means you're still a few hours away from writing your first app, but when you start coding, you'll have the necessary background skills and knowledge to successfully create a wide variety of applications.

The Apple Developer Suite

In this hour, you downloaded and worked with the Xcode application. This is just one piece (albeit an important piece) of the developer suite that you will be using throughout this book. Xcode, coupled with Interface Builder and the iPhone Simulator, will make up your development environment. These three applications are so critical, in fact, that two hours (2 and 4) are devoted to covering them.

It's worth mentioning that almost every iPhone, iPad, iPod, and Macintosh application you run, whether created by a single developer at home or a huge company, is built using the Apple developer tools. This means that you have everything you need to create software as powerful as any you've ever run.

Later in the book, you'll be introduced to additional tools in the suite that can help you debug and optimize your application.

During the writing of this book, Apple released a “developer preview” of Xcode 4. Because there is no known release schedule for Xcode 4, and you can’t yet use it to build real applications, we are writing with the tried-and-true Xcode 3.2. For those who want to make the transition, we’ll be providing an online introduction to Xcode 4 (as soon as it is publicly available) at the book’s support site: <http://teachyourselfiphone.com/>. Be sure to check it out!

Objective-C

Objective-C is the language that you’ll be using to write your applications. It provides the structure for our applications and is to control the logic and decision making that goes on when an application is running.

If you’ve never worked with a programming language before, don’t worry. Hour 3, “Discovering Objective-C: The Language of Apple Platforms,” covers everything you need to get started. Developing for the iPhone in Objective-C is a unique programming experience, even if you’ve used other programming languages in the past. The language is unobtrusive and structured in a way that makes it easy to follow. After your first few projects, Objective-C will fade into the background, letting you concentrate on the specifics of your application.

Cocoa Touch

While Objective-C defines the structure for iPhone applications, Cocoa Touch defines the functional building blocks, called *classes*, that can make the iPhone do certain things. Cocoa Touch isn’t a “thing,” per se, but a collection of interface elements, data storage elements, and other handy tools that you can access from your applications.

As you’ll learn in Hour 4, “Inside Cocoa Touch,” you can access literally hundreds of different Cocoa Touch classes and do thousands of things with them. This book covers quite a few of the most useful classes and gives you the pointers you need to explore even more on your own.

Model-View-Controller

The iOS platform and Macintosh use a development approach called Model-View-Controller (MVC) to structure applications. Understanding why MVC is used and the benefits it provides will help you make good decisions in structuring your most complex applications. Despite the potentially complicated-sounding name, MVC is really just a way to keep your application projects arranged so that you can easily update and extend them in the future. You’ll take a more detailed look at MVC in Hour 6, “Model-View-Controller Application Design.”

Summary

This hour introduced you to the iOS platform, its capabilities, and its limitations. You learned about the iPhone's graphic features, RAM size, and the various sensors that you can use in your applications to create uniquely "aware" experiences. We also discussed the Apple iPhone developer tools, how to download and install them, and the differences between the varying pay-for developer programs. To prepare you for actual on-phone development, you explored the process of creating and installing a Development Provisioning Profile in Xcode and even installed an application on your phone.

The hour wrapped up with a quick discussion of the development technologies that make up the first part of the book and form the basis for all the iPhone development you'll be doing.

Q&A

Q. *I thought the iPhone had at minimum 16GB of RAM in the low-end model and 32GB on the high-end model. Doesn't it?*

A. The "memory" capabilities for the iPhone that are advertised to the public are the storage sizes available for applications, songs, and so forth. It is separate from the RAM that can be used for executing programs. If Apple implements virtual memory in a future version of iOS, it is possible that the larger storage could be used for increasing available RAM.

Q. *What platform should I target for development?*

A. That depends on your goals. If you want to reach the largest audience, consider a universal application that works on the iPhone, iPad, and iPod Touch. We examine this development possibility later in Hour 22, "Building Universal Applications." If you want to make use of the most capable hardware, you can certainly target the unique capabilities of the iPhone 4, but you will potentially be limiting the size of your customer base.

Q. *Why isn't the iPhone (and iOS platform) open?*

A. Great question. Apple has long sought to control the user experience so that it remains "positive" regardless of how users have set up their device, be it a Mac, an iPhone, or an iPhone. By ensuring that applications can be tied to a developer and enforcing an approval process, Apple attempts to limit the potential for a harmful application to cause damage to data or otherwise negatively impact the user. Whether this is an appropriate approach, however, is open to debate.

Workshop

Quiz

1. What is the resolution of the iPhone screen?
2. What is the cost of joining an individual iOS Developer Program?
3. What language will you use when creating iPhone applications?

Answers

1. Trick question. The iPhone screen has 320×480 points, but you can't tell how many pixels unless you multiply by the scaling factor. The iPhone 4 has a scaling factor of 2; all other models have a scaling factor of 1.
2. The Developer Program costs \$99 a year for the individual option.
3. Objective-C will be used for iPhone development.

Activities

1. Establish an Apple Developer Membership and download and install the developer tools. This is an important activity that, if you didn't follow along in the course of the hour, should be completed before starting the next hour's lesson.
2. Review the resources available in the iOS Dev Center. Apple has published several introductory videos and tutorials that supplement what you'll learn in this book.

HOURL 2

Introduction to Xcode and the iPhone Simulator

What You'll Learn in This Hour:

- ▶ How to create new projects in Xcode
- ▶ Code editing and navigation features
- ▶ Where to add classes and resources to a project
- ▶ How to modify project properties
- ▶ Compiling for the iPhone and the iPhone Simulator
- ▶ How to interpret error messages
- ▶ Features and limitations of the iPhone Simulator

The core of your work in the Apple Developer Suite will be spent in three applications: Xcode, Interface Builder, and the iPhone Simulator. This trio of apps provides all the tools that you need to design, program, and test applications for the iPhone. And, unlike other platforms, the Apple Developer Suite is entirely free!

This hour walks you through the basics you need to work within two of the three components—Xcode and the iPhone Simulator—and you'll get some hands-on practice working with each. We cover the third piece, Interface Builder, in Hour 5, "Exploring Interface Builder."

Using Xcode

When you think of coding—actually typing the statements that will make your iPhone meet Apple's "magical" mantra—think Xcode. Xcode is the IDE, or integrated development environment, that manages your application's resources and lets you edit the code that ties the different pieces together.

After you install the developer tools, as described in Hour 1, “Preparing Your System and iPhone for Development,” you should be able to find Xcode in the Developer/Applications folder located at the root level of your hard drive. We walk through the day-to-day use of Xcode in this hour, so if you haven’t installed the tools yet, do so now!

Launch Xcode from the Developer/Applications folder. After a few moments, the Welcome to Xcode screen will display, as shown in Figure 2.1.

FIGURE 2.1

Explore Apple’s developer resources, right from the Xcode Welcome screen.



You can choose to disable this screen by unchecking the Show This Window When Xcode Launches check box, but it does provide a convenient “jumping-off” point for sample code, tutorials, and documentation. In Hour 4, “Inside Cocoa Touch,” we take a detailed look at the documentation system included in Xcode, which is quite extensive. For now, click Cancel to exit the Welcome screen.

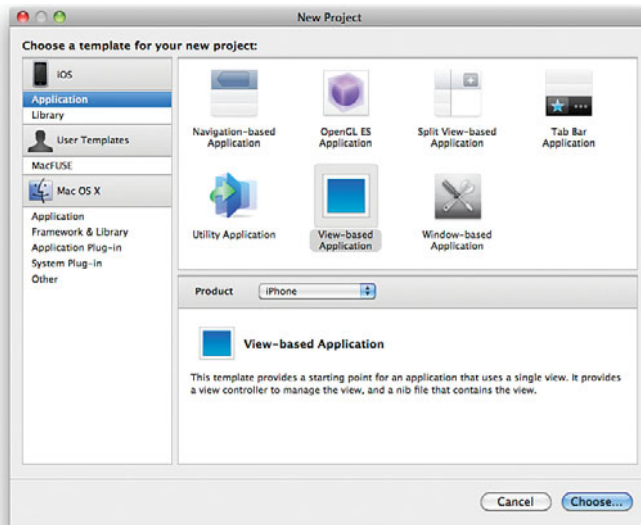
Creating and Managing Projects

Most of your iPhone work will start with an Xcode project. A project is a collection of all the files associated with an application, along with the settings needed to “build” a working piece of software from the files. This includes images, source code, and a file that describes the appearance and objects that make up the interface.

Choosing a Project Type

To create a new project, choose File, New Project (Shift+Command+N) from the Xcode menu. Do this now. Xcode will prompt you to choose a template for your application, as shown in Figure 2.2. The Xcode templates contain the files you need

to quickly start on a new development effort. Although it is possible to build an application completely from scratch, the time saved by using a template is pretty significant. We'll use several templates throughout the book, depending on what type of application we're building.

**FIGURE 2.2**

To create a new project, start by choosing an appropriate template.

Along the left side of the Template window are the categories of templates you can choose from. Our focus will be on the iOS Application category, so be sure that it is selected.

On the right side of the display are the templates within the category, with a description of the currently highlighted template. For this tutorial, click the Window-Based Application template. Be sure that the product selected is the iPhone (rather than iPad, or Universal, which runs on the iPad *and* iPhone), and then click the Choose button.

After choosing the template, you'll be prompted for a location and a name to use when saving the project. Name the test project for this hour **HelloXcode** and click Save. Xcode will automatically create a folder with the name of the project and place all the associated files within that folder.

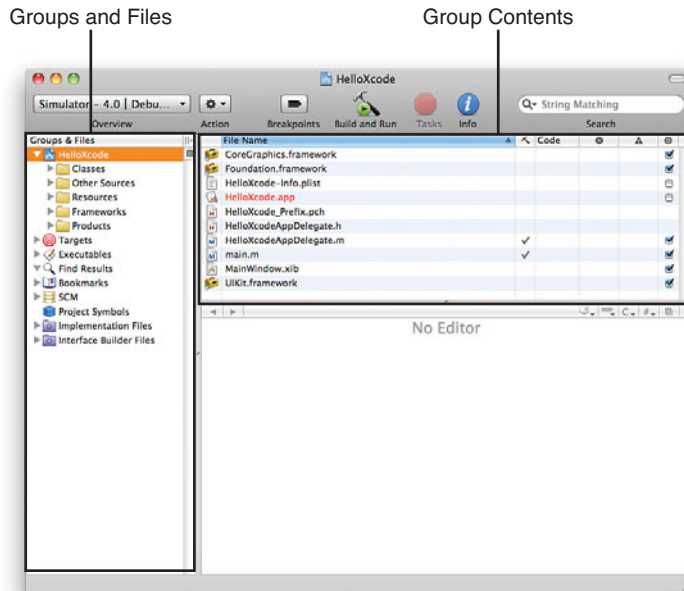
Within your project folder, you'll find a file with the extension `.xcodeproj`. This is the file you need to open to return to your project workspace after exiting Xcode.

**Did you
Know?**

Project Groups

After you’ve created or opened a project in Xcode, the interface displays an iTunes-like window for navigating the project’s files. On the left side of the window, the Groups & Files list contains a logical grouping of the files within your project. Clicking the top group, called the “project group” (and named after the project), updates the list to the right and shows all the files associated with the application, as shown in Figure 2.3.

FIGURE 2.3
Use the Groups & Files list to navigate through your project resources.



By the Way

Keep in mind that these are logical groupings. You won’t find all these files in your project directory, nor will you find the same folder structure. The Xcode layout is designed to help you find what you’re looking for easily—not to mirror a file system structure.

Within the project group are five subgroups that you may find useful:

Classes: As you’ll learn in the next hour, classes group together application features that complement one another. Most of your development will be within a class file.

Other Sources: These are any other source code files associated with the application. You’ll rarely need to touch these files.

Resources: The Resources group contains the files that define the user interface, application properties, and any images, sounds, or other media files that you want to make use of within the project.

Frameworks: Frameworks are the core code libraries that give your application a certain level of functionality. By default, Xcode includes the basic frameworks for you, but if you want to add special features, such as sound or vibration, you may need an additional framework. We walk through the process of adding frameworks in Hour 10, “Getting the User’s Attention.”

Products: Anything produced by Xcode is included here (typically, the executable application).

Outside the project group are additional groups, most of which you won’t need to touch for the purposes of learning iPhone development—but a few can come in handy. The Find Results group, for example, contains all the searches you execute and the files that match. The Bookmarks group enables you to mark specific lines in your code and quickly jump to them. Finally, two smart groups (denoted by the violet folder with the gear icon) are defined by default: Implementation Files and NIB Files. Smart groups cluster together files of a particular type from throughout a project. These groups, in particular, provide quick access to the files where you’ll be adding your application logic (known as *implementation files*), and the files that define your interface (NIB, “now known as XIB,” files).

Didn’t You Just Say My Work Would Be with the Class Files? What’s This About Implementation Files?

As you’ll learn in the next hour, classes are made up of two files: a header, or interface file (ending in .h) that describes the features a class will provide; and an implementation file that actually contains the logic that makes those features work (with a .m suffix). The term *implementation file* just refers to one of the two files in a class.

By the Way

If you find that you want additional logical groupings of files, you can define your own smart groups via Project, New Smart Group.

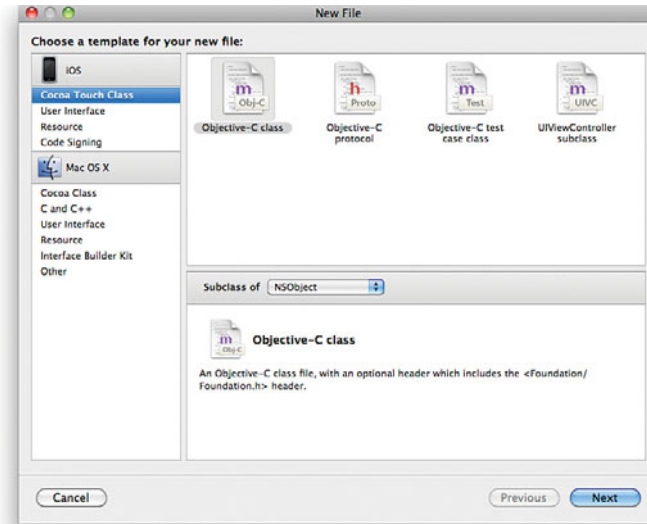
Did you Know?

Adding New Code Files to a Project

Even though the Apple iPhone templates do give you a great starting point for your development, you’ll find, especially in more advanced projects, that you need to add additional code classes or interface files to supplement the base project. To add a new file to a project, choose File, New. In an interface similar to the project templates,

Xcode will prompt you, as shown in Figure 2.4, for the category and type of file that you want to add to the project. You are fully guided throughout this book, so don't worry if the options in the figure look alien at the moment.

FIGURE 2.4
Use Xcode to
add new files to
a project.



Can I Add Empty Files Manually?

Yes, you could drag your own files into one of the Xcode group folders and copy them into the project. However, just as a project template gives you a head start on implementation, Xcode's file templates do the same thing. They often include an outline for the different features that you'll need to implement to make the code functional.

Adding Resources to a Project

Many applications will require sound or image files that you'll be integrating into your development. Obviously, Xcode can't help you "create" these files, so you'll have to add them by hand. To do this, just click and drag the file from its location into the Resources group in Xcode. You will be prompted to copy the files. Always make sure the "copy" check box is selected so that Xcode can put the files where they need to go within your project directory.

In the downloadable project folder that corresponds with what you're building this hour, an Images folder contains files named `Icon.png` and `Icon@2x.png`. Drag these files from the Finder into the Xcode Resources folder. Choose to copy if needed, as

shown in Figure 2.5. Copying the files ensures that they are correctly placed within your project and accessible by your code.

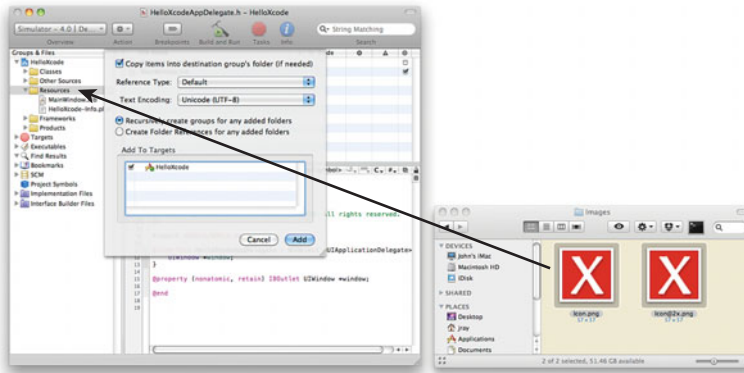


FIGURE 2.5
Drag the `icon.png` files into the `Resources` folder and choose to copy if needed.

These files will ultimately serve as the icon for the HelloXcode app. The reason for two files? The `@2x` is the icon for an iOS device with a scaling factor of 2 (that is, the double the horizontal and vertical resolution)—in other words, the iPhone 4!

Removing Files and Resources

If you've added something to Xcode that you decide you don't want, you can delete it easily. To remove a file or resource from your project, simply select it within one of the Xcode groups where it appears, and then press the Delete key. Xcode gives you the option to delete any references to the file from the project and move the file to the trash or just to delete the references (see Figure 2.6).

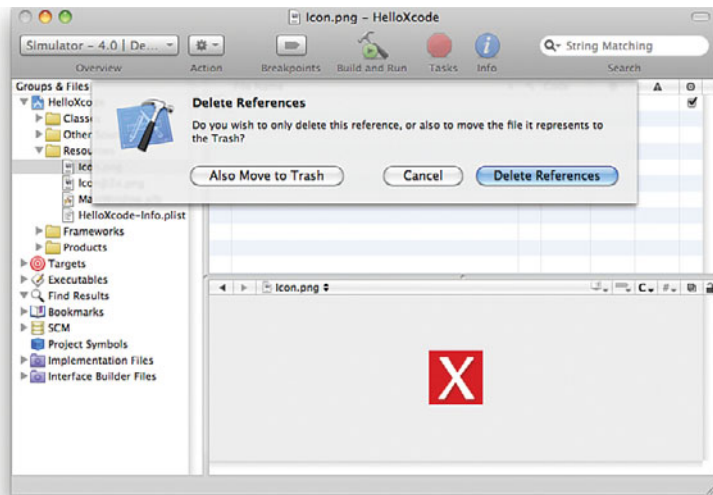
If you choose to delete references, the file itself will remain but will no longer be visible in the project.

If Xcode can't find a file that it expects to be part of a project, that file will be highlighted in red in the Xcode interface. This might happen if you accidentally delete a file from the project folder within the Finder. It also occurs when Xcode knows that an application file will be created by a project, but the application hasn't been generated yet. In this case, you can safely ignore the red `.app` file within the Xcode groups.

**By the
Way**

FIGURE 2.6

Deleting a file's references leaves the actual file untouched.

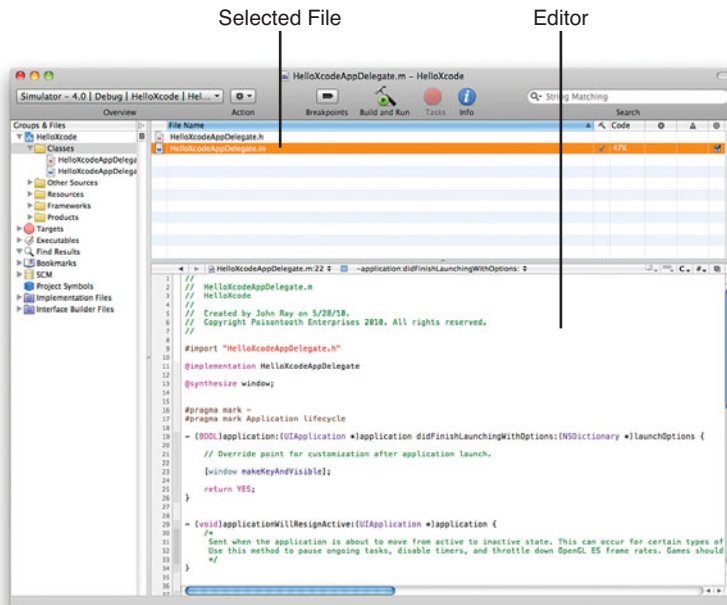


Editing and Navigating Code

To edit code in Xcode, just click the group that contains the file, and then click the filename. The editable contents of the file are shown in the lower-right pane of the Xcode interface (see Figure 2.7).

FIGURE 2.7

Choose the group, then the file, and then edit!



The Xcode editor works just like any text editor, with a few nice additions. To get a feel for how it works, click the Classes group within the HelloXcode project, then HelloXcodeAppDelegate.m to begin editing the source code.

For this project, we're going to use an interface element called a label to display the text Hello Xcode on the iPhone screen. This application, like most that you write, will use a method to show our greeting. A *method* is just a block of code that executes when something needs to happen. In this sample, we'll use an existing method called `application:didFinishLaunchingWithOptions` that runs as soon as the iPhone application starts.

Jumping to Methods with the Symbol Menu

The easiest way to find a method or property within a source code file is to use the symbol pop-up menu, located above the editing pane. This menu, shown in Figure 2.8, automatically shows all the methods and properties available in the current file and enables you to jump between them by selecting them.

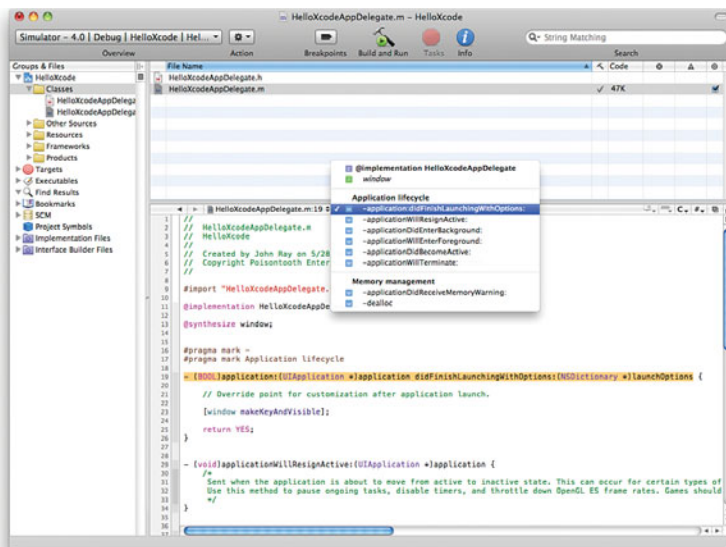


FIGURE 2.8
The symbol pop-up menu is a quick way to jump between methods and properties.

Find and select `application:didFinishLaunchingWithOptions` from the pop-up menu. Xcode will select the line where the method begins. Click the *next* line, and let's start coding!

Code Completion

Using the Xcode editor, type the following text to implement the `application:didFinishLaunchingWithOptions` method. You should need to enter only the bolded code lines, as shown in Listing 2.1.

LISTING 2.1

```
- (BOOL)application:(UIApplication *) application
    didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {

    // Override point for customization after application launch
    UILabel *myMessage;
    UILabel *myUnusedMessage;
    myMessage=[ [UILabel alloc]
    initWithFrame:CGRectMake((25.0,225.0,300.0,50.0,50.0));
    myMessage.text=@"Hello Xcode";
    myMessage.font=[UIFont systemFontOfSize:48];
    [window addSubview:myMessage];
    [myMessage release];
    [window makeKeyAndVisible];

    return YES;
}
```

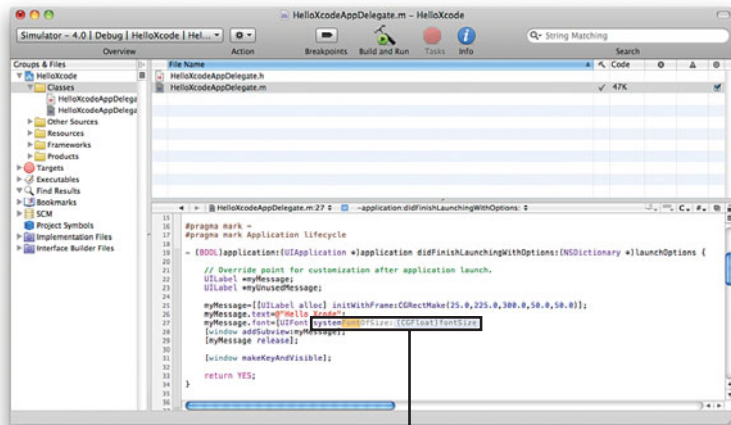
**Watch
Out!**

If you decide to skip ahead and run this application, you'll quickly realize that the code you entered is not going to work! Some errors have been intentionally included here that you'll correct later this hour!

As you type, you should notice something interesting happening. As soon as you get to a point in each line where Xcode thinks it knows what you intend to type, it displays an autocompleted version of the code, as demonstrated in Figure 2.9.

FIGURE 2.9

Xcode automatically completes the code as you type.



Code Completion

To accept an autocompletion suggestion, just press Tab, and the code will be inserted, just as if you typed the whole thing. Xcode will try to complete method names, variables that you've defined, and anything else related to the project that it might recognize.

After you've made your changes, you can save the file by choosing File, Save.

It's not important to understand exactly what this code does—at this point, you just need to get experience in the Xcode editor. The “short and sweet” description of this fragment, however, is that it creates a label object roughly in the center of the iPhone screen; sets the label's text, font, and size; and then adds it to the application's window.

By the Way

Using Snapshots

If you're planning to make many changes to your code and you're not quite sure you'll like the outcome, you might want to take advantage of the “snapshot” feature. A code snapshot is, in essence, a copy of all your source code at a particular moment in time. If you don't like changes you've made, you can revert to an earlier snapshot. Snapshots are also helpful because they show what has changed between multiple versions of an application.

To take a snapshot, choose File, Make Snapshot. That's all there is to it!

To view the available snapshots, choose File, Snapshots. The snapshot viewer displays available snapshots. Clicking Show Files displays a list of changed files to the right, and, if a file is selected, the changes that were made between the selected snapshot and the preceding one. Figure 2.10 shows all of these elements.

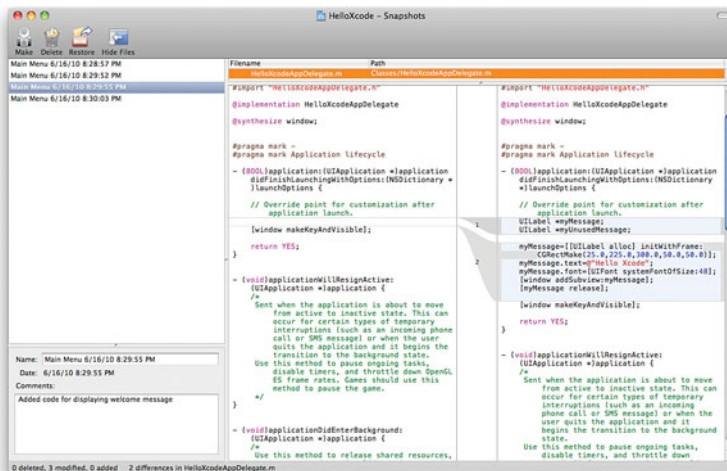


FIGURE 2.10
Use a snapshot to figure out what changes you've made among different versions of your application.

To restore to a specific snapshot, select it in the list, and then click the Restore button.

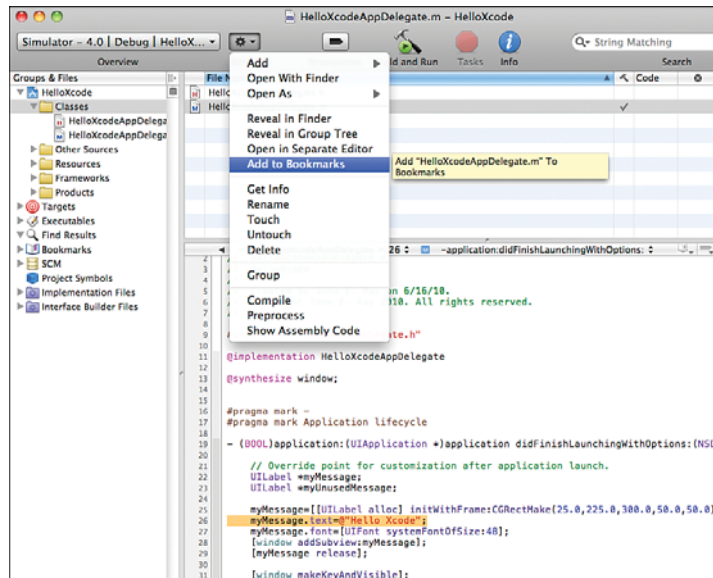
Did you Know?

You can also use the Name and Comments fields at the bottom of the snapshot viewer to provide a meaningful name and relevant comments for any snapshot in the list.

Adding Bookmarks and Pragma Marks

Earlier in the hour, you read about the Bookmarks group, which displays bookmarks within your project and allows for simple navigation within and between files. To create a new bookmark, position your cursor in whatever portion of a file you want to mark, and then choose Add to Bookmarks from the Action menu in the toolbar (see Figure 2.11).

FIGURE 2.11
Create your own code book-
marks.



You'll be prompted for a title for the bookmark, just like in Safari. After you've saved your bookmark, you can access it from the Bookmarks group in the Groups & Files list.

By the Way

Not only are the bookmarks Safari-like, but you'll also notice a History pop-up menu beside the symbol jump-to menu and, to the left of that, forward and back-ward arrows to take you back and forward in the history.

Another way to mark points in your code is by adding a `#pragma mark` directive. Pragma marks do not add any features to your application, but they can be used to create sections within your code that are displayed within the symbol menu. There are two types of pragma marks:

```
#pragma mark -
```

and

```
#pragma mark <label name>
```

The first inserts a horizontal line in the symbol menu; the second inserts an arbitrary label name. You can use both together to add a section heading to your code. For example, to add a section called “Methods that update the display” followed by a horizontal line, you could type the following:

```
#pragma mark Methods that update the display  
#pragma mark -
```

After the pragma mark has been added to your code and saved, the symbol menu updates accordingly.

Building Applications

After you’ve completed your source code, it’s time to build the application. The build process encompasses several different steps, including compiling and linking. Compiling translates the instructions you type into something that the iPhone understands. Linking combines your code with the necessary frameworks the application needs to run. During these steps, Xcode displays any errors that it might find.

Before building an application, you must first choose what it is being built to run on: the iPhone Simulator or a physical iPhone device.

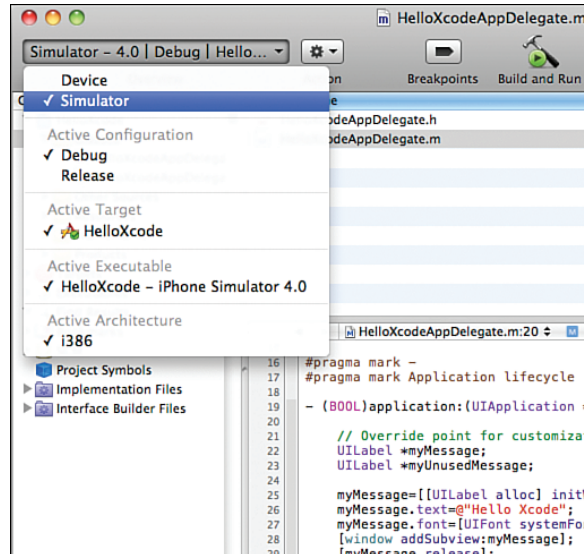
Configuring the Build Output

To choose how your code will be built, use the Overview pop-up menu at the upper left of the Xcode window. There are two main settings within this menu that you may want to change: the Active Device and the Active Configuration, visible in Figure 2.12.

Use the top setting in the drop-down list (the Active Device) to choose between Device (your iPhone) and Simulator (the iPhone Simulator, explained shortly). For most day-to-day development, you’ll want to use the simulator—it is faster than transferring an application to the iPhone each time you make a simple change.

FIGURE 2.12

Change the active SDK and configuration before building.



By default, you have two configurations to choose from: Release and Debug. The Debug configuration adds additional debugging code to your project to help in the debugging process. (We take a closer look at this in Hour 23, “Application Debugging and Optimization.”) The Release configuration leaves debugging code out and is what you eventually submit to the App Store.

For most development, you can set the SDK to the iPhone Simulator and the Active Configuration to Debug unless you want to try real-world performance testing. Choose these options in Xcode now.

Building and Executing the Application

To build and run the application, click the Build and Run button on the Xcode toolbar (Command+R). Depending on the speed of your computer, this might take a minute or two for the process to complete. Once done, the application is transferred to your iPhone and started (if selected in the build configuration and connected) or started in the iPhone Simulator.

To just build without running the application (useful for checking for errors), choose Build from the Build menu. To run the application without building, choose Run from the Run menu.

Did you Know?

Quite a few intermediate files are generated during the build process. These take up space and aren’t needed for the project itself. To clean out these files, choose Clean All Targets from the Build menu.

The HelloXcode application is shown running in the iPhone Simulator in Figure 2.13. Try building and running your version of the application now.



FIGURE 2.13
The iPhone Simulator is a quick and easy way to test your code.

If you've been following along, your application should... *not* work! There are two problems with the code you were asked to type in earlier. Let's see what they are.

Correcting Errors and Warnings

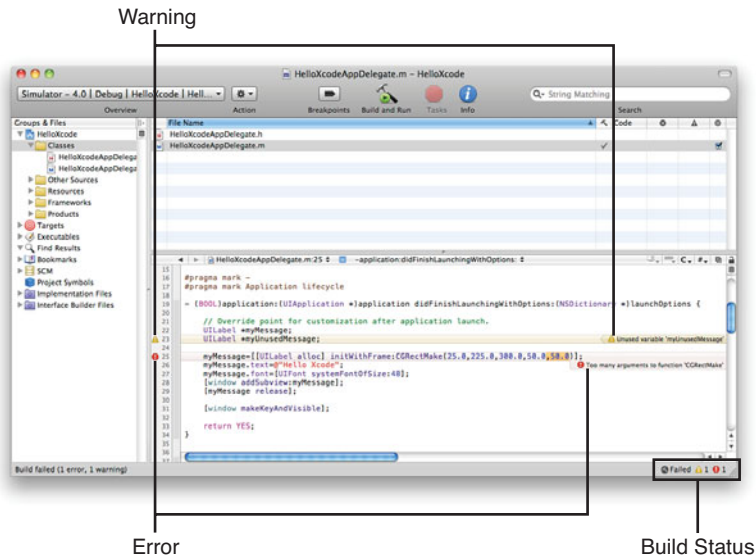
You may receive two types of feedback from Xcode when you build an application: errors and warnings. Warnings are potential problems that may cause your application to misbehave; they are displayed as yellow caution signs. Errors, on the other hand, are complete showstoppers. You can't run your application if you have an error. The symbol for an error, appropriately enough, is a stop sign. A count of the warnings and errors is displayed in the lower-right corner of the Xcode window after the build completes.

If you are viewing the code that contains the error or warning, the error message is visible directly after the line that caused the problem. If you're in another file, you can quickly jump to a list of the errors (with links to the source code in which they occurred) by clicking the error or warning count in the Xcode window. Figure 2.14 shows an error and a warning you should be receiving in the HelloXcode app.

The warning points out that we have an unused variable, `myUnusedMessage`, in the code. Remember, this is just a helpful warning, not necessarily a problem. If we choose to remove the variable, the message will go away; but even if we don't, the

application will still run. Go ahead and delete the line that reads `UILabel *myUnusedMessage;` in `HelloXcodeAppDelegate.m`. This fixes the warning, but there's still an error to correct.

FIGURE 2.14
You should be experiencing an error and a warning in HelloXcode.



The error message reads too many arguments to function 'CGRectMake'. The reason for this is that the function takes four numbers and uses them to make a rectangle for the label—we've typed in five numbers. Delete the fifth number and preceding comma from the `CGRectMake` function.

Did you know?

If you've surmised that the numbers used by `CGRectMake` are for positioning, you're probably wondering how these numbers could apply to both the original iPhone screen and the iPhone 4. Remember that the iPhone screen is addressed through *points*, not pixels, and 1 point does not necessarily equal 1 pixel! In fact, on the iPhone 4, 1 point is really 4 pixels: 2 horizontal and 2 vertical!

Click Build and Run. HelloXcode should now start in the iPhone Simulator, just like what we saw in Figure 2.12.

Project Properties

Before finishing our brief tour of the Xcode interface, quickly turn your attention to a specific project component: the Info property list resource. This file, found in the Xcode Resources folder, is created automatically when you create a new project, is

prefixed with the project name, and ends in Info.plist. This file contains settings that, while you won't need right away, will be necessary for deploying an application to the App Store and configuring some functionality in later hours. Click the HelloXcode-Info.plist file in Xcode now. Your display should resemble Figure 2.15.

To change a property value, double-click the right column and type your changes.

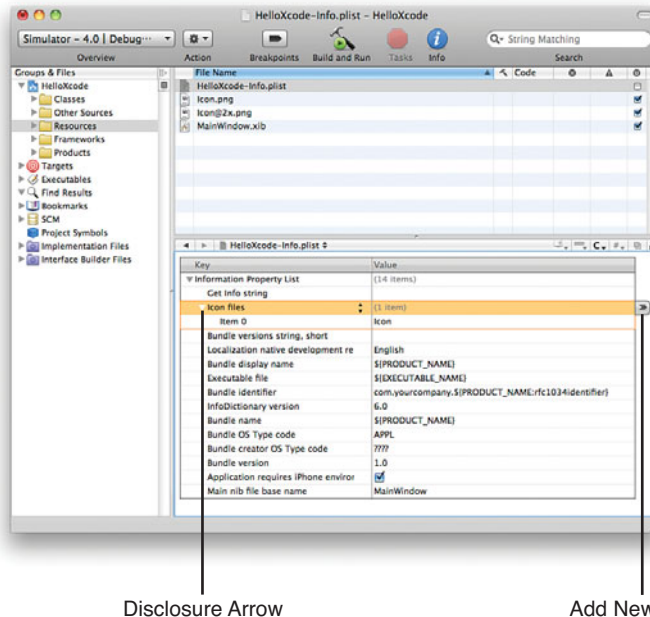


FIGURE 2.15
Project properties control a few important settings for your application.

Setting an Application Icon

If you look closely at the Info properties for your project, you'll notice an Icon File property that is completely blank. To set the property to the icon that you added to the project earlier this hour, we'll need to change to this property to *Icon Files* rather than the singular *Icon File*.

Double-click the Icon File property name, and then change the name to **Icon Files**. The Icon Files will then display a disclosure arrow to its left (as you can see in Figure 2.15). Expand the Icon Files by clicking the arrow. Initially, there will be a single item 0 entry present. This is actually all we need to set both the icon for a regular iPhone and the iPhone 4! Double-click the field to the right of item 0 and type **Icon**. By setting just the base filename for the low-res icon, Xcode automatically knows to look for a similarly named **Icon@2x**. With a single entry, you've just set icons for both the original iPhone platforms and the iPhone 4!

**Did you
Know?**

If you add multiple items to the Icon Files property, one with the value `Icon.png` and one with `Icon@2x.png`, this will also work. The application searches the Icon Files property for icon resources that match what it thinks it needs. If it sees a file with no extension, it will automatically look for an @2x version as well. If, however, you include the extension on the file, the system will *not* automatically find the @2x variation!

We've included icon files with many of the projects in this book. You're welcome to use ours, or create new icons on your own. "Basic" iPhone icons should be 57×57 PNG images with no special rounding or effects applied. The iPhone 4, however, looks much better with higher-resolution icons. For these devices, you'll want a separate file sized at 114×114.

After designing the icons, there's nothing else you need to do! The "glossy look" will automatically be applied to the icons for you. Apple also stresses that you should not manually add a black background to your icons. In iOS 4, the devices allow custom backgrounds on the home screens, making it likely that an icon with custom shadows or black backgrounds will clash with the display.

Setting a Launch Image

You must also add a "launch image" option to your project that enables you to choose a splash-screen image that will display as your application loads. To access this setting, again, add a new row to the `Info.plist` file, this time choosing Launch Image (iPhone) in the column on the left. You can then configure the image using the same technique used for adding an application icon, the only difference being a launch image should be sized to fit the iPhone's screen dimensions.

**By the
Way**

If you do not name your launch images, Xcode will automatically look for images named `Default.png` and `Default@2x.png` to use as the launch images for your project. In addition, you can choose from these suffixes (preceded by a hyphen): `PortraitUpsideDown`, `LandscapeLeft`, `LandscapeRight`, `Portrait`, and `Landscape`, to configure different launch images to appear in any orientation. If your default launch image, for example, is named `myLaunchImage.png`, you could simply add resources named `myLaunchImage-Landscape.png` and `myLaunchImage-Portrait.png` to create unique images for launching in portrait or landscape orientations. As with the icons, you can also create hi-res versions that are automatically loaded by adding @2x to the filename; for example, `myLaunchImage-Landscape@2x.png`.

Setting the Status Bar Display

Another interesting property that you may want to explore controls the status bar (the thin line with the carrier name, signal strength, and battery status at the top of the iPhone display). By default, this property isn't present in the Info.plist file, so you'll need to add a new row as described for the application icons.

Once a new row has appeared, click the far-left column to display all the available properties. You'll notice that Status Bar Is Initially Hidden is an option. If selected, this property adds a check box in the far-right column that, if checked, automatically hides the iPhone status bar for your application.

The property settings we've covered here are the ones that relate to how your app *looks* on the iPhone and in the simulator. We'll look at a few more in Hour 24, "Distributing Applications Through the Apps Store" that are important for submitting apps to Apple for approval.

**Watch
Out!**

That's it for Xcode! There's plenty more that you'll find as you work with the software, but these should be the foundational skills you need to develop apps for your iPhone. We'll round out this hour by looking at the next best thing to your phone: the Apple iPhone Simulator.

Note that although it isn't covered here, Xcode includes a wonderful documentation system. You'll learn more about this as you start to get your feet wet with the Cocoa framework in Hour 4.

**By the
Way**

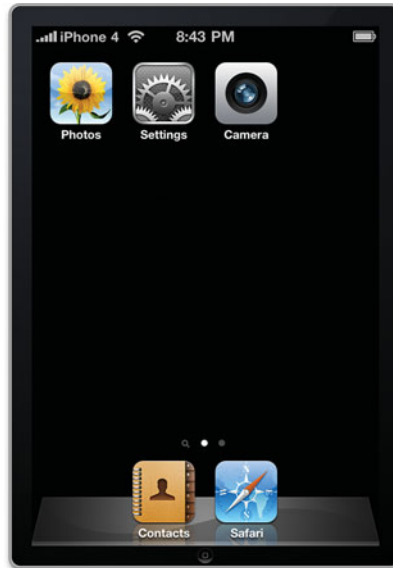
Using the iPhone Simulator

In Hour 1, you learned that you don't even need an iPhone to start developing for the platform. The reason for this is the iPhone Simulator included with the Apple developer tools. The iPhone Simulator does a great job of simulating the Apple iPhone, with the Safari, Contacts, Settings, and Photos apps available for integration testing, as shown in Figure 2.16.

Targeting the simulator for the early stages of your development can save you a great deal of time; you won't need to wait for apps to be installed on your physical device before seeing the effects of changes in your code. In addition, you don't need to buy and install a developer certificate to run code in the simulator.

FIGURE 2.16

The iPhone Simulator includes a stripped-down version of the iPhone apps.



The simulator, however, is not a *perfect* iPhone. It can't display OpenGL graphics, simulate complex multitouch events, or provide readings from some of the iPhone sensors (GPS, accelerometer, and so on). The closest it comes on these counts is the ability to rotate to test landscape interfaces and a simple “shake” motion simulation. That said, for most apps, it has enough features to be a valuable part of your development process.

Watch Out!

One thing that you absolutely *cannot* count on in the simulator is that your simulated app performance will resemble your real app performance. The simulator tends to run silky smooth, whereas real apps might have more limited resources and not behave as nicely. Be sure to occasionally test on a physical device so that you know your expectations are in line with reality.

Launching Applications in the Simulator

To launch an application in the simulator, open the project in Xcode, make sure that the active SDK is set to iPhone Simulator, and then click Build and Run. After a few seconds, the simulator will launch and the application will be displayed. You can test this using the HelloSimulator project included in this hour's Projects folder.

Once up and running, the HelloSimulator app should display a simple line of text (see Figure 2.17).

When an application is running, you can interact with it using your mouse as if it were your fingertip. Click buttons, drag sliders, and so on. If you click into a field where input is expected, the iPhone keyboard will display. You can “type” using your Mac keyboard or by clicking the keyboard’s buttons onscreen. The iPhone’s copy and paste services are also simulated by clicking and holding on text until the familiar loupe magnifier appears.

Clicking the virtual Home button (or choosing Hardware, Home from the menu) exits the application.

Launching an application in the simulator installs it in the simulator, just like installing an app on the iPhone. When you exit the app, it will still be present on the simulator until you manually delete it.

To remove an installed application from the simulator, click and hold the icon until it starts “wiggling,” and then click the X that appears in the upper-left corner. In other words, remove apps from the simulator in the exact same way as you would remove them from a physical iPhone!

To quickly reset the simulator back to a clean slate, choose Reset Content and Settings from the iPhone Simulator menu.

***Did you
Know?***

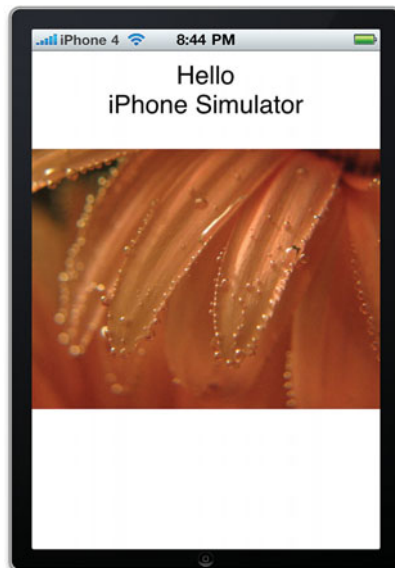


FIGURE 2.17
Click Build and Run in Xcode to launch and run your application in the Simulator.

By default, your application will be displayed on a simulated iPhone 3GS screen. To switch to an iPhone 4 display, choose Hardware, iPhone 4 from the Simulator’s application menu.

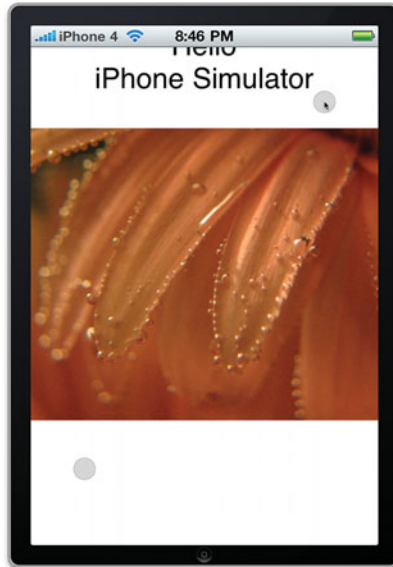
***Did you
Know?***

Generating Multitouch Events

Even though you have only a single mouse, you can simulate simple multitouch events, such as two-finger pulls and pinches, by holding down Option when your cursor is over the iPhone Simulator “screen.” Two circles, representing fingertips, will be drawn and can be controlled with the mouse. To simulate a touch event, click and drag while continuing to hold down Option. Figure 2.18 shows the “pinch” gesture.

FIGURE 2.18

Simulate simple multitouch with the Option key.



Try this using the HelloSimulator app. You should be able to use the simulator’s multitouch capabilities to shrink or expand the onscreen text and image.

Rotating the Simulated iPhone

To simulate a rotation on the iPhone, choose Rotate Right or Rotate Left from the Hardware menu (see Figure 2.19). You can use this to rotate the simulator window through all four possible orientations and view the results onscreen.

Again, test this with HelloSimulator. The app will react to the rotation events and orient the text properly.

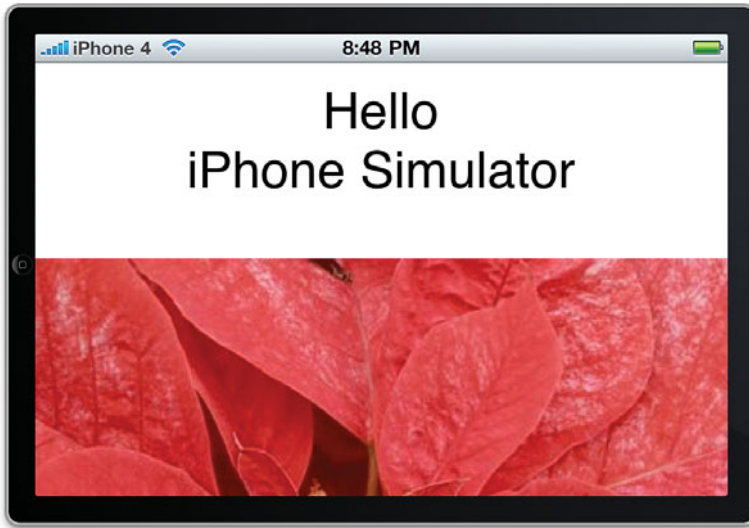


FIGURE 2.19
Rotate the interface through the possible orientations.

Simulating Other Conditions

You will want to test against a few other esoteric conditions in the simulator. Using the Hardware menu, you can access these additional features:

Device: Choose from the iPhone, iPhone 4, and iPad devices to simulate your application on each.

Version: Check to see how your app will behave on earlier versions of the iOS. This option enables you to choose from many of the recent versions of the iOS.

Shake Gesture: Simulate a quick shake of the iPhone.

Lock: Simulates the condition of a locked iPhone. Because a user can lock an iPhone while an application is running, some developers choose to have their programs react uniquely to this situation.

Simulate Memory Warning: Triggers an application's low-memory event. Useful for testing to make sure your application exits gracefully if resources run low.

Toggle In-Call Status Bar: When a call is active and an application is started, an additional line appears at the top of the screen (Touch to return to call). This option will simulate that line.

Simulate Hardware Keyboard: Simulates a connected keyboard (just use your Mac's keyboard).

TV Out: Displays a window that will show the contents of the iPhone's TV Out signal. We will not be using this feature in this book.

Test a few of these out on the HelloSimulator application. Figure 2.20 shows the application's reaction to a simulated memory warning.

FIGURE 2.20

The iPhone Simulator can test for application handling in several unique conditions.



Further Exploration

You're not quite at the stage yet where I can ask you to go off and read some code-related tutorials, but if you're interested, you might want to take some time to look into more of the features offered in Xcode. This introduction was limited to roughly a dozen pages, but entire volumes can (and have) been written about this unique tool. Anything else you need is covered in the lessons in this book, but you should still review Apple's *Xcode Workspace Guide*. You can find this document by choosing Help, Xcode Help from the menu while in the Xcode application.

Summary

This hour introduced you to the Xcode development environment and the core set of tools that you'll be using to create your applications. You learned how to create projects using Apple's iPhone templates and how to supplement those templates with new files and resources. You also explored the editing and navigation capabilities of Xcode that you'll come to depend on every day. To illustrate the concepts, you wrote and built your first iPhone application—and even corrected a few errors that were intentionally added to try to trip you up!

This hour finished with a walkthrough on the use of the iPhone Simulator. This tool will save wear and tear on your iPhone (and your patience) as it provides a quick and easy way to test code without having to install applications on your phone.

Q&A

- Q. *What is Interface Builder, and how does it fit in?***
- A.** Interface Builder is a very important tool that gets its own lesson in Hour 5. As the name implies, Interface Builder is mostly about creating the user interface for your applications. It is an important part of the development suite, but your interactions with it will be very different from those in Xcode.
- Q. *Do I have to worry about constantly saving if I'm switching between files and making lots of changes in Xcode?***
- A.** No. If you switch between files in the Xcode editor, you won't lose your changes. Xcode will even prompt you to save, listing all the changed project files, if you attempt to close the application.
- Q. *I notice that there are Mac OS X templates that I can access when creating a project. Can I create a Mac application?***
- A.** Almost all the coding skills you learn in this book can be transferred to Mac development. The iPhone, however, is a somewhat different piece of hardware than the Mac, so you'll need to learn the Mac model for windowing, UI, and so on.
- Q. *Can I run commercial applications on the iPhone Simulator?***
- A.** No. You can only run apps that you have built within Xcode.

Workshop

Quiz

1. How do you add an image resource to an iPhone project?
2. Is there a facility in Xcode for easily tracking multiple versions of your project?
3. Can the iPhone Simulator be used to test your application on older versions of the iOS?

Answers

1. You can add resources, including images, to an iPhone project by dragging from the Finder into the project's Resources group.
2. Yes. Using the snapshot feature you can create different copies of your project at specific points in time and even compare the changes.
3. Yes. The Hardware, Versions menu can be used to choose earlier versions of the iOS for testing.

Activities

1. Practice creating projects and navigating the Xcode editor. Try out some of the common editor features that were not covered in this lesson, such as Find and Replace. Test the use of pragma marks for creating helpful jump-to points within your source code.
2. Return to the Apple iOS Dev Center and download a sample application. Using the techniques described in this hour's lesson, build and test the application in the iPhone Simulator.

HOUR 3

Discovering Objective-C: The Language of Apple Platforms

What You'll Learn in This Hour:

- ▶ How Objective-C will be used in your projects
- ▶ The basics of object-oriented programming
- ▶ Simple Objective-C syntax
- ▶ Common data types
- ▶ How to manage memory

This hour's lesson marks the midpoint in our exploration of the Apple iOS development platform. It will give us a chance to sit back, catch our breath, and get a better idea of what it means to “code” for the iPhone. Both the Macintosh and the iPhone share a common development environment and, with them, a common development language: Objective-C.

Objective-C provides the syntax and structure for creating applications on Apple platforms. For many, learning Objective-C can be daunting, but with patience, it may quickly become the favorite choice for any development project. This hour takes you through the steps you need to know to be comfortable with Objective-C and starts you down the path to mastering this unique and powerful language.

Object-Oriented Programming and Objective-C

To better understand the scope of this hour, take a few minutes to search for Objective-C or object-oriented programming in your favorite online bookstore. You will find quite a few books—lengthy books—on these topics. In this book, roughly 20 pages cover what other books teach in hundreds of pages. Although it's not possible to fully cover Objective-C and object-oriented development in this single hour, we can make sure that you understand enough to develop fairly complex apps.

To provide you with the information you need to be successful in iOS development, this hour concentrates on fundamentals—the core concepts that are used repeatedly throughout the examples and tutorials in this book. The approach in this hour is to introduce you to a programming topic in general terms—then look at how it will be performed when you sit down to write your application. Before we begin, let's look a bit closer at Objective-C and object-oriented programming.

What Is Object-Oriented Programming?

Most people have an idea of what programming is and have even written a simple program. Everything from setting your TiVo to record a show to configuring a cooking cycle for your microwave is a type of programming. You use data (such as times) and instructions (like “record”) to tell your devices to complete a specific task. This certainly is a long way from developing for the iPhone, but in a way the biggest difference is in the amount of data you can provide and manipulate and the number of different instructions available to you.

Imperative Development

There are two primary development paradigms. First, imperative programming (sometimes called procedural programming) implements a sequence of commands that should be performed. The application follows the sequence and carries out activities as directed. Although there may be branches in the sequence or movement back and forth between some of the steps, the flow is from a starting condition to an ending condition with all the logic to make things “work” sitting in the middle.

The problem with imperative programming is that it lends itself to growing, without structure, into an amorphous blob. Applications gain features when developers tack on bits of code here and there. Frequently, instructions that implement a piece of functionality are repeated over and over wherever something needs to take place. On the other hand, imperative development is something that many people can pick up and do with very little planning.

The Object-Oriented Approach

The other development approach, and what we use in this book, is object-oriented programming (OOP). OOP uses the same types of instructions as imperative development but structures them in a way that makes your applications easy to maintain and promotes code reuse whenever possible. In OOP, you create objects that hold the data that describes something along with the instructions to manipulate that data. Perhaps an example is in order.

Consider a program that enables you to track reminders. With each reminder, you want to store information about the event that will be taking place—a name, a time

to sound an alarm, a location, and any additional miscellaneous notes that you may want to store. In addition, you need to be able to reschedule a reminder's alarm time or completely cancel an alarm.

In the imperative approach, you have to write the steps necessary to track all the reminders, all the data in the reminders, check every reminder to see whether an alarm should sound, and so on. It's certainly possible, but just trying to wrap your mind around everything that the application needs to do could cause some serious headaches. An object-oriented approach brings some sanity to the situation.

In an object-oriented model, you could implement a reminder as a single object. The reminder object would know how to store the properties such as the name, location, and so on. It would implement just enough functionality to sound its own alarm and reschedule or cancel its alarm. Writing the code, in fact, would be very similar to writing an imperative program that only has to manage a single reminder. By encapsulating this functionality into an object, however, we can then create multiple copies of the object within an application and have them each fully capable of handling separate reminders. No fuss and no messy code!

Most of the tutorials in this book make use of one or two objects, so don't worry about being overwhelmed with OOP. You'll see enough to get accustomed to the idea—but we're not going to go overboard!

**By the
Way**

Another important facet of OOP is inheritance. Suppose you want to create a special type of reminder for birthdays that includes a list of birthday presents that a person has requested. Instead of tacking this onto the reminder object, you could create an entirely new “birthday reminder” that inherits all of the features and properties of a reminder and then adds in the list of presents and anything else specific to birthdays.

The Terminology of Object-Oriented Development

OOP brings with it a whole range of terminology that you need to get accustomed to seeing in this book (and in Apple's documentation). The more familiar you are with these terms, the easier it will be to look for solutions to problems and interact with other developers. Let's establish some basic vocabulary now:

Class: The code, usually consisting of a header/interface file and implementation file, which defines an object and what it can do.

Subclass: A class that builds upon another class, adding additional features. Almost everything you use in iPhone development will be a subclass of something else, inheriting all the properties and capabilities of its parent class.

Superclass/parent class: The class that another class inherits from.

Singleton: A class that is instantiated only once during the lifetime of a program. For example, a class to read your device's orientation is implemented as a singleton because there is only one sensor that returns tilt information.

Object/instance: A class that has been invoked and is active in your code. Classes are the code that makes an object work, whereas an object is the actual class "in action." This is also known as an "instance" of a class.

Instantiation: The process of creating an active object from a class.

Instance method: A basic piece of functionality, implemented in a class. For the reminder class, this might be something like `setAlarm` to set the alarm for a given reminder.

Class method: Similar to an instance method, but applicable to *all* the objects created from a class. The reminder class, for example, might implement a method called `countReminders` that provides a count of all the reminder objects that have been created.

Message: When you want to use a method in an object, you send the object a message (the name of the method). This process is also referred to as "calling the method."

Instance variable: A storage place for a piece of information specific to a class. The name of a reminder, for example, might be stored in an instance variable. All variables in Objective-C have a specific "type" that describes the contents of what they will be holding.

Variable: A storage location for a piece of information. Unlike instance variables, a "normal" variable is only accessible in the method where it is defined.

Parameter: A piece of information that is provided to a method when it is messaged. If you were to send a reminder object the "set alarm" method, you would presumably need to include the time to set. The time, in this case, would be a parameter used with the `setAlarm` method.

Property: An instance variable that has been configured using special directives to provide easy access to your code.

Did you Know?

You might be wondering, if almost everything in iPhone development is a subclass of something else, is there some sort of master class that "starts" this tree of inheritance? The answer is yes. The `NSObject` class serves as the starting point for most of the classes you'll be using on the iPhone. This isn't something you'll really need to worry about in the book—just a piece of trivia to think about.

It's important to know that when you develop on the iPhone, you're going to be taking advantage of hundreds of classes that Apple has already written for you! Everything from creating onscreen buttons to manipulating dates and writing files is covered by prebuilt classes. You'll occasionally want to customize some of the functionality in those classes, but you'll be starting out with a toolbar already overflowing with functionality.

Confused? Don't worry! This book introduces these concepts slowly, and you'll quickly get a feel for how they apply to your projects as you work through several tutorials in the upcoming hours.

**Did you
Know?**

What Is Objective-C?

A few years ago, I would have answered this question with "one of the strangest looking languages I've ever seen." Today, I love it (and so will you). Objective-C was created in the 1980s and is an extension of the C language. It adds many additional features to C and, most important, an OOP structure. Objective-C is primarily used for developing Mac and iOS applications and has attracted a devoted group of followers who appreciate its capabilities and syntax.

Objective-C statements are easier to read than other programming languages and often can be deciphered just by looking at them. For example, consider the following line that compares whether the contents of a variable called `myName` is equal to John:

```
[myName isEqualToString:@"John"]
```

It doesn't take a very large mental leap to see what is going on in the code snippet. In traditional C, this might be written as follows:

```
strcmp(myName, "John")
```

The C statement is a bit shorter but does little to convey what the code is actually doing.

Objective-C is case sensitive! If a program is failing, make sure you aren't mixing case somewhere in the code!

**Watch
Out!**

Because Objective-C is implemented as a layer on top of C, it is still fully compatible with code that is written entirely in C. For the most part, this isn't something that you should concern yourself with, but unfortunately, Apple has left a bit of "cruft"

in their iOS SDK that relies on C-language syntax. You'll encounter this infrequently, and it isn't difficult to code with when it occurs, but it does take away from the elegance of Objective-C just a little.

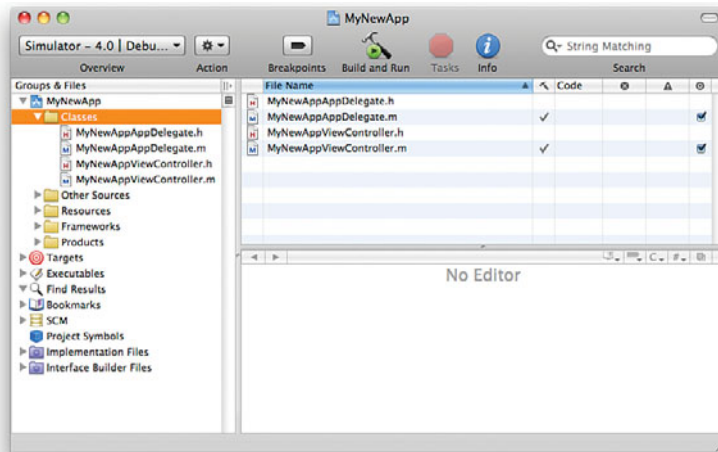
Now that you have an idea of what OOP and Objective-C are, let's take a look at how you'll be using them over the course of this book.

Exploring the Objective-C File Structure

In the preceding hour, you learned how to use Xcode to create projects and navigate their files. As mentioned then, the vast majority of your time will be spent in the Classes folder of Xcode, shown in Figure 3.1. You'll be adding methods to class files that Xcode creates for you when you start a project or, occasionally, creating your own class files to implement entirely new functionality in your application.

FIGURE 3.1

Most of your coding will occur within the files in the Classes folder.



Okay, sounds simple enough, but where will the coding take place? If you create a project and look in the Classes folder, you'll see quite a few different files staring back at you.

Header/Interface Files

Creating a class creates two different files: an interface (or header) file (.h) and an implementation file (.m). The interface file is used to define a list of all of the methods and properties that your class will be using. This is useful for other pieces of code, including Interface Builder (which you'll learn about in Hour 5, "Exploring Interface Builder"), to determine how to access information and features in your class.

The implementation file, on the other hand, is where you'll go to write the code that makes everything defined in the header file work. Let's review the structure of the very short, and entirely made-up, interface file in Listing 3.1.

LISTING 3.1

```
1: #import <UIKit/UIKit.h>
2:
3: @interface myClass : myParent <myProtocol> {
4:     NSString *myString;
5:     IBOutlet UILabel *myLabel;
6: }
7:
8: +(NSString)myClassMethod:(NSString)aString;
9:
10: -(NSDate)myInstanceMethod:(NSString)aString anotherParameter:(NSURL)aURL;
11:
12: @property (nonatomic, retain) UILabel *myLabel;
13:
14: @end
```

The #import Directive

```
1: #import <UIKit/UIKit.h>
```

First, in line 1, the interface file uses the `#import` directive to include any other interface files that our application will need to access. The string `<UIKit/UIKit.h>` designates the specific file (in this case, `UIKit`, which gives us access to a vast majority of the classes). If we need to import a file, we'll be explaining how and why in the text. The `UIKit` example will be included by default when Xcode sets up your classes and covers most of what you'll need for this book's examples.

Wait a Sec, What's a "Directive?"

Directives are commands that are added to your files that help Xcode and its associated tools build your application. They don't implement the logic that makes your app work, but they are necessary for providing information on how your applications are structured so that Xcode knows how to deal with them.

The @interface Directive and Instance Variables

Line 3 uses the `@interface` directive to begin a set of lines (enclosed in `{}` braces) to describe all the instance variables that your class will be providing:

```
3: @interface myClass : myParent <myProtocol> {
4:     NSString *myString;
5:     IBOutlet UILabel *myLabel;
6: }
```

In this example, a variable that contains an object of type `NSString` named `myString` is declared, along with an object of type `UILabel` that will be referenced by the variable `myLabel`. An additional keyword `IBOutlet` is added to the front of the `UILabel` declaration to indicate that this is an object that will be defined in Interface Builder. You'll learn more about `IBOutlet` in Hour 5.

Did you Know?

All instance variables, method declaration lines, and property declarations must end with a semicolon (;).

Notice that line 3 includes a few additional items after the `@interface` directive: `myClass : myParent <myProtocol>`. The first of these is the name that we're giving the class that we're working on. Here, we've decided the class will be called `myClass`. The class name is then followed by a colon (:) and a list of the classes that this class is inheriting from (that is, the "parent" classes). Finally, the parent classes are followed by a list of "protocols" enclosed within angle brackets, `<>`.

By the Way

The implementation and interface files for a class will usually share the name of the class. Here, the interface file would be named `myClass.h` and the implementation file `myClass.m`.

Protocols? What's a Protocol?

Protocols are a unique feature of Objective-C that sound complicated but really aren't. Sometimes you will come across features that require you to write methods to support their use—such as providing a list of items to be displayed in a table. The methods that you need to write are grouped together under a common name—this is known as a "protocol."

Some protocol methods are required; others are optional—it just depends on the features you need. A class that implements a protocol is said to "conform" to that protocol.

Defining Methods

Lines 8 and 10 declare two methods that need to be implemented in the class:

```
8: +(NSString)myClassMethod:(NSString)aString;
9:
10: -(NSDate)myInstanceMethod:(NSString)aString anotherParameter:(NSURL)aURL;
```

Method declarations follow a simple structure. They begin with a `+` or `-`. The `+` denotes a class method, whereas `-` indicates an instance method. Next, the type of information the method returns is provided in parentheses, followed by the name of

the method itself. If the method takes a parameter, the name is followed by a colon, the type of information the method is expecting, and the variable name that the method will use to refer to that information. If multiple parameters are needed, a short descriptive label is added, followed by another colon, data type, and variable name. This pattern can repeat for as many parameters as needed.

In the example file, line 8 defines a class method named `myClassMethod` that returns an `NSString` object and accepts an `NSString` object as a parameter. The input parameter is made available in a variable called `aString`.

Line 10 defines an instance method named `myInstanceMethod` that returns an `NSDate` object, also takes an `NSString` as a parameter, and includes a second parameter of the type `NSURL` that will be available to the method via the variable `aURL`.

You'll learn more about `NSString`, `NSDate`, and `NSURL` in Hour 4, "Inside Cocoa Touch," but as you might guess, these are objects for storing and manipulating strings, dates, and URLs, respectively.

**By the
Way**

Very frequently you will see methods that accept or return objects of the type `id`. This is a special type in Objective-C that can reference any kind of object and proves useful if you don't know exactly what you'll be passing to a method, or if you want to be able to return different types of objects from a single method. Another popular return type for methods is `void`. When you see `void` used, it means that the method returns *nothing*.

**Did you
Know?**

The @property Directive

The final functional piece of the interface file is the addition of `@property` directives, demonstrated in line 12:

```
12: @property (nonatomic, retain) UILabel *myLabel;
```

The `@property` directive is used in conjunction with another command called `synthesize` in the implementation file to simplify how you interact with the instance variables that you've defined in your interface.

Traditionally, to interact with the objects in your instance variables, you have to use methods called *getters* and *setters* (or *accessors* and *mutators*, if you want to sound a bit more exotic). These methods, as their names suggest, get and set values in your instance variable objects. For example, a `UILabel` object, like what we're referencing with the `myLabel` instance variable in line 12, represents an onscreen text label that

a user can see. The object, internally, has a variety of instance variables itself, such as color, font, and the text that is displayed. To set the text, you might write something like this:

```
[myLabel setText:@"Hello World"];
```

And to retrieve the text currently displayed, you use the following:

```
theCurrentLabel=[myLabel getText];
```

Not too tough, but it's not as easy as it could be. If we use `@property` and `synthesize` to define these as properties, we can simplify the code so that it looks like this:

```
myLabel.text=@"Hello World";  
theCurrentLabel=myLabel.text;
```

We'll make use of this feature nearly everywhere that we need easy access to instance variables. After we've given this treatment to an instance variable, we can refer to it as a *property*. Because of this, you'll typically see things referred to as "properties" rather than instance variables.

Did you know?

The attributes (`nonatomic`, `retain`) that are provided to the `@property` directive tell Xcode how to treat the property it creates. The first, `nonatomic`, informs the system that it doesn't need to worry about different parts of the application using the property at the same time, whereas `retain` makes sure that the object the property refers to will be kept around. These are the attributes you should use in nearly all circumstances, so get used to typing them!

Ending the Interface File

To end the interface file, add `@end` on its own line. This can be seen on line 14 of our example file:

```
14: @end
```

That's it for the interface! Although that might seem like quite a bit to digest, it covers almost everything you'll see in an interface/header file. Now let's look at the file where the actual work gets done: the implementation file.

Implementation Files

After you've defined your instance variables (or properties!) and methods in your interface file, you need to do the work of writing code to implement the logic of your application. The implementation file (`.m`) holds all of the "stuff" that makes your class work. Let's take a look at Listing 3.2, a sample skeleton file `myClass.m` that corresponds to the interface file we've been reviewing.

Listing 3.2

```
1: #import "myClass.h"
2:
3: @implementation myClass
4:
5: @synthesize myLabel;
6:
7: +(NSString)myClassMethod:(NSString)aString {
8:     // Implement the Class Method Here!
9: }
10:
11: -(NSString)myInstanceMethod:(NSString)aString anotherParameter:(NSURL)aURL {
12:     // Implement the Instance Method Here!
13: }
14:
15: @end
```

The #import Directive

The #import directive kicks things off in line 1 by importing the interface file associated with the class:

```
1: #import "myClass.h"
```

When you create your projects and classes in Xcode, this will automatically be added to the code for you. If any additional interface files need to be imported, you should add them to the top of your interface file rather than here.

The @implementation Directive

The implementation directive, shown in line 3, tells Xcode what class the file is going to be implementing. In this case, the file should contain the code to implement myClass:

```
3: @implementation myClass
```

The @synthesize Directive

In line 5, we use the @synthesize directive to, behind the scenes, generate the code for the getters and setters of an instance variable:

```
5: @synthesize myLabel;
```

Used along with the @property directive, this ensures that we have a straightforward way to access and modify the contents of our instance variables as described earlier.

Method Implementation

To provide an area to write your code, the implementation file must restate the method definitions, but, rather than ending them with a semicolon (;), a set of curly braces, {}, is added at the end, as shown in lines 7–9 and 11–13. All the magic of your programming will take place between these braces:

```
7: +(NSString)myClassMethod:(NSString)aString {
8:     // Implement the Class Method Here!
9: }
10:
11: -(NSString)myInstanceMethod:(NSString)aString anotherParameter:(NSURL)aURL {
12:     // Implement the Instance Method Here!
13: }
```

By the Way

You can add a text comment on any line within your class files by prefixing the line with the // characters. If you'd like to create a comment that spans multiple lines, you can begin the comment with the characters /* and end with */.

Ending the Interface File

To end the implementation file, add @end on its own line just like the interface file. This can be seen on line 15 of our example:

```
15: @end
```

Structure for Free

Even though we've just spent quite a bit of time going through the structure of the interface and implementation files, you're rarely (if ever) going to need to type it all out by hand. Whenever you add a new class to your Xcode project, the structure of the file will be set up for you. Of course, you'll still need to define your variables and methods, but the @interface and @implementation directives and overall file structure will be in place before you write a single line of code.

Objective-C Programming Basics

We've explored the notion of classes, methods, and instance variables, but you probably still don't have a real idea of how to go about making a program do something. So, this section reviews several key programming tasks that you'll be using to implement your methods:

- ▶ Declaring variables
- ▶ Allocating and initializing objects

- ▶ Using an object's instance methods
- ▶ Making decisions with expressions
- ▶ Branching and looping

Declaring Variables

Earlier we documented what instance variables in your interface file will look like, but we didn't really get into the process of *how* you declare (or “define”) them (or use them). Instance variables are also only a small subset of the variables you'll use in your projects. Instance variables store information that is available across all the methods in your class—but they're not really appropriate for small temporary storage tasks, such as formatting a line of text to output to a user. Most commonly, you'll be declaring several variables at the start of your methods, using them for various calculations, and then getting rid of them when you've finished with them.

Whatever the purpose, you'll declare your variables using this syntax:

```
<Type> <Variable Name>;
```

The type is either a primitive data type or the name of a class that you want to instantiate and use.

Primitive Data Types

Primitive data types are defined in the C language and are used to hold very basic values. Common types you'll encounter include the following:

int: Integers (whole numbers such as 1, 0, and -99)

float: Floating-point numbers (numbers with decimal points in them)

double: Highly precise floating-point numbers that can handle a large number of digits

For example, to declare an integer variable that will hold a user's age, you might enter the following:

```
int userAge;
```

After a primitive data type is declared, the variable can be used for assignments and mathematical operations. The following code, for example, declares two variables, `userAge` and `userAgeInDays`, and then assigns a value to one and calculates the other:

```
int userAge;
```

```
int userAgeInDays;  
userAge=30;  
userAgeInDays=userAge*365;
```

Pretty easy, don't you think? Primitive data types, however, will make up only a very small number of the variables types that you use. Most variables you declare will be used to store objects.

Object Data Types and Pointers

Just about everything that you'll be working with in your iPhone applications will be an object. Text strings, for example, will be instances of the class `NSString`. Buttons that you display on the screen are objects of the class `UIButton`. You'll learn about several of the common data types in the next hour's lesson. Apple has literally provided hundreds of different classes that you can use to store and manipulate data.

Unfortunately for us, for a computer to work with an object, it can't just store it like a primitive data type. Objects have associated instance variables and methods, making them far more complex. To declare a variable as an object of a specific class, we must declare the variable as a *pointer* to an object. A pointer references the place in memory where the object is stored, rather than a value. To declare a variable as a pointer, prefix the name of the variable with an asterisk. For example, to declare a variable of type `NSString` with the intention of holding a user's name, we might type this:

```
NSString *userName;
```

Once declared, you can use the variable without the asterisk. It is only used in the declaration to identify the variable as a pointer to the object.

By the Way

When a variable is a pointer to an object, it is said to *reference* or *point to* the object. This is in contrast to a variable of a primitive data type, which is said to *store* the data.

Even after a variable has been declared as a pointer to an object, it still isn't ready to be used. Xcode, at this point, only knows what object you intend the variable to reference. Before the object actually exists, you must manually prepare the memory it will use and perform any initial setup required. This is handled via the processes of allocation and initialization—which we review next.

Allocating, Initializing, and Releasing Objects

Before an object can be used, memory must be allocated and the contents of the object initialized. This is handled by sending an `alloc` message to the class that you're going to be using, followed by an `init` message to what is returned by `alloc`. The syntax you'll use is this:

```
[[<class name> alloc] init];
```

For example, to declare and create a new instance of `UILabel` class, you could use the following code:

```
UILabel *myLabel;  
myLabel=[[UILabel alloc] init];
```

Once allocated and initialized, the object is ready to use.

We haven't covered the method messaging syntax in Objective-C, but we'll do so shortly. For now, it's just important to know the pattern for creating objects.

**By the
Way**

Convenience Methods

When we initialized the `UILabel` instance, we *did* create a *usable* object, but it doesn't yet have any of the additional information that makes it *useful*. Properties such as what the label should say or where it should be shown on the screen have yet to be set. We would need to use several of the object's other methods to really make use of the object.

These configuration steps are sometimes a necessary evil, but Apple's classes often provide a special initialization method called a *convenience method*. These methods can be invoked to setup an object with a basic set of properties so that it can be used almost immediately.

For example, the `NSURL` class, which you'll be using later on to work with web addresses, defines a convenience method called `initWithString`.

To declare and initialize an `NSURL` object that points to the website `http://www.teachyourselfiphone.com`, we might type the following:

```
NSURL *iPhoneURL;  
iPhoneURL=[[NSURL alloc] initWithString:@"http://www.teachyourselfiphone.com/"];
```

Without any additional work, we've allocated and initialized a URL with an actual web address in a single line of code.

**Did you
Know?**

In this example, we actually created *another* object, too: an `NSString`. By typing the `@` symbol followed by characters in quotes, you allocate and initialize a string. This feature exists because strings are so commonly used that having to allocate and initialize them each time you need one would make development quite cumbersome.

Using Methods and Messaging

You've already seen the methods used to allocate and initialize objects, but this is only a tiny picture of the methods you'll be using in your apps. Let's start by reviewing the syntax of methods and messaging.

Messaging Syntax

To send an object a message, give the name of the variable that is referencing the object followed by the name of the method—all within square brackets. If you're using a class method, just provide the name of the class rather than a variable name:

```
[<object variable or class name> <method name>];
```

Things start to look a little more complicated when the method has parameters. A single parameter method call looks like this:

```
[<object variable> <method name>:<parameter value>];
```

Multiple parameters look even more bizarre:

```
[<object variable> <method name>:<parameter value>  
➡additionalParameter:<parameter value>];
```

An actual example of using a multiple parameter method looks like this:

```
[userName compare:@"John" options:NSCaseInsensitive];
```

Here an object `userName` (presumably an `NSString`) uses the `compare:options` method to compare itself to the string "John" in a non-case-sensitive manner. The result of this particular method is a Boolean value (true or false), which could be used as part of an expression to make a decision in your application. (We review expressions and decision making next!)

**Did you
Know?**

Throughout the lessons, methods are referred to by name. If the name includes a colon (:), this indicates a required parameter. This is a convention that Apple has used in their documentation and that has been adopted for this book.

A useful predefined value in Objective-C is `nil`. The `nil` value indicates a *lack* of any value at all. You'll use `nil` in some methods that call for a parameter that you don't have available. A method that receives `nil` in place of an object can actually pass messages to `nil` without creating an error—`nil` simply returns another `nil` as the result.

This is used a few times later in the book and should give you a clearer picture of why this behavior is something we'd actually *want* to happen!

**Did you
Know?**

Nested Messaging

Something that you'll see when looking at Objective-C code is that the result of a method is sometimes used directly as a parameter within another method. In some cases, if the result of a method is an object, a developer will send a message directly to that result.

In both of these cases, using the results directly avoids the need to create a variable to hold the results. Want an example that puts all of this together? We've got one for you!

Assume you have two `NSString` variables, `userFirstName` and `userLastName`, that you want to capitalize and concatenate, storing the results in another `NSString` called `finalString`. The `NSString` instance method `capitalizedString` returns a capitalized string, while `stringByAppendingString` takes a second string as a parameter and concatenates it onto the string invoking the message. Putting this together (disregarding the variable declarations), the code looks like this:

```
tempCapitalizedFirstName=[userFirstName capitalizedString];
tempCapitalizedSecondName=[userLastName capitalizedString];
finalString=[tempCapitalizedFirstName
    stringByAppendingString:tempCapitalizedSecondName];
```

Instead of using these temporary variables, however, you could just substitute the method calls into a single combined line:

```
finalString=[[userFirstName capitalizedString]
    stringByAppendingString:[userLastName capitalizedString]];
```

This can be a powerful way to structure your code, but it can also lead to long and rather confusing statements. Do what makes you comfortable—both approaches are equally valid and have the same outcome.

A confession. I have a difficult time referring to using a method as sending a “message to an object.” Although this is the preferred terminology for OOP, all we're really doing is executing an object's method by providing the name of the object and the name of the method.

**By the
Way**

Blocks

Although most of your coding will be within methods, Apple recently introduced “blocks” to the iOS frameworks. Sometimes referred to as a *handler block* in the iOS documentation, these are chunks of code that can be passed as a value when calling a method. They provide instructions that the method should run when reacting to a certain event.

For example, imagine a `personInformation` object with a method called `setDisplayName` that would define a format for showing a person's name. Instead of just showing the name, however, `setDisplayName` might use a block to let you define, programmatically, how the name should be shown:

```
[personInformation setDisplayName:^(NSString firstName, NSString lastName)
{
    // Implement code here to modify the first name and last name
    // and display it however you want.
}];
```

Interesting, isn't it? Blocks are new to iPhone development and will very rarely be used in the book. When you start developing motion-sensitive apps, for example, you will pass a block to a method to describe what to do when a motion occurs.

Where blocks *are* used, we'll walk through the process. If you'd like to learn more about these strange and unusual creatures, read Apple's “A Short Practical Guide to Blocks” in the Xcode documentation.

Expressions and Decision Making

For an application to react to user input and process information, it must be capable of making decisions. Every decision in an app boils down to a “yes” or “no” result based on evaluating a set of tests. These can be as simple as comparing two values, to something as complex as checking the results of a complicated mathematical calculation. The combination of tests used to make a decision is called an *expression*.

Using Expressions

If you recall your high school algebra, you'll be right at home with expressions. An expression can combine arithmetic, comparison, and logical operations.

A simple numeric comparison checking to see whether a variable `userAge` is greater than 30 could be written as follows:

```
userAge>30
```

When working with objects, we need to use properties within the object and values returned from methods to create expressions. To check to see whether a string stored in an object `userName` is equal to "John", we could use this:

```
[userName compare:@"John"]
```

Expressions aren't limited to the evaluation of a single condition. We could easily combine the previous two expressions to find a user who is over 30 and named John:

```
userAge>30 && [userName compare:@"John"]
```

Common Expression Syntax

`()`: Groups expressions together, forcing evaluation of the innermost group first

`==`: Tests to see whether two values are equal (e.g., `userAge==30`)

`!=`: Tests to see whether two values are not equal (e.g., `userAge!=30`)

`&&`: Implements a logical AND condition (e.g., `userAge>30 && userAge<40`)

`||`: Implements a logical OR condition (e.g., `userAge>30 || userAge<10`)

`!`: Negates the result of an expression, returning the opposite of the original result (e.g., `!(userAge==30)` is the same as `userAge!=30`)

For a complete list of C expression syntax, you may want to refer to http://en.wikipedia.org/wiki/Operators_in_C_and_C%2B%2B.

As mentioned repeatedly, you're going to be spending lots of time working with complex objects and using the methods within the objects. You can't make direct comparisons between objects as you can with simple primitive data types. To successfully create expressions for the myriad objects you'll be using, you must review each object's methods and properties.

Making Decisions with `if-then-else` and `switch` Statements

Typically, depending on the outcome of the evaluated expression, different code statements are executed. The most common way of defining these different execution paths is with an `if-then-else` statement:

```
if (<expression>) {
    // do this, the expression is true.
} else {
    // the expression isn't true, do this instead!
}
```

For example, consider the comparison we used earlier to check a `userName` `NSString` variable to see whether its contents were set to a specific name. If we want to react to that comparison, we might write the following:


```

If ([userName compare:@"John"]) {
    userMessage=@"I like your name";
} else {
    userMessage=@"Your name isn't John, but I still like it!";
}

```

Another approach to implementing different code paths when there are potentially many different outcomes to an expression is to use a switch statement. A switch statement checks a variable for a value, and then executes different blocks of code depending on the value that is found:

```

switch (<numeric value>) {
    case <numeric option 1>:
        // The value matches this option
        break;
    case <numeric option 2>:
        // The value matches this option
        break;
    default:
        // None of the options match the number.
}

```

Applying this to a situation where we might want to check a user's age (stored in `userAge`) for some key milestones and then set an appropriate `userMessage` string if they are found, the result might look like this:

```

switch (userAge) {
    case 18:
        userMessage=@"Congratulations, you're an adult!";
        break;
    case 21:
        userMessage=@"Congratulations, you can drink champagne!";
        break;
    case 50:
        userMessage=@"You're half a century old!";
        break;
    default:
        userMessage=@"Sorry, there's nothing special about your age.";
}

```

Repetition with Loops

Sometimes you'll have a situation where you need to repeat several instructions over and over in your code. Instead of typing the lines repeatedly, you can *loop* over them. A loop defines the start and end of several lines of code. As long as the loop is running, the program executes the lines from top to bottom, and then restarts again from the top. The loops you'll use are of two types: count-based and condition-based.

In a count-based loop, the statements are repeated a certain number of times. In a condition-based loop, an expression determines whether a loop should occur.

The count-based loop you'll be using is called a for loop, with this syntax:

```
for (<initialization>;<test condition>;<count update>) {  
    // Do this, over and over!  
}
```

The three “unknowns” in the for statement syntax are a statement to initialize a counter to track the number of times the loop has executed, a condition to check to see whether the loop should continue, and finally, an increment for the counter. An example of a loop that uses the integer variable count to loop 50 times could be written as follows:

```
int count;  
for (count=0;count<50;count=count+1) {  
    // Do this, 50 times!  
}
```

The for loop starts by setting the count variable to 0. The loop then starts and continues as long as the condition of count<50 remains true. When the loop hits the bottom curly brace () and starts over, the increment operation is carried out and count is increased by 1.

In C and C-like languages, like Objective-C, integers are usually incremented by using ++ at the end of the variable name. In other words, rather than using count=count+1, most frequently you'll encounter count++, which does the same thing. Decrementing works the same way, but with --.

***Did you
Know?***

In a condition-based loop, the loop continues while an expression remains true. There are two variables of this loop type that you'll encounter, while and do-while:

```
while (<expression>) {  
    // Do this, over and over, while the expression is true!  
}
```

and

```
do {  
    // Do this, over and over, while the expression is true!  
} while (<expression>);
```

The only difference between these two loops is when the expression is evaluated. In a standard while loop, the check is done at the beginning of the loop. In the do-while loop, however, the expression is evaluated at the end of every loop.

For example, suppose you are asking users to input their names and you want to keep prompting them until they type John. You might format a do-while loop like this:

```
do {  
    // Get the user's input in this part of the loop  
} while (![userName compare:@"John"]);
```

The assumption is that the name is stored in a string object called `userName`. Because you wouldn't have requested the user's input when the loop first starts, you would use a `do-while` loop to put the test condition at the end. Also, the value returned by the string `compare` method has to be negated with the `!` operator because you want to continue looping as long as the comparison of the `userName` to "John" *isn't* true.

Loops are a very useful part of programming and, along with the decision statements, will form the basis for structuring the code within your object methods. They allow code to branch and extend beyond a linear flow.

Although an all-encompassing picture of programming is beyond the scope of this book, this should give you some sense of what to expect in the rest of the book. Let's now close out the hour with a topic that causes quite a bit of confusion for beginning developers: memory management.

Memory Management

In the first hour of this book, you learned a bit about the limitations of the iPhone as a platform. One of the biggies, unfortunately, is the amount of memory that your programs have available to them. Because of this, you must be extremely judicious in how you manage memory.

The iPhone doesn't clean up memory for you. Instead, you must manually keep track of your memory usage. This is such an important notion, in fact, that it's broken out into its own section here.

Releasing Objects

Each time you allocate memory for an object, you're using up memory on the iPhone. If you allocate too many objects, you run out of memory, and your application crashes or is forced to quit. To avoid a memory problem, you should keep objects around long enough to use them only, and then get rid of them. When you have finished using an object, you can send the `release` message (or "call the `release` method" if you prefer that semantic), like this:

```
[<variable> release];
```

Consider the earlier example of allocating an instance of NSURL:

```
NSURL *iPhoneURL;  
iPhoneURL=[[NSURL alloc] initWithString:@"http://www.teachyourselfiphone/"];
```

Suppose that after you allocate and initialize the URL, you use it to load a web page. After the page loads, there's no sense in having the URL sitting around taking up memory. To tell Xcode that you no longer have a need for it, you can use the following:

```
[iPhoneURL release];
```

Using the autorelease Method

In some instances, you may allocate an object and then have to pass that object off to another method to use as it pleases. In a case like this, you can't directly release the object because you are no longer in control of it. If you find yourself in a position where an object is "out of your hands," so to speak, you can still indicate that you are done with it and absolve yourself of the responsibility of releasing it. To do this, use the autorelease method:

```
[<variable> autorelease];
```

The autorelease method shouldn't be used unless release can't be. Objects that are autoreleased are added to a pool of objects that are *occasionally* automatically released by the system. This isn't nearly as efficient as taking care of it yourself.

**By the
Way**

Retaining Objects

On some occasions, you may not be directly responsible for creating an object. (It may be returned from another method, for example.) Depending on the situation, you might actually need to be worried about it being released before you're done using it. To tell the system that an object is still needed, you can use its retain method:

```
[<variable> retain];
```

Again, you want to release the object when you've completed using it.

Retain and Release, Behind the Scenes

Behind the scenes, the iOS maintains a “retain” count to determine when it can get rid of an object. For example, when an object is first allocated, the “retain” count is incremented. Any use of the retain message on the object also increases the count.

The release message, on the other hand, decrements the count. As long as the retain count remains above zero, the object will not be removed from memory. When the count reaches zero, the object is considered unused and is removed.

Releasing Instance Methods in dealloc

Instance variables are unique in that they usually stick around for as long as an object exists—so, when do they get released? To release instance variables, you add the appropriate release lines to a method called dealloc that will exist in each of your classes. By default, this method has a single line that calls its parent class’s dealloc method. You should add your release messages prior to this. An implementation of dealloc that releases an instance variable called myLabel would read as follows:

```
- (void)dealloc {  
    [myLabel release];  
    [super dealloc];  
}
```

Because managing memory is such a critical piece of creating an efficient and usable iPhone application, I make a point of indicating when you should release objects throughout the text—both for variables you use in your methods and instance variables that are defined for your classes.

Rules for Releasing

If you find yourself looking at your code wondering what you should release and what you shouldn’t, here are a few simple rules that can help:

- ▶ Variables that hold primitive data types do not need to be released.
- ▶ If you allocate an object, you are responsible for releasing it.
- ▶ If you use retain to keep an object around, you need to send a release when you’re done with it.
- ▶ If you use a method that allocates and returns an object on its own, you are not responsible for releasing it.
- ▶ You are not responsible for releasing strings that are created with the @"text string" syntax.

As with everything, practice makes perfect, and you'll have plenty of opportunities for applying what you've learned in the book's tutorials.

Keep in mind that a typical book would spend multiple chapters on these topics, so our goal has been to give you a starting point that future hours will build on, not to define everything you'll ever need to know about Objective-C and OOP.

Further Exploration

Although you can be successful in learning iPhone programming without spending hours and hours learning more Objective-C, you will find it easier to create complex applications if you become more comfortable with the language. Objective-C, as we've said, is not something that can be described in a single hour. It has a far-reaching feature set that make it a powerful and elegant development platform.

To learn more about Objective-C, check out *Programming in Objective-C 2.0, Second Edition* (Addison-Wesley Professional, 2009), *Mac OS X Advanced Development Techniques* (Sams, 2003), and *Xcode 3 Unleashed* (Sams, 2008).

Of course, Apple has its own Objective-C documentation that you can access directly from within the Xcode documentation tool. (You'll learn more about this in the next hour.) I recommend the following documents provided by Apple:

- Learning Objective-C: A Primer
- Object-Oriented Programming with Objective-C
- The Objective-C 2.0 Programming Language

You can read these within Xcode or via the online Apple iOS Reference Library at <http://developer.apple.com/iphone/library>. One quick warning: These documents are several hundred pages in length, so you may want to continue your Objective-C education in parallel with the iPhone lessons in this book.

Summary

In this hour, you learned about object-oriented development and the Objective-C language. Objective-C will form the structure of your applications and give you tools to collect and react to user input and other changes. After reading this hour's lesson, you should understand how to make classes, instantiate objects, call methods, and use decision and looping statements to create code that implements more complex logic than a simple top-to-bottom workflow. You should also have an understanding of memory management on the iPhone and how to free memory used by objects that you have instantiated.

Much of the functionality that you'll be using in your applications will come from the hundreds of built-in classes that Apple provides within the iOS SDK, which we delve into in Hour 4.

Q&A

Q. *Is Objective-C on the iPhone the same as on Mac OS X?*

A. For the most part, yes. One of the big differences, however, is that Mac OS X implements automatic garbage collection, meaning that much of the memory management is handled for you, rather than the manual process used on the iPhone.

Q. *Can an if-then-else statement be extended beyond evaluating and acting on a single expression?*

A. Yes. The if-then-else statement can be extended by adding another if statement after the else:

```
if (<expression>) {  
    // do this, the expression is true.  
} else if (<expression>) {  
    // the expression isn't true, do this instead.  
} else {  
    // Neither of the expressions are true, do this anyway!  
}
```

You can continue expanding the statement with as many else-ifs as you need.

Q. *Why are primitive data types used at all? Why aren't there objects for everything?*

A. Primitive data types take up much less memory than objects and are much easier to manipulate. Implementing a simple integer within an object would add a layer of complexity and inefficiency that just isn't needed.

Q. *Why do I have to release objects that exist for the entire lifetime of my application. Won't they just go away when it quits?*

A. It's good practice. Even if your application is quitting, it is still responsible for cleaning up after itself.

Workshop

Quiz

1. When creating a subclass, do you have to rewrite all the methods in from the parent class?
2. What is the basic syntax for allocating and initializing an object?
3. What does the `release` message do?

Answers

1. No. The subclass inherits all the methods of the parent class.
2. To allocate and initialize an object, use the syntax `[[<class name> alloc] init]`.
3. Sending the `release` message to an object decrements the object's retain count. When the count is zero, the object is removed from memory.

Activities

1. Start Xcode and create a new project using the iPhone View-Based Application template. Review the contents of the classes in the Xcode Classes folder. With the information you've read in this hour, you should now be able to read and navigate the structure of these files.
2. Return to the Apple iOS Dev Center (<http://developer.apple.com/iphone/library>) and begin reviewing the Learning Objective-C: A Primer tutorial.

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HOURL 4

Inside Cocoa Touch

What You'll Learn in This Hour:

- ▶ What Cocoa Touch is and what makes it unique
- ▶ The technology layers that make up the iOS Platform
- ▶ A basic iPhone application life cycle
- ▶ Common classes and development techniques you'll be using throughout this book
- ▶ How to find help using the Apple developer documentation

When computers first started to appear in households almost 30 years ago, applications rarely shared common interface elements. It took an instruction manual just to figure out the key sequence to exit from a piece of software. Today, user interfaces have been standardized so that moving from application to application doesn't require starting from scratch.

What has made this possible? Not faster processors or better graphics, but frameworks that enforce consistent implementation of the features provided by the devices they're running on. In this hour, we take a look at the frameworks you'll be using in your iPhone applications.

What Is Cocoa Touch?

In the preceding hour, you learned about the Objective-C language, the basic syntax, and what it looks like. Objective-C will form the functional skeleton of your applications. It will help you structure your applications, make logical decisions during the life cycle of your application, and enable you to control how and when events will take place. What Objective-C doesn't provide, however, is a way to access what makes your iPhone the compelling touch-driven platform that it is.

Consider the following Hello World application:

```
int main(int argc, char *argv[]) {  
    printf("Hello World");  
}
```

This code is typical of a beginner Hello World application written in C. It will compile and execute on the iPhone, but because the iPhone relies on Cocoa Touch for creating interfaces and handling user input and output, this version of Hello World is quite meaningless. Cocoa Touch is the collection of software frameworks that is used to build iOS applications and the runtime that those applications are executed within. Cocoa Touch includes hundreds of classes for managing everything from buttons to URLs.

By the Way

Cocoa Touch is the highest of several “layers” of services in the iOS and isn’t necessarily the only layer that you’ll be developing in. That said, there really isn’t a need to worry too much about where Cocoa Touch begins and ends—the development will be the same, regardless. Later in this hour, you get a complete overview of iOS service layers.

Returning to the Hello World example, if we had defined a text label object named `iPhoneOutput` within a project, we could set it to read “Hello World” using Objective-C and the appropriate Cocoa Touch class property like this:

```
[iPhoneOutput.text=@"Hello World"];
```

Seems simple enough, as long as we know that the `UILabel` object has a text property, right?

Keeping Your Cool in the Face of Overwhelming Functionality

The questions that should be coming to most beginners right about now include these: I know there are many different features provided through iPhone applications; how in the world will this book document all of them? How will I ever find what I need to use for my own applications?

These are great questions, and probably some of the biggest concerns that I’ve heard from individuals who want to program for the platform but have no idea where to start. The bad news is that we can’t document everything. We can cover the fundamentals that you need to start building, but even in a multivolume set of “teach yourself” books, there is so much depth to what is provided by Cocoa Touch that it isn’t feasible to document a complete how-to reference.

The good news is that Cocoa Touch and the Apple developer tools encourage exploration. In Hour 6, “Model-View-Controller Application Design,” you’ll start building interfaces visually using the Interface Builder application. As you drag objects (buttons, text fields, and so on) to your interface, you will be creating instances of Cocoa Touch classes. The more you “play,” the quicker you will begin to recognize class names and properties and the role they play in development. Even better, Xcode’s developer documentation provides a complete reference to Cocoa Touch—allowing you to search across all available classes, methods, properties, and so on. We take a look at the documentation tool later this hour.

Young, Yet Mature

One of the most compelling advantages to programming using Cocoa Touch versus platforms such as Android or the Palm Pre is that while the iOS family is a “young” platform for Apple, the Cocoa frameworks are amazingly mature. Cocoa was borne out of the NeXTSTEP platform—the environment that was used by NeXT computers in the mid-1980s. In the early 90s, NeXTSTEP evolved into the cross-platform OpenStep. Finally, in 1996, Apple purchased NeXT Computer, and over the next decade the NeXTSTEP/OpenStep framework became the de facto standard for Macintosh development and was renamed Cocoa. You’ll notice that there are still signs of Cocoa’s origins in class names that begin with NS.

What’s the Difference Between Cocoa and Cocoa Touch?

Cocoa is the development framework used for most native Mac OS X applications. The iPhone, although based on many of the foundational technologies of Mac OS X, isn’t quite the same. Cocoa Touch is heavily customized for a touch interface and working within the constraints of a handheld system. Desktop application components that would traditionally require extensive screen real estate have been replaced by simpler multiple-view components, mouse clicks with “touch up” and “touch down” events.

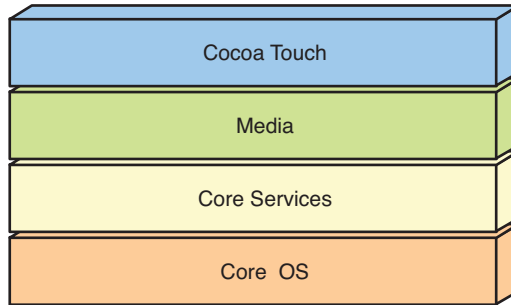
The good news is that if you decide to make the transition from iOS developer to Mac developer, you’ll follow many of the same development patterns on both platforms—it won’t be like starting from scratch.

Exploring the iOS Technology Layers

Apple describes the technologies implemented within the iOS as a series of layers, with each layer being made up of different frameworks that can be used in your applications. As you might expect, the Cocoa Touch layer is at the top (see Figure 4.1).

FIGURE 4.1

The technology layers that make up the iOS.



Let's review *some* of the most important frameworks that make up each of the layers. If you want a comprehensive guide to *all* frameworks, just search for each layer by its name in the Apple Xcode documentation.

By the Way

Apple has included three important frameworks in every iOS application template (CoreGraphics, Foundation, and UIKit). These frameworks are all that is needed for simple iOS applications and will cover most of what you do in this book. When additional frameworks are needed, I describe how to include them in your projects.

The Cocoa Touch Layer

The Cocoa Touch layer is made up of several frameworks that will provide the core functionality for your applications—including multitasking and advertising in iOS 4.x. UIKit could be described as the “rock star,” delivering much more than the UI in its name implies.

UIKit

UIKit covers a wide range of functionality. It is responsible for application launching and termination, controlling the interface and multitouch events, and providing access to common views of data (including web pages and Word and Excel documents, among others).

UIKit is also responsible for many intra-iPhone integration features. Accessing the Media Library, Photo Library, and accelerometer is also accomplished using the classes and methods within UIKit.

Map Kit

The Map Kit framework enables developers to add Google Map views to any application, including annotation, location, and event-handling features.

Game Kit

The Game Kit framework adds network-interactivity to iPhone applications. Game Kit supplies mechanisms for creating and using peer-to-peer networks, including session discovery, mediation, and voice chat. These features can be added to any application, game or not!

Message UI/Address Book UI

Apple is sensitive to the need for integration between iOS applications. The Message UI and Address Book UI frameworks can be used to enable email composition and contact access from any application you develop.

iAd

The iAd framework supports the addition of ads to your applications. iAds are interactive advertising pieces that can be added to your software with a simple drag and drop. You do not need to manage iAds interactions in your application—Apple does this for you.

The Media Layer

When Apple makes a computing device, you'd better believe that they put some thought into the media capabilities. The iPhone can create complex graphics, play back audio and video, and even generate real-time 3D graphics. The Media layer's frameworks handle it all.

AV Foundation Framework

The AV Foundation Framework can be used to manage complex sound and video playback and editing. This should be used for implementing advanced features, such as movie recording, track management, and audio panning.

Core Audio

The Core Audio framework exposes methods for handling basic playback and recording of audio on the iPhone. It includes the AudioToolbox framework, which can be used for playing alert sounds or generating short vibrations, and the AudioUnit.framework for processing sounds.

Core Graphics

Use the Core Graphics framework to add 2D drawing and compositing features to your applications. Although most of this book will use existing interface classes and images in its applications, you can use core graphics to programmatically manipulate the iPhone's view.

Core Text

Provides precise positioning and control over text that is displayed on the iPhone screen. Core Text should be used in mobile text-processing applications and software that requires high-quality and fast presentation and manipulation of styled text.

Image I/O

The Image I/O framework can be used to import and export both image data and image metadata for any file format supported by iOS.

Media Player

The Media Player framework provides you, the developer, with an easy way to play back movies with typical onscreen controls. The player can be invoked directly from your application.

OpenGL ES

OpenGL ES is a subset of the popular OpenGL framework for embedded systems (ES). OpenGL ES can be used to create 2D and 3D animation on the iPhone. Using OpenGL requires additional development experience beyond Objective-C but can generate amazing scenes for a handheld device—similar to what is possible on modern game consoles.

Quartz Core

The Quartz Core framework is used to create animations that will take advantage of the hardware capabilities of your iPhone. This includes the feature set known as Core Animation.

The Core Services Layer

The Core Services layer is used to access lower-level operating system services, such as file access, networking, and many common data object types. You'll make use of core services frequently by way of the Foundation framework.

Address Book

The Address Book framework is used to directly access and manipulate address book information. This is used to update contact information and/or use it within your applications.

CFNetwork

The CFNetwork framework provides access to BSD sockets, HTTP and FTP requests, and Bonjour discovery.

Core Data

The Core Data framework can be used to create the data model of an iOS application. Core Data provides a relational data model based on SQLite and can be used to bind data to interface objects to eliminate the need for complex data manipulations in code.

Core Foundation

Core Foundation provides much of the same functionality of the Foundation framework but is a procedural C framework, and therefore requires a different development approach that is, arguably, less efficient than Objective-C's object-oriented model. You should probably avoid Core Foundation unless you absolutely need it.

Foundation

The Foundation framework provides an Objective-C wrapper around features in Core Foundation. Manipulation of strings, arrays, and dictionaries is handled through the Foundation framework, as are other fundamental application necessities, including managing application preferences, threads, and internationalization.

Event Kit

The Event Kit framework is used to access calendar information stored on the iOS device. It also enables the developer to create new events within a calendar, including alarms.

Core Location

The Core Location framework can be used to obtain latitude and longitude information from the iPhone's GPS (WiFi-based location service in the original iPhone) along with a measurement of precision.

Core Motion

The Core Motion framework manages most motion-related events on the iOS platform, such as using the accelerometer or the new gyroscope of the iPhone 4. Core Motion is new to iOS 4, but the features have been available in earlier versions of the OS.

Quick Look

The Quick Look framework implements file viewing within an application, even if the application does not “know” how to open a specific file type. This is intended for viewing files downloaded to the device.

Store Kit

The Store Kit framework enables developers to create in-application transactions for purchasing content without exiting the software. All interactions take place through the App Store, so no financial data is requested or transmitted through the Store Kit methods.

System Configuration

Use the System Configuration framework to determine the current state of the iPhone's network configuration—what network it is connected to (if any) and what devices are reachable.

The Core OS Layer

The Core OS layer, as you'd expect, is made up of the lowest-level services in the iOS. These features include threads, complex math, hardware accessories, and cryptography. You should only need to access these frameworks in rare circumstances.

Accelerate

The Accelerate framework simplifies complete calculations and large-number manipulation. This includes digital signal processing capabilities.

External Accessory

The External Accessory framework is used to develop interfaces to accessories connected via the dock connector or Bluetooth.

Security

The Security framework provides functions for performing cryptographic functions (encrypting/decrypting data). This includes interacting with the iOS keychain to add, delete, and modify items.

System

The System framework gives developers access to a subset of the typical tools they would find in an unrestricted UNIX development environment.

Tracing the iPhone Application Life Cycle

To help you get a sense for where your “work” in developing an iPhone application fits in, it helps to look at the iPhone application life cycle. Figure 4.2 shows Apple's simplified diagram of the life cycle.

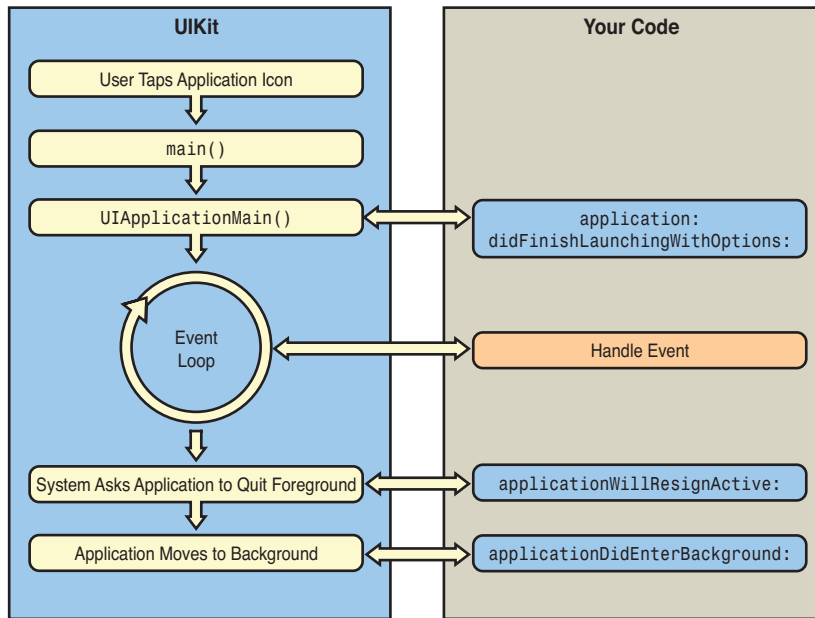


FIGURE 4.2
The life cycle of a typical iPhone application.

Let's try to put some context around what you're looking at, starting on the left side of the diagram. As you've learned, UIKit is a component of the Cocoa Touch that provides much of the foundation of iPhone applications—user interface management, event management, and overall application execution management. When you create an application, UIKit handles the setup of the application object via the `main` and `UIApplicationMain` functions—neither of which you should need to touch.

Once the application is started, an event loop begins. This loop receives the events such as screen touches, and then hands them off to your own methods. The loop continues until the application is asked to move to the background (usually through the user pushing the iPhone Home button).

Your code comes into play on the right side of the diagram. Xcode will automatically set up your iOS projects to include an application delegate class. This class can implement the methods `application:didFinishLaunchingWithOptions` and `applicationDidEnterBackground` (among others) so that your program can execute its own custom code when the application launches and when it is suspended by clicking the Home button.

Wait a second?! When does my application stop running!?

Beginning in iOS 4.0, applications no longer terminate when the user presses the Home button. Instead, the application stops where it's at and sits quietly in the background. When the user selects it from the task manager or starts it from the home screen, it returns to the foreground and continues exactly where it left off—*automatically*.

To support this process, the application delegate provides the method `applicationDidEnterBackground`, which is called when the application enters the background. This method should be used by your code to store any information that the application needs, in case it is terminated while it is the background—either by iOS cleaning up resources or by the user manually terminating it in the task manager.

The previous method, `applicationWillTerminate`, can still be used if you develop an application that does not support backgrounding at all, but this is not the default. You'll learn more about these methods and iOS background processing options in Hour 21, "Building Background-Aware Applications."

After an application finishes launching, the delegate object typically creates a view controller object and view and adds them to the iPhone "window." You'll learn more about these concepts in the next hour, but for now, think of a view as what is being displayed on the iPhone screen and the view controller as an object that can be programmed to respond when it receives an event notification (such as touching a button) from the event loop.

The majority of your work will take place within the view controller. You'll receive events from the Cocoa Touch interface and react to them by writing Objective-C code that manipulates other objects within the view. Of course, things can get a bit more complex than a single view and a single view controller, but the same basic approach can be applied in most cases.

Now that you have a better picture of the iOS service layers and application life cycle, let's take a look at some of the classes that you'll be seeing throughout this book.

Cocoa Fundamentals

Thousands of classes are available in the iOS SDK, but most of your applications will be using a small set of classes to implement 90% of their features. To familiarize you with the classes and their purposes, let's review some of the names you're going to be seeing very, very frequently over the next few hours. Before we begin, keep these few key points in mind:

- ▶ Apple sets up much of the structure of your application for you in Xcode. This means that even though you need some of these classes, you won't have to lift a finger to use them. Just create a new Xcode project and they're added for you.
- ▶ You'll be adding instances of many of these objects to your projects just by dragging icons in the Interface Builder application. Again, no coding needed!
- ▶ When a class is used, I tell you why it is needed, what it does, and how it is used in the project. I don't want you to have to jump around digging for references in the book, so focus on the concepts, not memorization.
- ▶ In the next section of this hour's lesson, you'll learn about the Apple documentation tools. These helpful utilities will enable you to find all the class, property, and method information that you could ever hope for. If it's gritty details you want, you'll have them at your fingertips!

Core Application Classes

When you create a new application with even the most basic user interaction, you'll be taking advantage of a collection of common core classes. Many of these you won't be touching, but they still perform an important role. Let's review several of these classes now.

The Root Class (NSObject)

As you learned in Hour 3, "Discovering Objective-C: The Language of Apple Platforms," the power of object-oriented programming is that when you create a subclass of an object, you inherit that object's functionality. The root class, from which almost all Objective-C classes inherit, is `NSObject`. This object defines methods common to all classes, such as `alloc`, `dealloc`, and `init`. You will not need to create `NSObject` instances manually in this book, but you will use methods inherited from this class to create and manage new objects.

The Application Object (UIApplication)

Every application on the iPhone implements a subclass of `UIApplication`. This class handles events, such as notification of when an application has finished loading, as well as application configuration, such as controlling the status bar and setting badges (the little red numbers that can appear on application icons). Like `NSObject`, you won't need to create this yourself; just be aware it exists.

Window Objects (UIWindow)

The `UIWindow` class provides a container for the management and display of views. In iOS-speak, a view is more like a typical desktop application “window,” whereas an instance of `UIWindow` is just a container that holds the view. You will be using only a single `UIWindow` instance in this book, and it will be created automatically in the project templates that Xcode provides for us.

Views (UIView)

The `UIView` class defines a rectangular area and manages all the onscreen display within that region—what we will refer to as a view. Most of your applications will start by adding a view to an instance of `UIWindow`.

Views can be nested to form a hierarchy; they rarely exist as a single object. A top-level view, for example, may contain a button and field. These controls would be referred to as subviews and the containing view as the superview. Multiple levels of views can be nested, creating a complex hierarchy of subviews and superviews. You’ll be creating almost all of your views visually in Interface Builder, so don’t worry: Complex doesn’t mean difficult!

Responders (UIResponder)

The `UIResponder` class provides a means for classes that inherit from it to respond to the touch events produced by the iPhone. `UIControl`, the superclass for nearly all onscreen controls, inherits from `UIView`, and subsequently, `UIResponder`. An instance of `UIResponder` is just called a *responder*.

Because there can be multiple objects that could potentially respond to an event, iOS will pass events up what is referred to as a *chain of responders*. The responder instance that can handle the event is given the designation first responder. When you’re editing a field, for example, the field has first responder status because it is actively handling user input. When you leave the field, it “resigns” first responder status. For most of your iOS development work, you won’t be directly managing responders in code.

Onscreen Controls (UIControl)

The `UIControl` class inherits from `UIView` and is used as the superclass for almost all onscreen controls, such as buttons, fields, and sliders. This class is responsible for handling the triggering of actions based on touch events, such as “pressing” a button.

As you’ll learn in the next hour, a button defines a handful of events that you can respond to; Interface Builder enables you to tie those events to actions that you’ve coded. `UIControl` is responsible for implementing this behavior behind the scenes.

View Controllers (UIViewController)

You'll be using the `UIViewController` class in almost all the application projects throughout this book to manage the contents of your views. You'll use a `UIViewController` subclass, for example, to determine what to do when a user taps a button. Make a sound? Display an image? However you choose to react, the code you use to carry out your action will be implemented as part of a view controller instance. You'll learn much more about view controllers over the next two hours.

Data Type Classes

An object can potentially hold data. In fact, most of the classes we'll be using contain a number of properties that store information about an object. There are, however, a set of Foundation classes that you'll be using throughout this book for the sole purpose of storing and manipulating information.

If you've used C or C-like languages before, you might find that these data type objects are similar to data types already defined outside of Apple's frameworks. By using the Foundation framework implementations, you gain access to a wide range of methods and features that go well beyond the C/C++ data types. You will also be able to work with the objects in Objective-C using the same development patterns as any other object.

**By the
Way**

Strings (NSString/NSMutableString)

Strings are collections of characters—numbers, letters, and symbols. You'll be using strings to collect user input and to create and format user output frequently throughout the book.

As with many of the data type objects you'll be using, there are two string classes: `NSString` and `NSMutableString`. The difference, as the name describes, is that one of the classes can be used to create strings that can be changed (mutable). An `NSString` instance remains static once it is initialized, whereas an `NSMutableString` can be changed (lengthened, shortened, replaced, and so on).

Strings are used so frequently in Cocoa Touch applications that you can create and initialize an `NSString` using the notation `@<my string value>`. For example, if you needed to set the `text` property of an object called `myLabel` to a new string that reads "Hello World!", you could use the following:

```
myLabel.text=@"Hello World!"
```

Strings can also be initialized with the values of other variables, such as integers, floating-point numbers, and so on.

Arrays (NSArray/NSMutableArray)

A useful category of data type is a collection. Collections enable your applications to store multiple pieces of information in a single object. An NSArray is an example of a collection data type that can hold multiple objects, accessed by a numeric index.

You might, for instance, create an array that contains all the user feedback strings you want to display in an application:

```
myMessages = [[NSArray alloc] initWithObjects: @"Good Job!", @"Bad job!", nil]
```

A nil value is always used to end the list of objects when initializing an array. To access the strings, you use the index value. This is the number that represents its position in the list, starting with zero. To return the "Bad job!" message, we would use the objectAtIndex method:

```
[myMessages objectAtIndex: 1]
```

As with strings, there is a mutable NSMutableArray class that creates an array capable of being changed after it has been created.

Dictionaries (NSDictionary/NSMutableDictionary)

Like arrays, dictionaries are another collection data type, but with an important difference. Whereas the objects in an array are accessed by a numeric index, dictionaries store information as object/key pairs. The key is an arbitrary string, whereas the object can be anything you want, such as a string. If the previous array were to be created as an NSDictionary instead, it might look like this:

```
myMessages = [[NSDictionary alloc] initWithObjectsAndKeys:@"Good
➔Job!", @"positive", @"Bad Job!", @"negative", nil];
```

Now, instead of accessing the strings by a numeric index, they can be accessed by the keys "positive" and "negative" with the objectForKey method, as follows:

```
[myMessages objectForKey:@"negative"]
```

Dictionaries are useful because they let you store and access data in abstract ways rather than in a strict numeric order. Once again, the mutable form of the dictionaries, NSMutableDictionary, can be modified after it has been created.

Numbers (NSNumber/NSDecimalNumber)

We can store strings and collections of objects, but what about numbers? Working with numbers is a bit different. In general, if you need to work with an integer, you'll use the C data type int, and for floating-point numbers, float. You won't need to worry about classes and methods and object-oriented programming at all.

So, what about the classes that refer to numbers? The purpose of the `NSNumber` class is to take a numeric C data type and store it as an `NSNumber` object. The following line creates a number object with the value 100:

```
myNumberObject = [[NSNumber alloc] numberWithInt: 100]
```

You can then work with the number as an object—adding it to arrays, dictionaries, and so on. `NSDecimalNumber`, a subclass of `NSNumber`, can be used to perform decimal arithmetic on very large numbers, but will be needed only in special cases.

Dates (NSDate)

If you've ever tried to work with a date manually (interpreting a date string in a program, or even just doing date arithmetic by hand), you know it can be a great cause of headaches. How many days were there in September? Was this a leap year? And so on. The `NSDate` class provides a convenient way to work with dates as an object.

For example, assume you have a user-provided date (`userDate`) and you want to use it for a calculation, but only if it is earlier than the current date, in which case, you want to use *that* date. Typically, this would be a bunch of nasty comparisons and assignments. With `NSDate`, you would create a date object with the current date in it (provided automatically by the `init` method):

```
myDate=[[NSDate alloc] init]
```

And then grab the earlier of the two dates using the `earlierDate` method:

```
[myDate earlierDate: userDate]
```

Obviously, you can perform many other operations, but you can avoid much of the ugliness of data and time manipulation using `NSDate` objects.

URLs (NSURL)

URLs are certainly a different type of data from what we're accustomed to thinking about, but on an Internet-connected device like the iPhone, you'll find that the ability to manipulate URLs comes in handy. The `NSURL` class will enable you to manage URLs with ease. For example, suppose you have the URL `http://www.floraphotographs.com/index.html` and want to get just the machine name out of the string? You could create an `NSURL` object:

```
MyURL=[[NSURL alloc] initWithString:  
➡@"http://www.floraphotographs.com/index.html"]
```

Then use the `host` method to automatically parse the URL and grab the text `www.floraphotographs.com`:

```
[MyURL host]
```


This will come in handy as you start to create Internet-enabled applications. Of course, many more data type objects are available, and as mentioned earlier, some objects store their own data, so you won't, for example, need to maintain a separate string object to correspond to the text in labels that you have onscreen.

Speaking of labels, let's round out our introduction to common classes with a quick look at some of the UI elements that you'll be adding to your applications.

Interface Classes

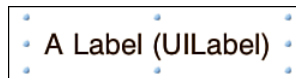
Part of what makes the iPhone such a fun device to use are the onscreen touch interfaces that you can create. As we explore Interface Builder in the next hour, you'll get your first hands-on experience with some of these interface classes. Something to keep in the back of your head as you read through this section is that many UI objects can take on very different visual appearance based on how they are configured—so there is quite a bit of flexibility in your presentation.

Labels (UILabel)

You'll be adding labels to your applications both to present static text onscreen (as a typical label) and as a controllable block of text that can be changed as needed by your program (see Figure 4.3).

FIGURE 4.3

Labels add text to your application views.



Buttons (UIButton)

Buttons are one of the simplest user input methods that you'll be using. Buttons can respond to a variety of touch events and give your users an easy way to make onscreen choices (see Figure 4.4).

FIGURE 4.4

Buttons provide a simple form of user input/interaction.



Switches (UISwitch)

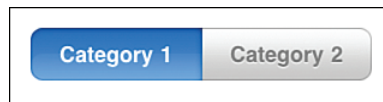
A switch object can be used to collect “on” and “off” responses from a user. It is displayed as a simple toggle and is frequently used to activate or deactivate application features (see Figure 4.5).

**FIGURE 4.5**

A switch moves between on and off states.

Segmented Control (UISegmentedControl)

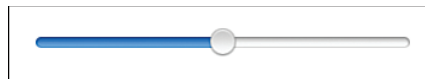
A segmented control creates an elongated touchable bar with multiple named selections (Category 1, Category 2, and so on). Touching a selection will activate it and can trigger your application to perform an action, such as updating the screen to hide or show other controls (see Figure 4.6).

**FIGURE 4.6**

Segmented controls can be used to choose one item out of a set and react accordingly.

Sliders (UISlider)

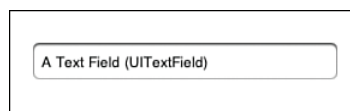
A slider provides the user with a draggable bobble for the purpose of choosing a value from across a range. Sliders, for example, are used to control volume, screen brightness, and other inputs that should be presented in an “analog” fashion (see Figure 4.7).

**FIGURE 4.7**

Sliders offer a visual means of entering a value within a range.

Text Fields (UITextField/UITextView)

Text fields are used to collect user input through the iPhone’s onscreen keyboard. The UITextField is a single-line field, similar to what you’d see on a web page order form. The UITextView class, on the other hand, creates a larger multiline text entry block for more lengthy compositions (see Figure 4.8).

**FIGURE 4.8**

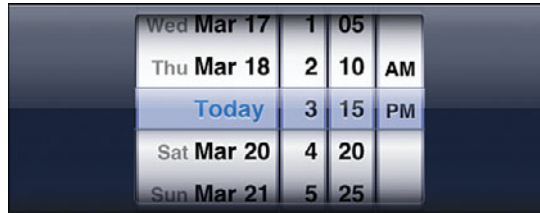
Collect user input through text fields.

Pickers (UIDatePicker/UIPicker)

A picker is an interesting interface element that resembles a slot machine display. By letting the user change each segment on the wheel, it can be used to enter a combination of several different values. Apple has implemented one complete picker for you: the UIDatePicker class. With this object, a user can quickly enter dates and times. You can also implement your own arbitrary pickers with the UIPickerView class (see Figure 4.9).

FIGURE 4.9

Pickers enable users to choose a combination of several options.



These are only a sample of the classes that you can use in your applications. We explore these and many others in the hours to come.

Exploring the iOS Frameworks with Xcode

So far in this hour, you’ve learned about dozens of frameworks and classes. Each framework could be made up of dozens of classes, and each class with hundreds of methods, and so on—in other words, there’s a ridiculous amount of information available about the iOS frameworks.

One of the most efficient ways to learn more is to pick an object or framework you’re interested in and then turn to the Xcode documentation system. Xcode provides an interface to the immense Apple development library in both a searchable browser-like interface (even with video tutorials!) and a context-sensitive Research Assistant. Let’s take a look at both of these features now so that you can start using them immediately.

Xcode Documentation

To open the Xcode documentation application, choose Help, Developer Documentation from the menu bar. The help system will launch, as shown in Figure 4.10.

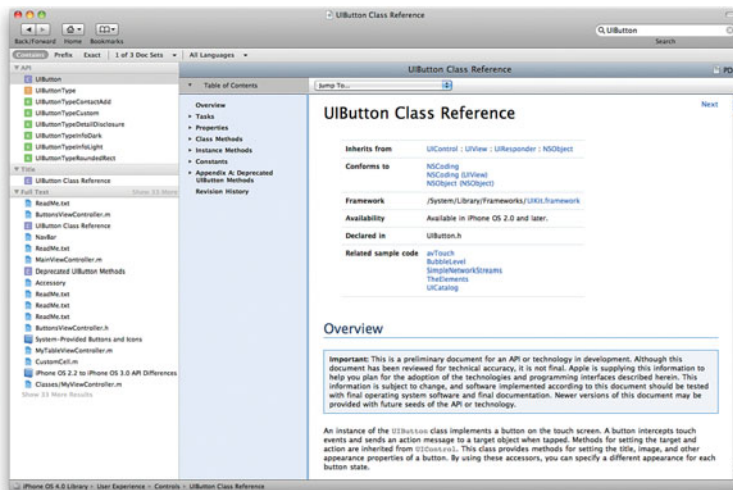
Find information by typing into the search field. You can enter specific class, method, or property names, or just type in a concept that you’re interested in. As you type, Xcode will start returning results.

Navigating Content

Once you start searching for content, the documentation window divides into two parts. The left column contains the information that matches your search, divided into groups based on whether the results were found in the API (programming) documentation, tutorial files, and so on. On the right, the content of the selected is displayed, as shown in Figure 4.11.

**FIGURE 4.10**

Search through the documentation to find tutorial articles and programming information.

**FIGURE 4.11**

Navigate through the available documentation using the web-like search, results, and navigation features.

When you've arrived at a document that you're interested in, you can read and navigate within the document using the blue links—just like on a web page. It's so much like a web page, in fact, that you can add and jump-to bookmarks to the current document by clicking the Bookmarks button in the toolbar. You can also navigate forward and backward using the arrow buttons, and access a history of documents you've visited using the Home button to the right of the arrows. Within individual documents, you may also see a Jump To menu; this enables you to quickly move to different topics of interest within that file.

Limiting the Search

If you know exactly what you want to find, you can limit the search results using the button bar that appears directly underneath the toolbar. If you want exact matches only, for example, you can click the Exact button. You can also use the Languages button in the toolbar to limit your search to a specific implementation language, such as Objective-C or C, and the Doc Sets drop-down menu to focus on specific types of documentation.

Managing Document Sets

Document sets are broad categories of documents that cover development for specific Mac OS X versions, Xcode itself, and the iOS releases. To download and automatically receive updates to a documentation set, open the Xcode preferences (Xcode, Preferences) and click the Documentation icon in the Preference pane list.

In the Documentation pane, click the Check For and Install Updates Automatically check box. Xcode will connect to Apple's servers and automatically update your local documentation. You'll also notice that additional documentation sets may be listed. Click the Get button beside any of the listed items to download and automatically include it in any future updates.

Did you Know?

You can force a manual update of the documentation using the Check and Install Now button.

Quick Help

One of the easiest and fastest ways to get help while coding is through the Xcode Quick Help assistant. To open the assistant, hold down Option and double-click a symbol in Xcode (for example, a class name or method name) or choose Help, Quick Help. A small window opens with basic information about the symbol, as well as links to other documentation resources.

Using Quick Help

Consider the following line that allocates and initializes a string with the contents of an integer variable:

```
myString=[[NSString alloc] initWithFormat:@"%d",myValue]
```

In this sample, there is a class (NSString) and two methods (alloc and initWithFormat). To get information about the initWithFormat: method, hold down Option, and then double-click initWithFormat:. Quick Help window appears, as shown in Figure 4.12.

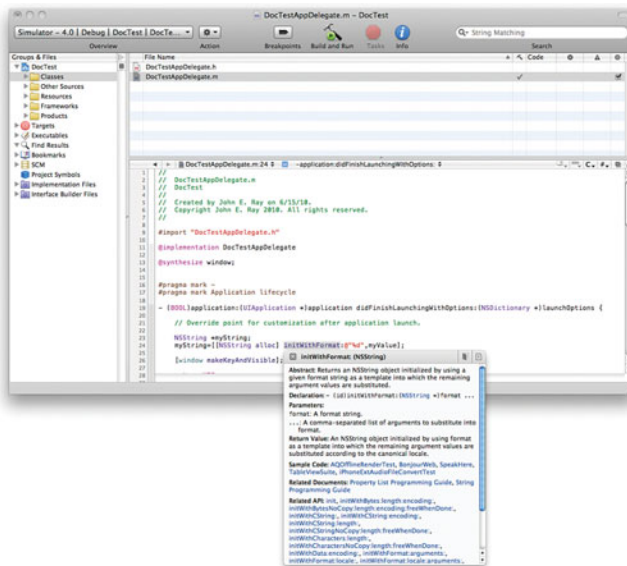


FIGURE 4.12
Quick Help
updates as you
type.

To open the full Xcode documentation for the symbol, click the book icon in the upper-right corner. You can also click any of the hyperlinks in Quick Help results to jump to a specific piece of documentation or code.

By default, Quick Help will close itself when you click off of the selected symbol. To keep Quick Help open, just drag the assistant window outside of the Xcode window. While open, its contents will automatically update as you click on other symbols in your code. It will even update as you type new symbols, providing documentation on-the-fly!

Quick Help will remain open until you click the X close box in the upper-left corner.

**Did you
Know?**

Interpreting Quick Help Results

Quick Help displays context-sensitive information related to your code in up to eight different sections. What you see depends on the type of symbol (code) you have selected. A class property, for example, doesn't have a return type, but a class method does:

Abstract: A description of the feature that the class, method, or other symbol provides

Declaration: The structure of a method or definition of a data type

Parameters: The required or option information that can be provided to a method

Return Value: What information will be returned by a method when it completes

Sample Code: Sample code files that include examples of class/method/property use

Related Documents: Additional documentation that references the selected symbol

Related API: Other methods within the same class as your selected method

Availability: The versions of the operating system where the feature is available

Quick Help simplifies the process of finding the right method to use with an object. Instead of trying to memorize dozens of instance methods, you can learn the basics and let Quick Help act as an on-demand reference of all an object's exposed methods.

Summary

In this hour, you explored the layers that make up the iOS: Cocoa Touch, Media, Core Services, and Core OS. You learned the structure of a basic application—what objects it uses, and how iOS manages the application life cycle. We also reviewed the common classes that you'll encounter as you begin to work with Cocoa, including data types and UI controls.

To give you the tools you need to find class and method references on your own, this hour introduced you to two features in Xcode. The first, the Xcode Documentation window, offers a browser-like interface to the complete iOS documentation. The second, Quick Help, finds help for the class or method you are working with, automatically, as you type. Ultimately, it will be these tools that help you dive deeper into the Apple development environment.

Q&A

Q. *Why are the operating system services layered? Doesn't that add complexity?*

A. Using the upper-level frameworks reduces the complexity of your code. By providing multiple levels of abstraction, Apple has given developers the tools they need to easily use iOS features and the flexibility to highly customize their application's behavior by using lower-level services more closely tied to the OS.

Q. *What do I do if I can't find an interface object I want?*

A. Chances are, if you're writing a "normal" iPhone application, Apple has provided a UI class to fill your need. If you find that you'd like to do things differently, you can always subclass an existing control and modify its behavior as you see fit—or create a completely new control!

Workshop

Quiz

1. How many layers are there in the simplified Apple iOS architecture?
2. How frequently will you be manually creating the `UIApplication` object in your applications?
3. What helpful feature can watch your typing and show relevant help articles?

Answers

1. Four. Cocoa Touch, Media, Core Services, and Core OS.
2. If you're building using Apple's application templates, the initial setup of the `UIApplication` object is automatic. You don't need to do a thing!
3. Quick Help offers interactive help as you code.

Activities

1. Using the Apple Xcode Documentation utility, explore the `NSString` class and instance methods. Identify the methods you'd use to compare strings, create a string from a number, and change a string to upper- and lowercase.
2. Open Xcode and create a new window-based application on your desktop. Expand the Classes folder and click the file that ends in `AppDelegate.m`. When the contents of the file appear, open Quick Help by holding Option and double-clicking inside the class name `UIApplication`. Review the results. Try clicking other symbols in the Xcode class file and see what happens!

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HOOR 5

Exploring Interface Builder

What You'll Learn in This Hour:

- ▶ What Interface Builder does, and what makes it special
- ▶ How to create user interfaces using the Library
- ▶ Common attributes that can be used to customize your interface
- ▶ Ways to make your interface accessible to the visually impaired
- ▶ How to connect interfaces to code with outlets and actions

Over the past few hours, you've become familiar with the core iOS technologies and the Xcode and iPhone Simulator applications. Although these are certainly important skills for becoming a successful developer, there's nothing quite like building your first iPhone application interface and seeing it come alive on the screen.

This hour introduces you to the third (and flashiest) component of the Apple Developer Suite: Interface Builder. Interface Builder provides a visual approach to application interface design but, behind the scenes, does much, much more.

Understanding Interface Builder

Let's get it out of the way up front: Yes, Interface Builder (or IB for short) does help you create interfaces for your applications, but it isn't a just a drawing tool for GUIs; it helps you symbolically build application functionality without writing code. This translates to fewer bugs, less development time, and easier-to-maintain projects!

Although IB is a standalone application, it is dependent on Xcode and, to some extent, the iPhone Simulator. In this hour, we focus on navigating through Interface Builder, but will return in Hour 6, "Model-View-Controller Application Design," to combine all three pieces of the Apple Developer Suite for the first time.

**By the
Way**

At the time this book was being written, Apple began previewing a new version of their developer tools—Xcode 4. In Xcode 4, Interface Builder is part of the development suite, not a standalone application. We are providing an introduction to Xcode 4's tools in a downloadable document at <http://teachyourselfiphone.com>. If you are a beginner, I recommend using the Xcode 3.2 toolset for the time being. It is time tested and, at least compared to the early previews of Xcode 4, includes coding features, such as bookmarks, that Xcode 4 does not.

The Interface Builder Approach

Using Xcode and the Cocoa toolset, you can program iPhone interfaces by hand—instantiating interface objects, defining where they appear on the screen, setting any attributes for the object, and, finally, making them visible. For example, in Hour 2, “Introduction to Xcode and the iPhone Simulator,” you entered this listing into Xcode to make your iPhone display the text Hello Xcode in the middle of the screen:

```
myMessage=[[UILabel alloc] initWithFrame:CGRectMake(25.0,225.0,300.0,50.0)];
myMessage.text=@"Hello Xcode";
myMessage.font=[UIFont systemFontOfSize:48];
[window addSubview:myMessage];
[myMessage release];
```

Imagine how long it would take to build interfaces with text, buttons, images, and dozens of other controls—and think of all the code you'd need to wade through just to make small changes!

Over the years, there have been many different approaches to graphical interface builders. One of the most common implementations is to enable the user to “draw” an interface but, behind the scenes, create the code that generates that interface. Any tweaks require the code to be edited by hand—hardly an acceptable situation.

Another tactic is to maintain the interface definition symbolically but attach the code that implements functionality directly to interface elements. This, unfortunately, means that if you want to change your interface or swap functionality from one UI element to another, you have to move the code as well.

Interface Builder works differently. Instead of autogenerating interface code or tying source listings directly to interface elements, IB builds live objects that connect to your application code through simple links called *connections*. Want to change how a feature of your app is triggered? Just change the connection. As you'll learn a bit later, changing how your application works with the objects you create in Interface Builder is, quite literally, a matter of connecting or reconnecting the dots as you see fit.

The Anatomy of an Interface Builder XIB File

Your work in Interface Builder results in an XML file called an XIB or (for legacy reasons) NIB file, containing a hierarchy of objects. The objects could be interface elements—buttons, toggle switches, and so forth—but might also be other noninterface objects that you need to use in your app. When the XIB file is loaded by your application, the objects described in it are instantiated and can be accessed by your code.

Instantiation, just as a quick refresher, is the process of creating an instance of an object that you can work with in your program. An instantiated object gains all the functionality described by its class. Buttons, for example, automatically highlight when clicked, content views scroll, and so on.

By the Way

The Document Window

What do XIB files look like in IB? Open the Hour 5 Projects folder and double-click the file `EmptyView.xib` to open Interface Builder and display a barebones XIB file. The contents of the file are shown in the IB “Document” window (see Figure 5.1).

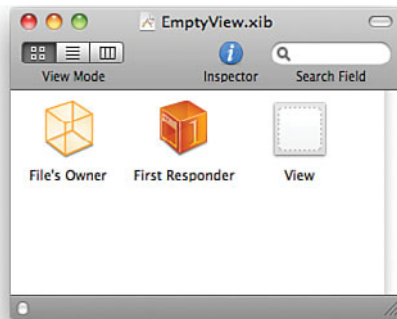


FIGURE 5.1
An XIB file's objects are represented by icons.

If you do not see a window with icons when opening the XIB file, choose Window, Document to ensure that the Document window is active and visible on your screen.

By the Way

In this sample file, three icons are initially visible: File's Owner, First Responder, and View. The first two are special icons used to represent unique objects in our application; these will be present in all XIB files that you work with:

File's Owner: The File's Owner icon denotes the object that loads the XIB file in your running application. This is the object that effectively instantiates all

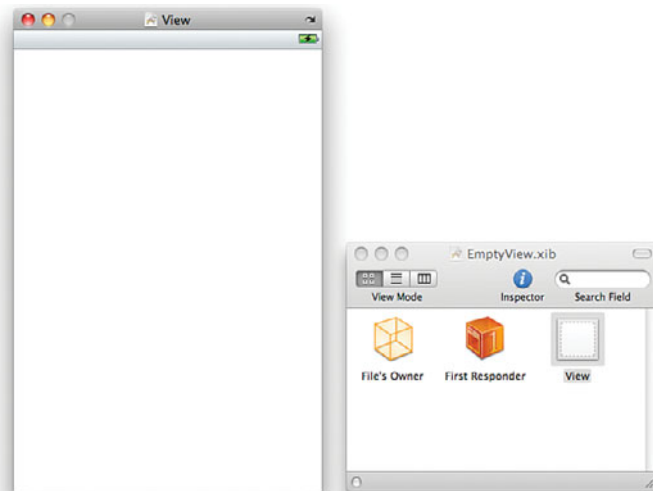
the other objects described in the XIB file. For example, you may have an interface defined in `myInterface.xib`, which is loaded by an object you've written called `myInterfaceController`. In this case, the File's Owner would represent the `myInterfaceController` object. You'll learn more about the relationship between interfaces and code in Hour 6.

First Responder: The first responder icon stands for the object that the user is currently interacting with. When a user works with an iPhone application, multiple objects could potentially respond to the various gestures or keystrokes that the user creates. The first responder is the object currently in control and interacting with the user. A text field that the user is typing into, for example, would be the first responder until the user moves to another field or control.

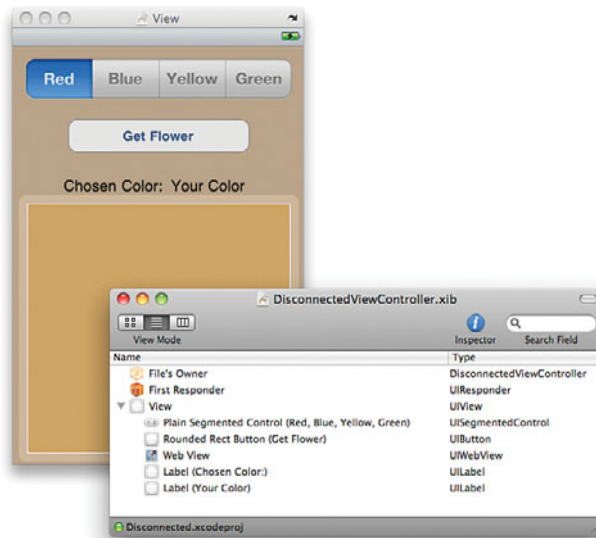
View: The view icon is an instance of the object `UIView` and represents the visual layout that will be loaded and displayed on the iPhone's screen. You can double-click view icons to open and edit them with the IB tools, as shown in Figure 5.2.

FIGURE 5.2

Double-click the view icon to open and edit the iPhone application GUI.



Views are hierarchical in nature. This means that as you add controls to your interface, they will be contained *within* the view. You can even add views within views to cluster controls or create visual elements that can be shown or hidden as a group. Because a view can contain many other objects, I recommend using the list or column view of the Document window to make sure that you can view the full hierarchy of objects you've created in an XIB file. To change the document view, click the view mode icon on the Document window toolbar (see Figure 5.3).

**FIGURE 5.3**

Using the list view mode ensures that you can see all of the objects in your XIB files. Here an XIB with a full interface and view hierarchy is displayed.

At its most basic level, a view (UIView) is a rectangular region that can contain content and respond to user events (touches and so forth). All the controls (buttons, fields, and so on) that you'll add to a view are, in fact, subclasses of UIView. This isn't necessarily something you need to be worried about, except that you'll be encountering documentation that refers to buttons and other interface elements referred to as subviews and the views that contain them as superviews.

Just keep in the back of your mind that pretty much everything you see on the iPhone screen can be considered a "view" and the terminology will seem a little less alien.

Did you Know?

Working with the Document Icons

The Document window shows icons for objects in your application, but what good are they? Aside from presenting a nice list, do the Document window icons provide any functionality?

Absolutely! These icons give you a visual means of referring to the objects they represent. You will interact with the icons by dragging to and from them to create the connections that drive your application's features.

Consider an onscreen control, such as a button, that needs to be able to trigger an action in your code. By dragging from the button to the File's Owner icon, you can create a connection from the GUI element you've drawn to a method you've written in the object that loaded the XIB file.

We'll go through a hands-on example later this hour so that you can get a feel for how this works. Before we do that, however, let's take a look at how you go about turning a blank view into an interface masterpiece.

Creating User Interfaces

In Figures 5.2 and 5.3, you've seen an empty view and a fully fleshed-out iPhone interface—but how do we get from one to the other? In this section, we explore how interfaces are created with Interface Builder. In other words, it's time for the fun stuff!

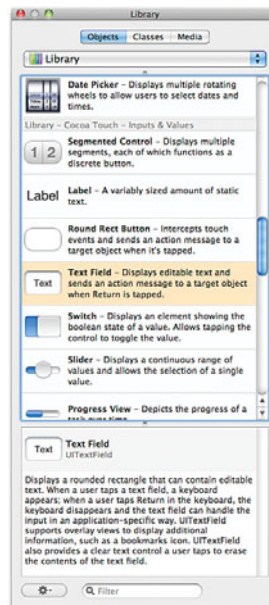
If you haven't already, open the EmptyView.xib file included in this hour's Projects folder. Use the Document window to open the empty view and prepare for adding content.

The Objects Library

Everything that you add to a view comes from the IB Objects Library, shown in Figure 5.4. You can open the Library from the menu bar by choosing Tools, Library (Command+Shift+L). After the Library palette opens, click the Objects button at the top of the window to focus on interface objects. When you click an element in the Library, the bottom of the window refreshes to show a description of how it can be used in the interface.

FIGURE 5.4

The Library provides a palette of objects that can be added to your views.



Using the action (gear) menu at the bottom of the Library, you can change the Library to show just the icons, icons and names, or icons and full descriptions for each object. You can even group items based on their purposes. If you know the name of an object but can't locate it in the list, use the Search field to quickly find it.

The button bar and drop-down menu at the top of the Library can be used to focus on specific parts of the Library or change how the information is organized. When starting out, however, using the default settings should give you everything you need for most application and interface design.

**Did you
Know?**

To add an object to the view, just click and drag from the Library to the view. For example, find the label object (UILabel) in the Library and drag it into the center of the view window. The label should appear in your view and read **Label**. Double-click the label and type **Hello**. The text will update, as shown in Figure 5.5, just as you would expect.

With that simple action, you've almost entirely replicated the functionality implemented by the code fragment earlier in the lesson. Try dragging other objects from the Library into the view (buttons, text fields, and so on). With few exceptions, the objects should appear and behave just the way you'd expect.

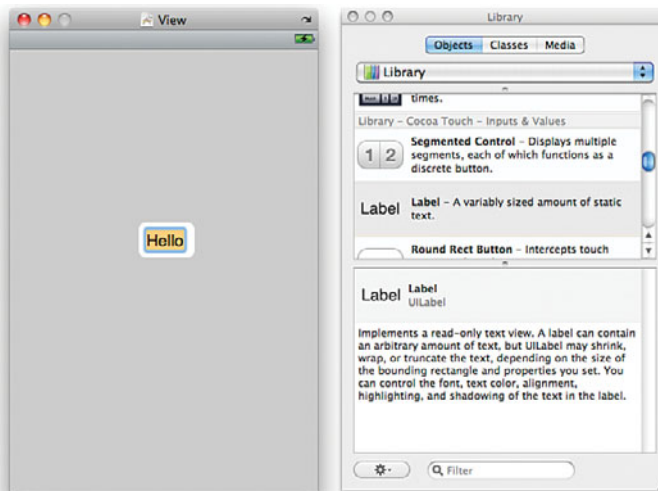


FIGURE 5.5
If an object contains text, in many cases, just double-click to edit it.

To remove an object from the view, click to select it, and then press the Delete key. You may also use the options under the edit menu to copy and paste between views or duplicate an element several times within a view.

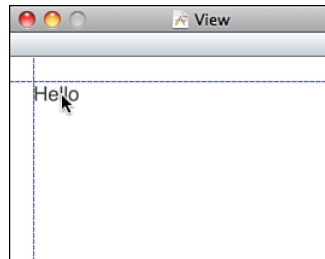
Layout Tools

Instead of relying on your visual acuity to position objects in a view, Apple has included some useful tools for fine-tuning your layout. If you've ever used a drawing program like OmniGraffle or Adobe Illustrator, you'll find many of these familiar.

Guides

As you drag objects in a view, you'll notice guides (shown in Figure 5.6) appearing to help with the layout. These blue dotted lines will be displayed to align objects along the margins of the view, to the centers of other objects in the view, and to the baseline of the fonts used in the labels and object titles.

FIGURE 5.6
Guides help position your objects within a view.



As an added bonus, guides will automatically appear to indicate the approximate spacing requirements of Apple's interface guidelines. If you're not sure why it's showing you a particular margin guide, it's likely that your object is in a position that Interface Builder considers "appropriate" for something of that type and size.

Did you Know?

You can manually add your own guides by choosing Layout, Add Horizontal Guide or by choosing Layout, Add Vertical Guide.

Selection Handles

In addition to the layout guides, most objects include selection handles to stretch an object either horizontally, vertically, or both. Using the small boxes that appear alongside an object when it is selected, just click and drag to change its size, as demonstrated using A Button in Figure 5.7.

Note that some objects will constrain how you can resize them; this preserves a level of consistency within iPhone application interfaces.

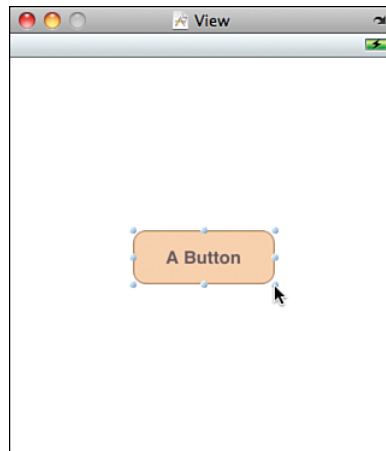


FIGURE 5.7
Use the resize handles around the perimeter of an object to change its size.

Alignment

To quickly align several objects within a view, select them by clicking and dragging a selection rectangle around them or by holding down the Shift key, and then choose Layout, Alignment and an appropriate alignment type from the menu.

For example, try dragging several buttons into your view, placing them in a variety of different positions. To align them based on their horizontal center (a line that runs vertically through each button's center), select the buttons, and then choose Layout, Alignment, Align Horizontal Centers. Figure 5.8 shows the before and after results.

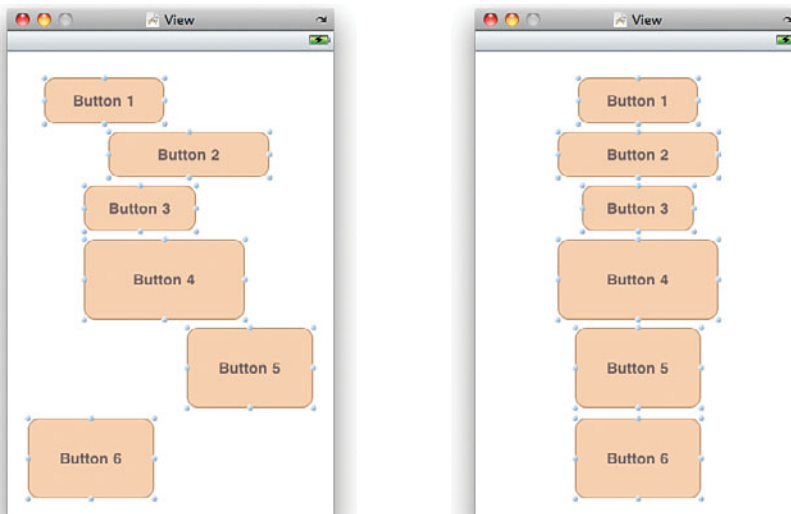


FIGURE 5.8
Use the Alignment menu to quickly align a group of items to an edge or center.

Did you Know?

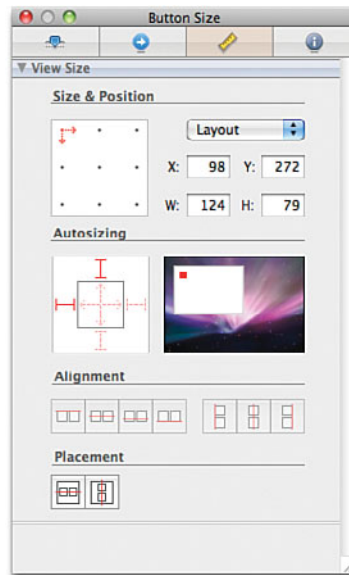
To fine-tune an object's position within a view, select it, and then use the arrow keys to position it left, right, up, or down, 1 pixel at a time.

The Size Inspector

Another tool that you may want to use for controlling your layout is the Size Inspector. Interface Builder has a number of “inspectors” for examining the attributes of an object. As the name implies, the Size Inspector provides information about sizes, but also position and alignment. To open the Size Inspector, first select the object (or objects) that you want to work with, and then press Command+3 or choose Tools, Size Inspector (see Figure 5.9).

FIGURE 5.9

The Size Inspector enables you to adjust the size and position of one or more objects.



Using the fields at the top of the inspector, you can view or change the size and position of the object by changing the coordinates in the H/W and X/Y fields. You can also view the coordinates of a specific portion of an object by clicking one of the black dots in the size and grid to indicate where the reading should come from.

By the Way

Within the Size and Position settings, you'll notice a drop-down menu where you can choose between Frame and Layout. These two settings will usually be very similar, but there is a slight difference. The frame values represent the exact area an object occupies onscreen, whereas the layout values take into account spacing around the object.

The Autosizing settings of the Size Inspector determine how controls resize/reposition themselves when the iPhone changes orientation. You'll learn more about these in Hour 15, "Building Rotatable and Resizable User Interfaces."

Finally, the same controls found under Layout, Alignment can be accessed as clickable icons at the bottom of the inspector. Choose your objects, and then click one of the icons to align according to the red line.

Customizing Interface Appearance

How your interface appears to the end user isn't just a combination of control sizes and positions. For many kinds of objects, literally dozens of different attributes can be adjusted. Although you could certainly configure things such as colors and fonts in your code, it's easier to just use the tools included in Interface Builder.

Using the Attributes Inspector

The most common place you'll tweak the way your interface objects appear is through the Attributes Inspector, available by choosing Tools, Attributes Inspector or by pressing Command+1. Let's run through a quick example to see how this works.

Make sure the EmptyView.xib file is still open and that you've added a text label to the view. Select the label, and then press Command+1 to open the Attributes Inspector, shown in Figure 5.10.

The top portion of the Attributes Inspector will contain attributes for the specific object. In the case of the text object, this includes settings such as font, size, color, and alignment—everything you'd expect to find for editing text.

In the lower portion of the inspector are additional inherited attributes. Remember that onscreen elements are a subclass of a view? This means that all the standard view attributes are also available for the object and for your tinkering enjoyment. In many cases, you'll want to leave these alone, but settings such as background and transparency can come in handy.

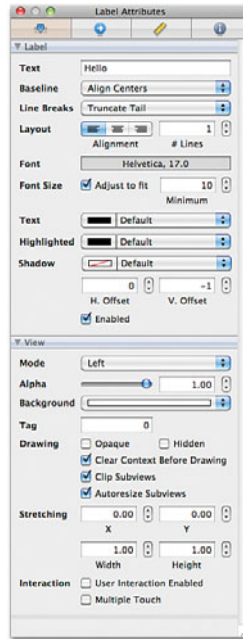
Don't get hung up on trying to memorize every attribute for every control now—I cover interesting and important attributes when they are needed throughout the book.

***Did you
Know?***

Feel free to explore the many different options available in the Attributes Inspector to see what can be configured for different types of objects. There is a surprising amount of flexibility to be found within the tool.

FIGURE 5.10

To change how an object looks and behaves, select it and then open the Attributes Inspector.



**By the
Way**

The attributes you change in Interface Builder are simply properties of the objects themselves. To help identify what an attribute does, use the documentation tool in Xcode to look up the object's class and review the descriptions of its properties.

Setting Accessibility Attributes

For many years, the “appearance” of an interface meant just how it looks visually. Today, the technology is available for an interface to vocally describe itself to the visually impaired. The iPhone includes Apple’s screen reader technology: Voiceover. Voiceover combines speech synthesis with a customized interface to aid users in navigating applications.

Using Voiceover, a user can touch interface elements and hear a short description of what they do and how they can be used. Although you gain much of this functionality “for free” (the iPhone Voiceover software will read button labels, for example), you can provide additional assistance by configuring the accessibility attributes in Interface Builder.

To access the Accessibility settings, you need to open the Identity Inspector by choosing Tools, Identity Inspector or by pressing Command+4. The Accessibility options have their own section within the Identity Inspector, as shown in Figure 5.11.

You can configure four sets of attributes within this area:

Accessibility: If enabled, the object is considered accessible. If you create any custom controls that must be seen to be used, this setting should be disabled.

Label: A simple word or two that serves as the label for an item. A text field that collects the user's name might use "your name," for example.

Hint: A short description, if needed, on how to use the control. This is needed only if the label doesn't provide enough information on its own.

Traits: This set of check boxes is used to describe the features of the object—what it does, and what its current state is.

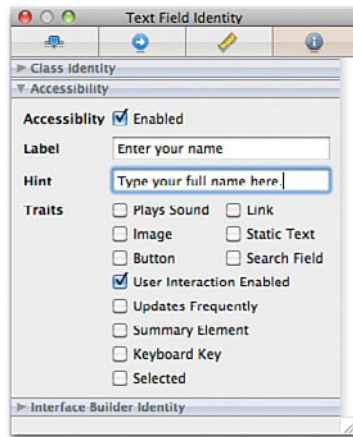


FIGURE 5.11

Use the Accessibility section in the Identity Inspector to configure how the Voiceover interacts with your application.

For an application to be available to the largest possible audience, you should take advantage of accessibility tools whenever possible. Even objects such as the text labels you've used in this lesson should have their traits configured to indicate that they are static text. This helps potential users know that they can't interact with them.

Did you Know?

Simulating the Interface

At any point in time during the construction of your interface, you can test the controls in the iPhone Simulator. To test the interface, choose File, Simulate Interface (Command+R). After a few seconds, the iPhone Simulator will start and display your interface design. You can use all the same gestures and controls that you learned about in Hour 2.

**Watch
Out!**

When you use the Simulate Interface command, only the interface code is being run. Nothing that you may have written in Xcode is included. Therefore, you can simulate interfaces even if you haven't written a single line of supporting code or if your code has errors. However, it also means that if your code modifies the display in any way, you won't see those changes onscreen.

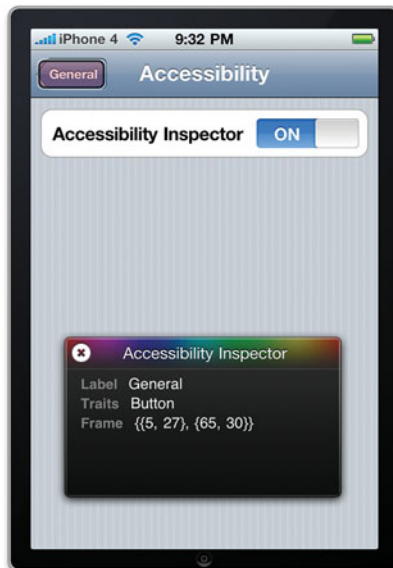
To compile and run your code along with the interface, switch to Xcode and click Build and Run, or, as a shortcut, choose File, Build and Go in Xcode from the IB menu (Command+Shift+R).

Enabling the Accessibility Inspector

If you are building accessible interfaces, you may want to enable the Accessibility Inspector in the iPhone Simulator. To do this, start the simulator and click the Home button to return to the home screen. Start the Settings application and navigate to General, Accessibility, and then use the toggle button to turn the Accessibility Inspector on, as shown in Figure 5.12.

FIGURE 5.12

Toggle the Accessibility Inspector on.



The Accessibility Inspector adds an overlay to the simulator workspace that displays the label, hints, and traits that you've configured for your interface elements. Note that navigating the iPhone interface is very different when operating in accessibility mode.

Using the X button in the upper-left corner of the inspector, you can toggle it on and off. When off, the inspector collapses to a small bar, and the iPhone simulator will behave normally. Clicking the X button again turns it back on. To disable the Accessibility Inspector altogether, just revisit the Accessibility setting in the Settings application.

**By the
Way**

Connecting to Code

You know how to make an interface, but how do you make it *do* something? Throughout this hour, I've been alluding to the idea that connecting an interface to the code you write is just a matter of "connecting the dots." In this last part of the hour, we'll do just that: take an interface and connect it to the code that makes it into a functional application.

Launching Interface Builder from Xcode

To get started, we'll use the project `Disconnected` contained within this hour's Projects folder. Open the folder and double-click the `Disconnected.xcodeproj` file. This will open the project in Xcode, as shown in Figure 5.13. Almost all of your work in Interface Builder will start from inside of Xcode, so we might as well get used to using it as our launching point for IB.

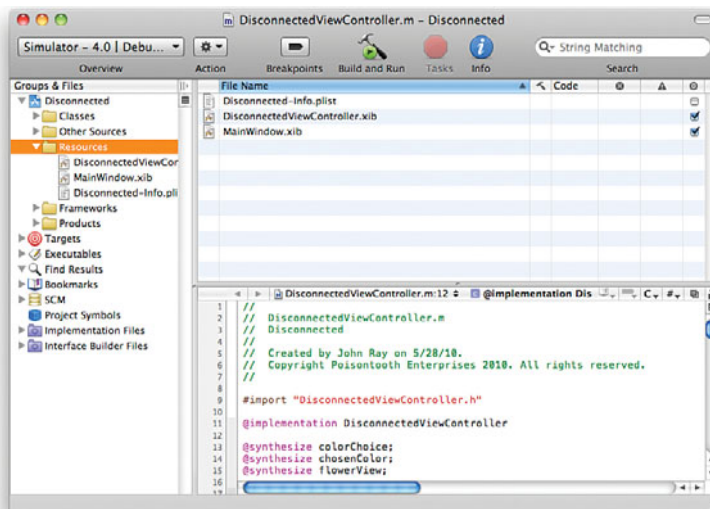
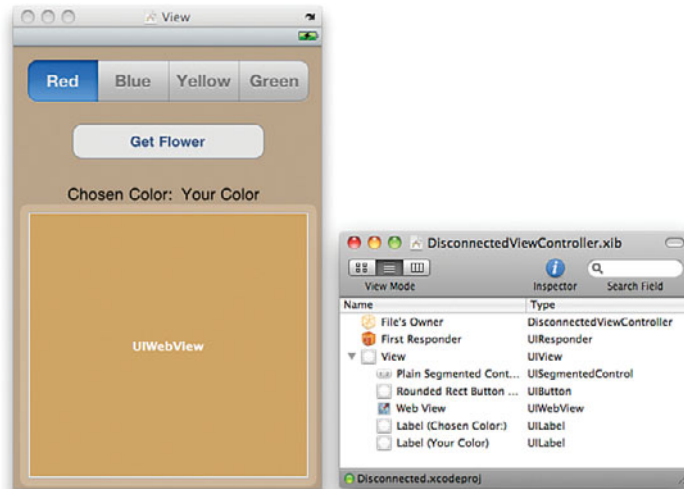


FIGURE 5.13
Almost all of your work in Interface Builder will start in Xcode.

Once the project is loaded, expand the Resources file group and double-click the `DisconnectedViewController.xib` file. This XIB file contains the view that this application displays as its interface. After a few seconds, IB will launch and display the interface Document window and the view, as shown in Figure 5.14.

FIGURE 5.14 After launching, Interface Builder will show the Document window and view from the XIB file.



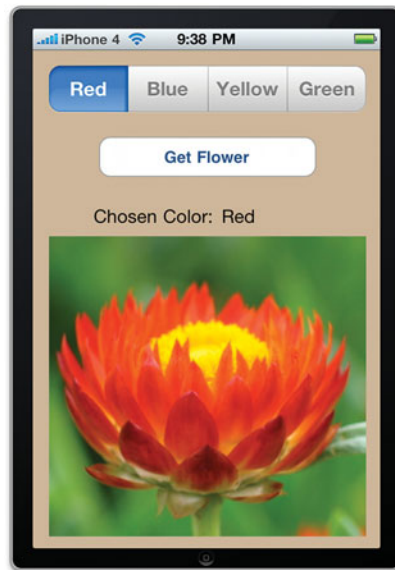
Implementation Overview

The interface contains four interactive elements: a button bar (called a *segmented control*), a push button, an output label, and a web view (an integrated web browser component). Together, these controls will interface with application code to enable a user to pick a flower color, touch the Get Flower button, and then display the chosen color in a text label along with a matching flower photo fetched from the website <http://www.floraphotographs.com>. The final result is demonstrated in Figure 5.15.

Unfortunately, right now the application does nothing. The interface isn't connected to any application code, so it is hardly more than a pretty picture. To make it work, we'll be creating connections to outlets and actions that have been defined in Xcode.

Outlets and Actions

An *outlet* is nothing more than a variable by which an object can be referenced. For example, if you had created a field in Interface Builder intending that it would be used to collect a user's name, you might want to create an outlet for it in your code called `userName`. Using this outlet, you could then access or change the contents of the field.

**FIGURE 5.15**

The finished application will enable a user to choose a color and have a flower image returned that matches that color.

An *action*, on the other hand, is a method within your code that is called when an event takes place. Certain objects, such as buttons and switches, can trigger actions when a user interacts with them through an event—such as touching the screen. By defining actions in your code, Interface Builder can make them available to the onscreen objects.

Joining an element in Interface Builder to an outlet or action creates what is generically termed a *connection*.

For the Disconnected app to function, we need to create connections to these outlets and actions:

ColorChoice: An outlet created for the button bar to access the color the user has selected

GetFlower: An action that retrieves a flower from the Web, displays it, and updates the label with the chosen color

ChosenColor: An outlet for the label that will be updated by `getFlower` to show the name of the chosen color

FlowerView: An outlet for the web view that will be updated by `getFlower` to show the image

Let's make the connections now.

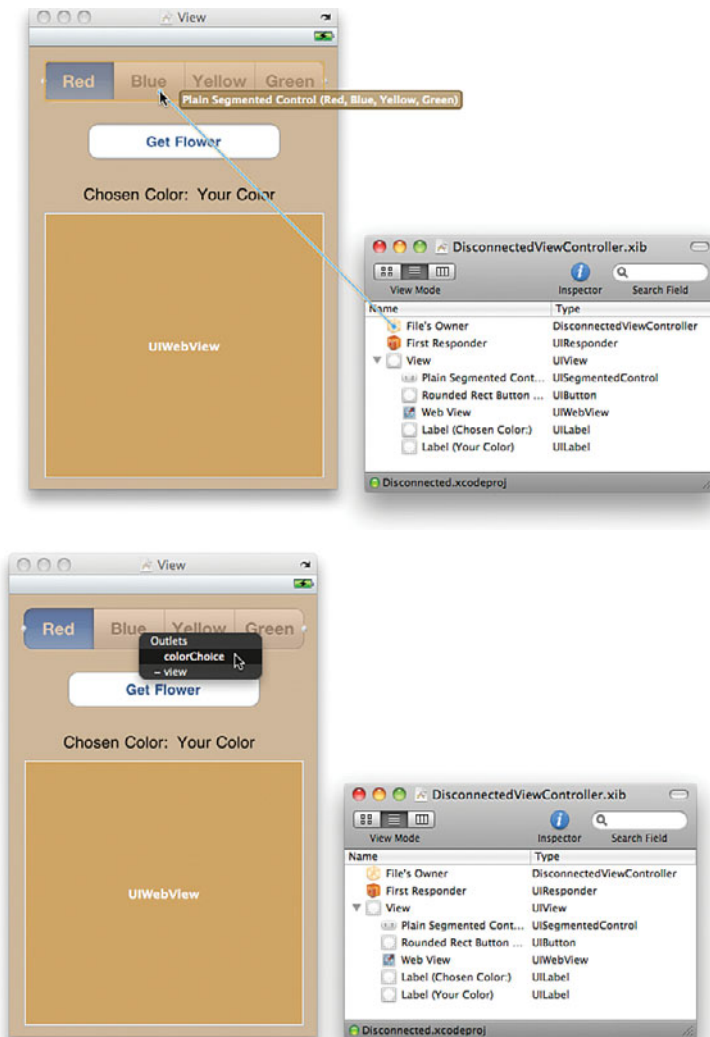
Creating Connections to Outlets

To create a connection from an interface item to an outlet, Control-drag from the File's Owner icon either to the visual representation of the object in the view or to its icon in the Document window of Interface Builder.

Try this with the button bar (segmented control). Pressing Control, click and drag from the File's Owner icon in the Document window to either the onscreen image of the bar or its icon in the Document window. A line will appear as you drag, enabling you to easily point to the object that you want to use for the connect. When you release the mouse button, the available connections will be shown in a pop-up menu (see Figure 5.16).

FIGURE 5.16

Choose from the outlets available for that object.



Interface Builder knows what type of object is allowed to connect to a given outlet, so it will display only the outlets appropriate for the connection you're trying to make.

**By the
Way**

Repeat this process for the label with the text `Your Color`, connecting it to the `chosenColor` outlet, and the web view, connecting to `flowerView`.

Connecting to Actions

Connecting to actions is a bit different. An object's events trigger actions (methods) in your code. So, the connection direction reverses; you connect from the object to the File's Owner icon. Although it is possible to Control-drag and create a connection in the same manner you did with outlets, this isn't recommended because you don't get to specify which event triggers it. Do users have to touch the button? Release their fingers from a button?

Actions can be triggered by *many* different events, so you need to make sure that you're picking exactly the right one, instead of leaving it up to Interface Builder. To do this, select the object that will be connecting to the action and open the Connections Inspector by choosing Tools, Connections Inspector (or by pressing Command+2).

The Connections Inspector, in Figure 5.17, shows a list of the events that the object supports—in this case, a button. Beside each event is an open circle. To connect an event to an action in your code, click and drag from one of these circles to the File's Owner icon.

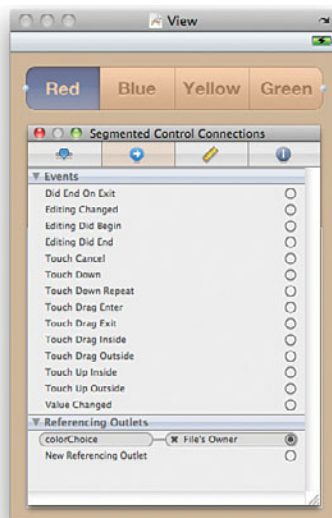
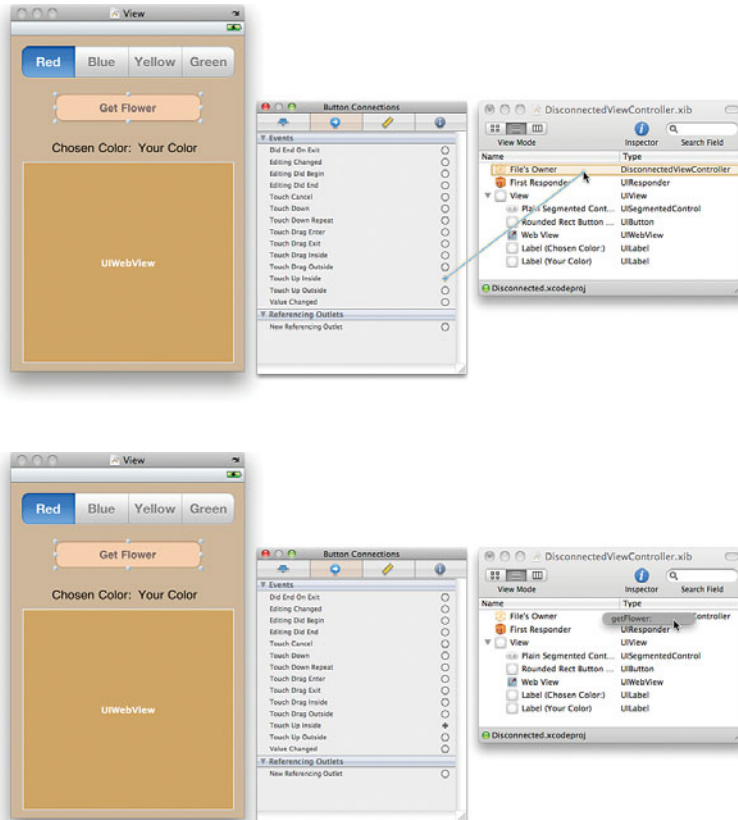


FIGURE 5.17
The Connections Inspector shows all the connections you've made to and from an object.

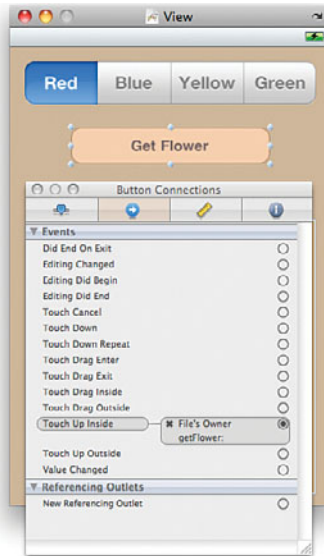
For example, to connect the Get Flower button to the `getFlower` method, select the button, and then open the Connections Inspector (Command+2). Drag from the circle beside the Touch Up Inside event to the File's Owner icon and release, as demonstrated in Figure 5.18. When prompted, choose the `getFlower` action.

FIGURE 5.18
Drag from the event to the File's Owner icon, and then choose the action you want to use.



After a connection has been made, the inspector will update to show the event and the action that it calls, as shown in Figure 5.19. If you click other objects, you'll notice that the Connections Inspector shows connections to outlets and to actions.

Well done! You've just linked an interface to the code that supports it. Switch to Xcode and choose Build and Run to run and test the application in the iPhone Simulator.

**FIGURE 5.19**

The Connections Inspector updates to show the actions and outlets that an object references.

Connections Without Code!

Although most of your connections in Interface Builder will be between objects and outlets and actions you've defined in your code, certain objects actually implement some built-in actions without you writing a single line of code.

The web view, for example, implements actions, including `goForward` and `goBack`. Using these actions, you could add basic navigation functionality to a web view by dragging from a button's Touch Up Inside event directly to the web view object (rather than the File's Owner). As described previously, you'll be prompted for the action to connect to, but this time, it isn't an action you had to code yourself!

Object Identity

As we finish up our introduction to Interface Builder, I'd be remiss if I didn't introduce one more feature: the Identity Inspector. You've already accessed this tool to view the accessibility attributes for interface objects, but there is another reason why we'll need to use the inspector in the future: setting class identities.

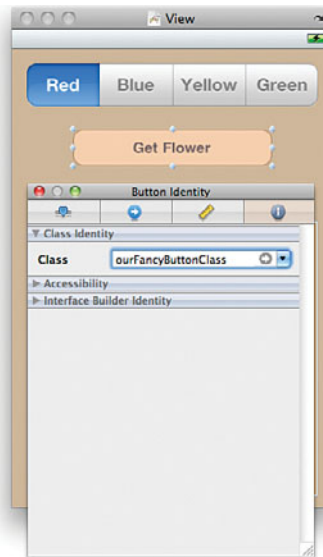
As you drag objects into the interface, you're creating instances of classes that already exist (buttons, labels, and so on). Throughout this book, however, we're going to be building custom subclasses that we'll also need to be able to reference in Interface Builder. In these cases, we'll need to help Interface Builder out by identifying the subclass it should use.

For example, suppose we created a subclass of the standard button class (UIButton) that we named `ourFancyButtonClass`. We might drag a button into Interface Builder to represent our fancy button, but when the XIB file loads, it would just create the same old UIButton.

To fix the problem, we select the button we've added to the view, open the Identity Inspector by choosing Tools, Identity Inspector (Command+4), and then use the drop-down menu/field to enter the class that we really want instantiated at runtime (see Figure 5.20).

FIGURE 5.20

If you're using a custom class, you'll need to manually set the identity of your objects in Interface Builder.



This is something we'll cover on an as-needed basis, so if it seems confusing, don't worry. We come back to it later in the book.

Further Exploration

Interface Builder gives you the opportunity to experiment with many of the different GUI objects you've seen in iPhone applications and read about in the previous hours. In the next hour, Xcode and Interface Builder will finally come together for your first full project, from start to finish.

To learn even more about what you can do in Interface Builder, I suggest reading through the following three Apple publications:

Interface Builder User Guide: Accessed by choosing Help, Interface Builder Help from the IB menu, this is more than a simple help document. Apple's user

guide walks you through all of the intricacies of IB and covers some advanced topics that will be important as your development experience increases.

iPhone Human Interface Guidelines: Accessible through the Xcode documentation system, the Apple iPhone HIG document provides a clear set of rules for building usable interfaces on the iPhone. This document describes when you should use controls and how they should be displayed, helping you to create more polished, professional-quality applications.

Accessibility Programming Guide for iPhone OS (accessible through the Xcode documentation system): If you're serious about creating accessible apps, this is a mandatory read. The Accessibility Programming Guide describes the accessibility features mentioned in this hour's lesson as well as ways to improve accessibility programmatically and methods of testing accessibility beyond the tips given in this hour.

As a general note, from here on, you'll be doing quite a bit of coding in each lesson, so now would be a great time to review the previous hours if you have any questions.

Summary

In this hour, you explored Interface Builder and the tools it provides for building rich graphical interfaces for your iPhone applications. You learned how to navigate the IB Document window and access the GUI elements from the Objects Library. Using the various inspector tools within Interface Builder, you customized the look and feel of the onscreen controls and how they can be made accessible to the visually impaired.

More than just a pretty picture, an IB-created interface uses simple outlets and actions to connect to functionality in your code. You used Interface Builder's connection tools to turn a nonfunctioning interface into a complete application. By maintaining a separation between the code you write and what is displayed to the user, you can revise your interface to look however you want, without breaking your application. In Hour 6, you examine how to create outlets and actions from scratch in Xcode (and thus gain a full toolset to get started developing).

Q&A

Q. Why do I keep seeing things referred to as NIB files?

A. The origins of Interface Builder trace back to the NeXT Computer, which made use of NIB files. These files, in fact, still bore the same name when Mac OS X was released. In recent years, however, Apple has renamed the files to have the .xib extension—unfortunately, documentation hasn't quite caught up yet.

- Q.** *Some of the objects in the Interface Builder Library can't be added to my view. What gives?*
- A.** Not all of the Library objects are interface objects. Some represent objects that provide functionality to your application. In the next hour, we look at the first object that does this (a view controller).
- Q.** *I've seen controls in applications that aren't available here. Where are they?*
- A.** Keep in mind that the iPhone isn't an iPad—not all user interface features work or look the same. In addition, some developers choose to make their own UI classes or subclasses that can vary tremendously from the stock UI appearance.

Workshop

Quiz

1. Simulating an interface from IB also compiles the project's code in Xcode. True or false?
2. What tool can you use within the iPhone Simulator to help review accessibility of objects in your apps?
3. How is Interface Builder typically launched?

Answers

1. False. Simulating the interface does not use the project code at all. As a result, the interface will not perform any actions that may be assigned.
2. The Accessibility Inspector makes it possible to view the accessibility attributes configured within Interface Builder.
3. Although Interface Builder is a standalone application, it is typically launched by opening an XIB file from within Xcode.

Activities

1. Practice using the interface layout tools on the EmptyView.xib file. Add each available interface object to your view, and then review the Attributes Inspector for that object. If an attribute doesn't make sense, remember that you can review documentation for the class to identify the role of each of its properties.
2. Revise the Disconnected project with an accessible interface. Review the finished design using the Accessibility Inspector in the iPhone Simulator.

HOUR 6

Model-View-Controller Application Design

What You'll Learn in This Hour:

- ▶ What the Model-View-Controller design pattern means
- ▶ Ways in which the Apple Developer Suite implements MVC
- ▶ Design of a basic view
- ▶ Implementation of a corresponding view controller

You've come a long way in the past few hours: You've provisioned a developer profile for your phone, learned the basics of the Objective-C language, explored Cocoa Touch, and gotten a feel for Xcode and Interface Builder. Although you've already used a few prebuilt projects, you have yet to build one from scratch. That's about to change!

In this hour, you learn about the application design pattern known as Model-View-Controller and create an iPhone application from start to finish.

Understanding the Model-View-Controller Paradigm

When you start programming, you'll quickly come to the conclusion that there is more than one "correct" way to do just about everything. Part of the joy of programming is that it is a creative process that allows you to be as clever as your imagination allows. This doesn't mean, however, that adding structure to the development process is a bad idea. Having a defined and documented structure means that other developers will be able to work with your code, projects large and small will be easy to navigate, and you'll be able to reuse your best work in multiple applications.

The application design approach that you'll be using on the iPhone is known as Model-View-Controller (MVC) and will guide you in creating clean, efficient applications.

By the Way

In Hour 3, "Discovering Objective-C: The Language of Apple Platforms," you learned about object-oriented programming and the reusability that it can provide. OO programs, however, can still be poorly structured—thus the need to define an overall application architecture that can guide the object-oriented implementation.

Making Spaghetti

Before we get into MVC, let's first talk about the development practice that we want to avoid, and why. When creating an application that interacts with a user, several things must be taken into account. First, the user interface. You must present *something* that the user interacts with: buttons, fields, and so on. Second, handling and reacting to the user input. Finally, the application must store the information necessary to correctly react to the user—often in the form of a database.

One approach to incorporating all of these pieces is to combine them into a single class. The code that displays the interface is mixed with the code that implements the logic and the code that handles data. This can be a straightforward development methodology, but it limits the developer in several ways:

- ▶ When code is mixed together, it is difficult for multiple developers to work together because there is no clear division between any of the functional units.
- ▶ The interface, application logic, and data are unlikely to be reusable in other applications because the combination of the three is too specific to the current project to be useful elsewhere.
- ▶ The application is difficult to extend. Adding features requires working around existing code. The developer must work around the existing code to include new features, even if they are unrelated.

In short, mixing code, logic, and data leads to a mess! This is known as "spaghetti code" and is the exact opposite of what we want for our iPhone applications. MVC to the rescue!

Structured Application Design with MVC

MVC defines a clean separation between the critical components of our apps. As implied by the name, MVC defines three parts of an application:

- ▶ A *model* provides the underlying data and methods that provide information to the rest of the application. The model does not define how the application will look or how it will act.
- ▶ One or more *views* make up the user interface. A view consists of the different onscreen widgets (buttons, fields, switches, and so forth) that a user can interact with.
- ▶ A *controller* is typically paired with a view. The controller is responsible for receiving the user's input and acting accordingly. Controllers may access and update a view using information from the model and update the model using the results of user interactions in the view. In short, it bridges the MVC components.

The logical isolation created between the functional parts of an application, illustrated in Figure 6.1, means the code becomes more easily maintainable, reusable, and extendable—the exact opposite of spaghetti code.

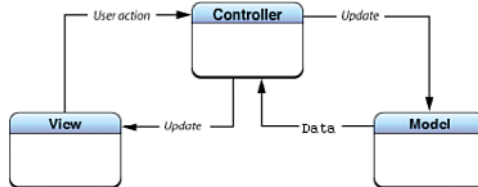


FIGURE 6.1 MVC design isolates the functional components of an app.

Unfortunately, MVC comes as an afterthought in many application development environments. A frequent question that I am asked when suggesting MVC design is, “How do I do that?” This isn’t indicative of a misunderstanding of what MVC is or how it works, but a lack of a clear means of implementing it.

In the Apple Development Suite, MVC design is natural. As you create new projects and start coding, you’ll be guided into using MVC design patterns automatically. It actually becomes more difficult to program poorly than it does to build a well-structured app.

How Xcode and Interface Builder Implement MVC

Over the past few hours, you’ve learned about Xcode and Interface Builder and have gotten a sense for what the two applications do. In Hour 5, “Exploring Interface Builder,” you even connected XIB file objects to the corresponding code in an application. Although we didn’t go into the nitty-gritty details at the time, what you were doing was binding a view to a controller.

Views

Views, although possible to create programmatically, will most frequently be designed visually in Interface Builder. Views can consist of many different interface elements—the most common of which we covered in Hour 4, “Inside Cocoa Touch.” When loaded at runtime, views create any number of objects that can implement a basic level of interactivity on their own (such as a text field opening a keyboard when touched). Even so, a view is entirely independent of any application logic. This clear separation is one of the core principles of the MVC design approach.

For the objects in a view to interact with application logic, they require a connection point to be defined. These connections come in two varieties: outlets and actions. An outlet defines a path between the code and the view that can be used to read and write values. Second, an action defines a method in your application that can be triggered via an event within a view, such as a touch or swipe.

So, how do outlets and actions connect to code? In the preceding hour, you learned to Control-drag in Interface Builder to create a connection, but Interface Builder “knew” what connections were valid. It certainly can’t “guess” where in your code you want to create a connection; instead, you must define the outlets and actions in the code that implement the view’s logic (that is, the controller).

View Controllers

A controller, known in Xcode as a view controller, handles the interactions with a view and establishes the connection points for outlets and actions. To accomplish this, two special directives, `IBAction` and `IBOutlet`, will be added to your project’s code. Specifically, you add these directives to the header files of your view controller. `IBAction` and `IBOutlet` are markers that Interface Builder recognizes; they serve no other purpose within Objective-C.

By the Way

View controllers can hold application logic, but I don’t mean to imply that all your code should be within a view controller. Although this is largely the convention for the tutorials in this book, as you create your own apps, you can certainly define additional classes to abstract your application logic as you see fit.

Using IBOutlet

An `IBOutlet` is used to enable your code to talk to objects within views. For example, consider a text label (`UILabel`) that you’ve added to a view. If you want to access the label under the name `myLabel` within your view controller, you would declare it like this in the header file:

```
IBOutlet UILabel *myLabel;
```

Once declared, Interface Builder enables you to visually connect the view's label object to the `myLabel` variable. Your code can then fully interact with the label object—changing its properties, calling its methods, and so on.

Easy Access with `property` and `synthesize`

In Hour 3, you learned about the Objective-C `@property` and `@synthesize` directives, but you're about to start seeing them frequently, so we think a refresher is in order.

The `@property` directive declares elements in a class that should be exposed via “getters” and “setters” (or accessors and mutators, if you prefer). Properties are defined with a series of attributes, most frequently nonatomic and are retained during iPhone development.

The `@synthesize` directive creates simplified getters and setters, making retrieving and setting values of an object very simple.

Returning to the example of a `UILabel` instance called `myLabel`, I would initially declare it as a property in the header file of my view controller:

```
@property (retain, nonatomic) NSString *myLabel;
```

And then use `@synthesize` in the implementation file to create simplified getters and setters:

```
@synthesize myLabel;
```

Once those lines are added, the current `myLabel` value could be retrieved from `UILabel`'s `text` property using `currentLabel=myLabel.text` (the getter) or set to something new with `myLabel.text=@"My New Label"` (the setter).

Using `IBAction`

An `IBAction` is used to “advertise” a method in your code that should be called when a certain event takes place. For instance, if a button is pushed, or a field updated, you will probably want your application to take action and react appropriately. When you've written a method that implements your event-driven logic, you can declare it with `IBAction` in the header file, which subsequently will expose it to Interface Builder.

For instance, a method `doCalculation` might be declared like this:

```
-(IBAction)doCalculation:(id)sender;
```

Notice that the declaration includes a sender parameter with the type of `id`. This is a generic type that can be used when you don't know (or need to know) the type of object you'll be working with. By using `id`, you can write code that doesn't tie itself to a specific class, making it easier to adapt to different situations.

When creating a method that will be used as an action (like our `doCalculation` example), you can identify and interact with the object that invoked the action

through the sender variable (or whatever you decide to call it in your code). This will be handy if you decide to design a method that handles multiple different events, such as button presses from several different buttons.

Data Models

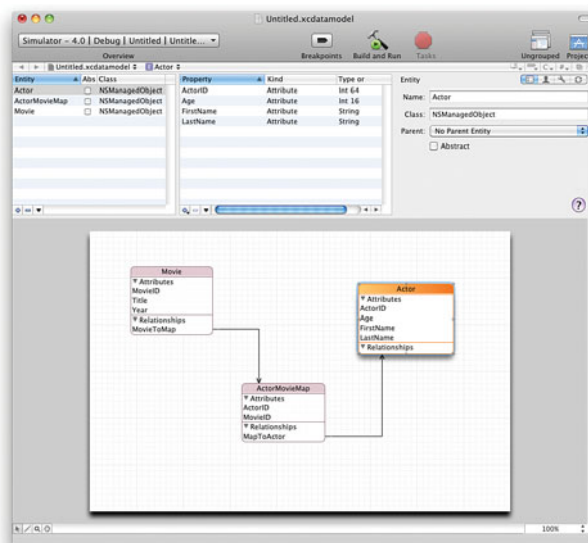
Let me get this out of the way upfront: For many of the exercises we'll be doing in this book, a separate data model is not needed; the data requirements are handled within the controller. This is one of the trade-offs of small projects like the one you'll be working through in a few minutes. Although it would be ideal to represent a complete MVC application architecture, sometimes it just isn't possible in the space and time available. In your own projects, you'll need to decide whether to implement a standalone model. In the case of small utility apps, you may find that you rarely need to consider a data model beyond the logic you code into the controller.

As you grow more experienced with the iOS Software Development Kit (SDK) and start building data-rich applications, you'll want to begin exploring Core Data. Core Data abstracts the interactions between your application and an underlying data-store. It also includes a modeling tool, like Interface Builder, that helps you design your application, but rather than visually laying out interfaces, you can use it to visually map a data structure, as shown in Figure 6.2.

For our beginning tutorials, using Core Data would be like using a sledgehammer to drive a thumbtack. Right now, let's get started building your first app with a view and a view controller!

FIGURE 6.2

After you become more familiar with iOS development, you might want to explore the Core Data tools for managing your data model.



Using the View-Based Application Template

The easiest way to see how Xcode and Interface Builder manage to separate logic from display is to build an application that follows this approach. Apple has included a useful application template in Xcode that quickly sets up an empty view and an associated view controller. This View-Based Application template will be the starting point for many of your projects, so we'll spend the rest of this chapter getting accustomed to using it.

Implementation Overview

The project we'll be building is simple: Instead of just writing the typical Hello World app, we want to be a bit more flexible. The program will present the user with a field (UITextField) for typing and a button (UIButton). When the user types into the field and presses the button, the display will update an onscreen label (UILabel) so that "Hello" is seen, followed by the user's input. The completed HelloNoun, as we've chosen to call this project, is shown in Figure 6.3.

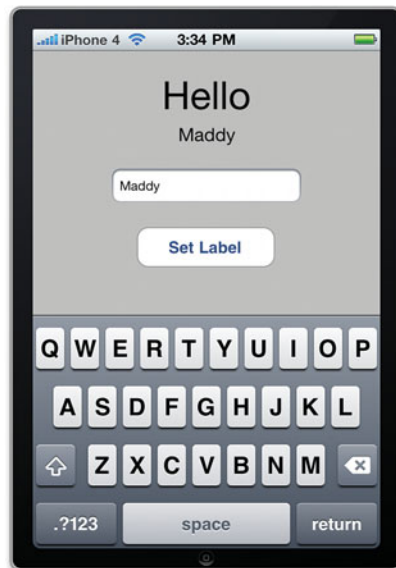


FIGURE 6.3

The app will accept input and update the display based on what the user types.

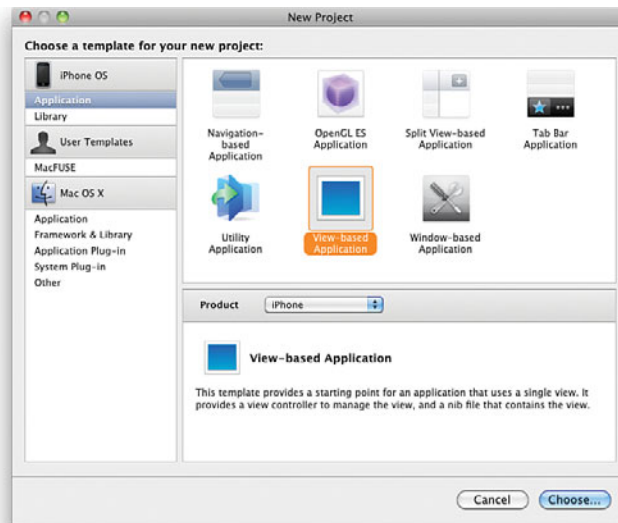
Although this won't be a masterpiece of development, it does contain almost all the different elements we discuss in this hour: a view, a controller, outlets, and actions. Because this is the first full development cycle that we've worked through, we'll pay close attention to how all the pieces come together and why things work the way they do.

Setting Up the Project

First we want to create the project, which we'll call HelloNoun, in Xcode:

1. Launch Xcode from the Developer/Applications folder.
2. Choose File, New Project.
3. You'll be prompted to choose a project type and a template. On the left side of the New Project window, make sure that Application is selected under the iPhone OS project type. Next find and select the View-Based Application option from the list on the right, be sure that iPhone is selected, as shown in Figure 6.4, and then click Choose.
4. Choose a save location and type **HelloNoun** when prompted for a file name. Click Save to generate the project.

FIGURE 6.4
Choose the iPhone View-Based Application template.



This will create a simple application structure consisting of an application delegate, a window, a view, and a view controller. After a few seconds, your project window will open (see Figure 6.5).

Classes

Click the Classes folder and review the contents. You should see four files (visible in Figure 6.5). The `HelloNounAppDelegate.h` and `HelloNounAppDelegate.m` files make up the delegate for the instance of `UIApplication` that our project will create. In other words, these files can be edited to include methods that govern how the application

behaves when it is running. By default, the delegate will be responsible for one thing: adding a view to a window and making that window visible. This occurs in the aptly named `application:DidFinishLaunchingWithOptions` method in `HelloNounAppDelegate.m`, shown in Listing 6.1.

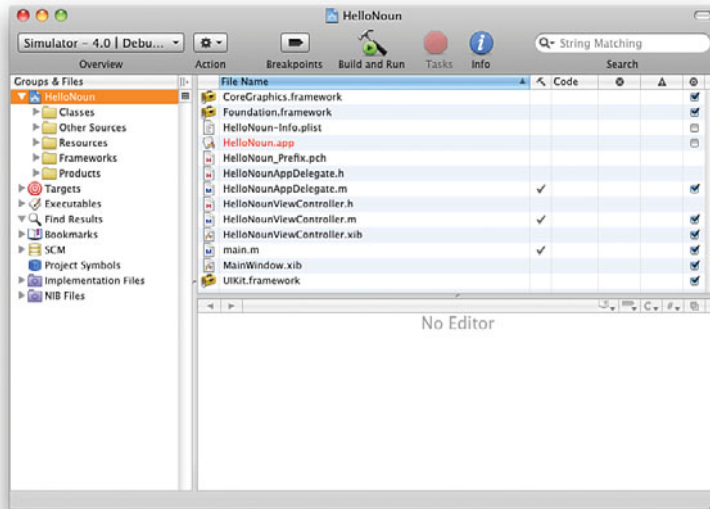


FIGURE 6.5
Your new project is open and ready for coding.

Listing 6.1

```
(BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {

    // Override point for customization after app launch
    [window addSubview:viewController.view];
    [window makeKeyAndVisible];

    return YES;
}
```

You won't need to edit anything in the application delegate, but keep in mind the role that it plays in the overall application life cycle.

The second set of files, `HelloNounViewController.h` and `HelloNounViewController.m`, will implement the class that contains the logic for controlling our view—a view controller (`UIViewController`). These files are largely empty to begin, with just a basic structure in place to ensure that we can build and run the project from the outset. In fact, feel free to click the Build and Run button at the top of the window. The application will compile and launch, but there won't be anything to do!

Notice that when we create a project, Xcode automatically names the classes and resources based on the project name.

To impart some functionality to our app, we need to work on the two areas we discussed previously: the view and the view controller.

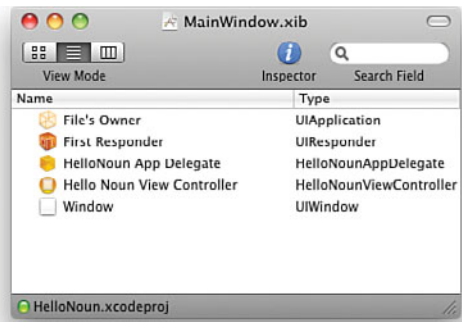
XIB Files

After looking through the classes, click the Resources folder to show the XIB files that are part of the template. You should see MainWindow.xib and HelloNounViewController.xib files. Recall that these files are used to hold instances of objects that we can add visually to a project. These objects are automatically instantiated when the XIB loads. Open the MainWindow.xib file by double-clicking it in Xcode. Interface Builder should launch and load the file. Within Interface Builder, choose Window, Document to show the components of the file.

The MainWindow XIB, shown in Figure 6.6, contains icons for the File's Owner (UIApplication), the First Responder (an instance of UIResponder), the HelloNoun App Delegate (HelloNounAppDelegate), the Hello Noun View Controller (HelloNounViewController), and our application's Window (UIWindow).

As a result, when the application launches, MainWindow XIB is loaded, a window is created, along with an instance of the HelloNounViewController class. In turn, the HelloNounViewController defines its view within the second XIB file, HelloNounViewController.xib—this is where we'll visually build our interface.

FIGURE 6.6
The MainWindow.xib file handles creating the application's window and instantiating our view controller.



Any reasonable person is probably scratching his head right now wondering a few things. First, why does MainWindow.xib get loaded at all? Where is the code to tell the application to do this?

The MainWindow.xib file is defined in the HelloNoun-Info.plist file as the property value for the key `Main nib file base name`. You can see this yourself by clicking the Resources folder and then clicking the plist file to show the contents (see Figure 6.7).

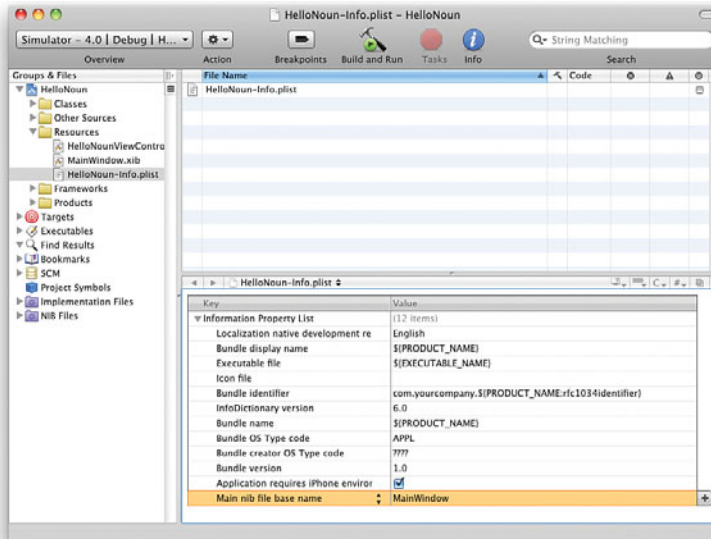


FIGURE 6.7
The project's plist file defines the XIB loaded when the application starts.

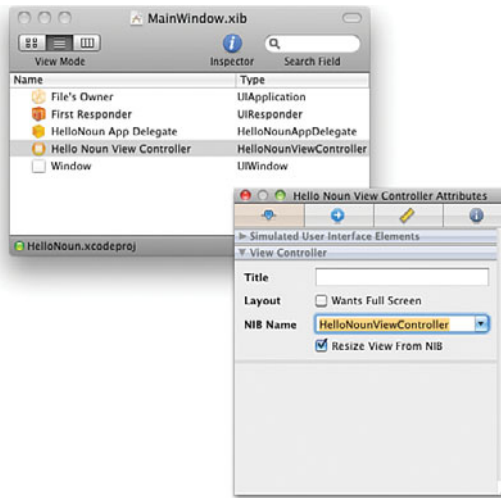
Second, what about the HelloNounViewController.xib tells the application that it contains the view we want to use for our user interface? The answer lies in the MainWindow XIB file. Return to the MainWindow.xib Document window in Interface Builder.

Click once on Hello Noun View Controller to select it in the list, and then press Command+1 or choose Attributes Inspector from the Tools menu. A small window will appear, as shown in Figure 6.8. Expand the View Controller section and you should see that the NIB Name field is set to HelloNounViewController. This means that the view controller loads its view from that XIB file.

In short, the application is configured to load MainWindow.xib, which creates an instance of our view controller class (HelloNounViewController), which subsequently loads its view from the HelloNounViewController.xib. If that still doesn't make sense, don't fret; I guide you through this every step of the way.

FIGURE 6.8

After the MainWindow.xib instantiates the view controller, it loads its view from HelloNounViewController.xib.



Preparing the View Controller Outlets and Actions

A view is connected to its view controller class through outlets and actions. These must be present in our code files before Interface Builder will have a clue where to connect our user interface elements, so let's work through adding those connection points now.

For this simple project, we're going to need to interact with three different objects:

- ▶ A text field (UITextField)
- ▶ A label (UILabel)
- ▶ A button (UIButton)

The first two provide input (the field) and output (the label) for the user. The third (the button) triggers an action in our code to set the contents of the label to the contents of the text field. Based on what we now know, we can define the following outlets:

```
IBOutlet UILabel *userOutput;
IBOutlet UITextField *userInput;
```

And this action:

```
-(IBAction)setOutput:(id)sender;
```

Open the HelloNounViewController.h file in Xcode and add the IBOutlet and IBAction lines. Remember that the outlet directives fall inside the @interface block, and the action should be added immediately following it. Your header file should now resemble this:

```
#import <UIKit/UIKit.h>

@interface HelloNounViewController : UIViewController {
    IBOutlet UILabel *userOutput;
    IBOutlet UITextField *userInput;
}

- (IBAction)setOutput:(id)sender;

@end
```

Congratulations! You’ve just built the connection points that you’ll need for Interface Builder to connect to your code. Save the file and get ready to create a user interface!

Creating the View

Interface Builder makes designing a user interface (UI) as much fun as playing around in your favorite graphics application. That said, our emphasis will be on the fundamentals of the development process and the objects we have at our disposal. Where it isn’t critical, we move quickly through the interface creation.

Adding the Objects

The interface for the HelloNoun application is quite simple—it must provide a space for output, a field for input, and a button to set the output to the same thing as the input. Follow these steps to create the UI:

1. Open `HelloNounViewController.xib` by double-clicking it within the Xcode project’s Resources folder.
2. If it isn’t already running, Interface Builder will launch and open the XIB file, displaying the Document window for the XIB file (see Figure 6.9). If you don’t see the window, choose Window, Document from the menu.

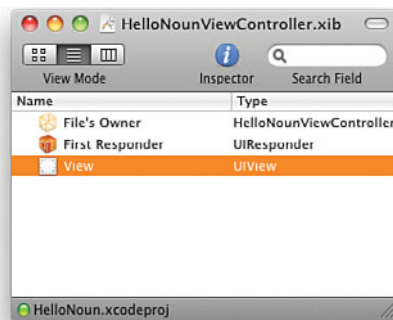
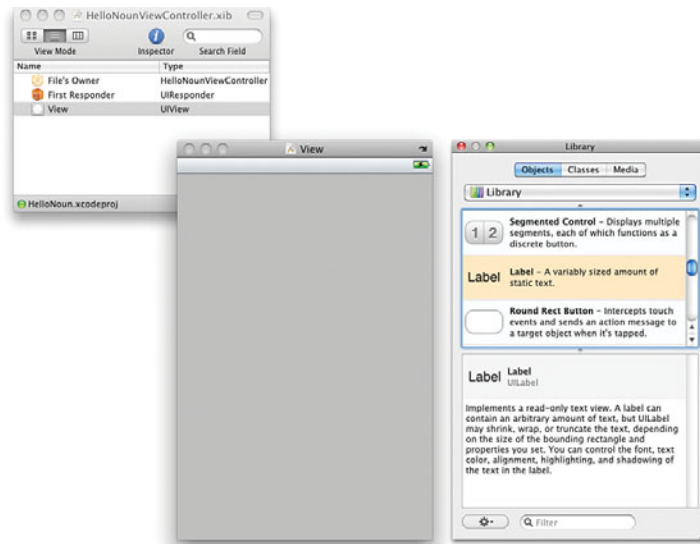


FIGURE 6.9
The `HelloNounViewController.xib` file’s view will contain all the UI objects for the application.

3. Double-click the icon for the instance of the view (UIView). The view itself, currently empty, will display. Open the Library by choosing Tools, Library. Make sure that the Objects button is selected within the Library—this displays all the components that we can drag into the view. Your workspace should now resemble Figure 6.10.
4. Add two labels to the view by clicking and dragging the label (UILabel) object from the Library into the view.

FIGURE 6.10

Open the view and the object Library to begin creating the interface.



5. The first label will simply be static text that says Hello. Double-click the default text that reads Label to edit it and change the content to read **Hello**. Position the second label underneath it; this will act as the output area.

For this example, I changed the text of the second label to read `<Noun Goes Here!>`. This will serve as a default value until the user provides a new string. You may need to expand the text labels by clicking and dragging their handles to create enough room for them to display.

I also chose to set my labels to align their text to the center. If you want to do the same, select the label within the view by clicking it, and then press `Command+1` or choose Tools, Attributes Inspector from the menu. This opens the Attributes Inspector for the label, as demonstrated in Figure 6.11.

You may also explore the other attributes to see the effect on the text, such as style, color, and so on. Your view should now resemble Figure 6.12.

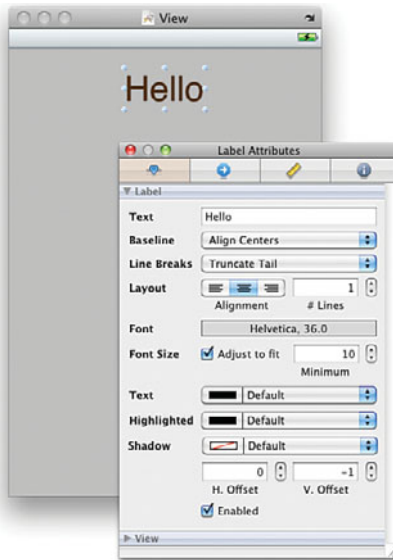


FIGURE 6.11
Use the Attributes Inspector to set the label to center itself and to increase the font size.

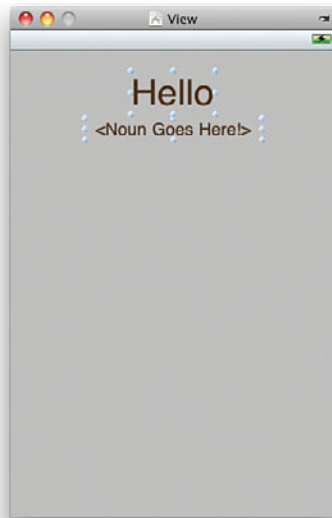


FIGURE 6.12
Add two labels, one static, one to use for output, into the view.

6. When you're happy with the results, it's time to add the elements that the user will be interacting with: the text field and button. Find the Text Field object (UITextField) within the Library and click and drag to position it under your two labels. Using the handles on the field, stretch it so that it matches the length of your output label.

7. Open the Attributes Inspector again (Command+1) and set the text size to match the labels you added earlier. You'll notice that the field itself doesn't get any bigger. This is because the default field type on the iPhone has a set height. To change the height, click the square-shadowed "border" button in the inspector. The field will then allow you to resize its height freely.
8. Finally, click and drag a Round Rect button (UIButton) from the Library into the view, positioning it right below the text field. Double-click in the center of the button to add a title to the button, such as Set Label. Resize the button to fit the label appropriately. You may also want to again use the Attributes Inspector to increase the font size.

Figure 6.13 shows our version of this view.

FIGURE 6.13

Your interface should include two labels, a field, and button—just like this!



Connecting Outlets and Actions

Our work in Interface Builder is almost complete. The last remaining step is to connect the view to the view controller. Because we already created the outlet and action connection points in the `HelloNounViewController.h` file, this will be a piece of cake!

Make sure that you can see both the Document window and the view you just created. You're going to be dragging from the objects in the view to the File's Owner icon in the Document window. Why File's Owner? Because, as you learned earlier, the XIB is "owned" by the `HelloNounViewController` object, which is responsible for loading it.

1. Control-drag from the File's Owner icon to the label that you've established for output (titled <Noun Goes Here!> in the example), and then release the mouse button. You can use either the visual representation of the label in the view or the listing of the label object within the Document window.
2. When you release the mouse button, you'll be prompted to choose the appropriate outlet. Pick `userOutput` from the list that appears (see Figure 6.14).

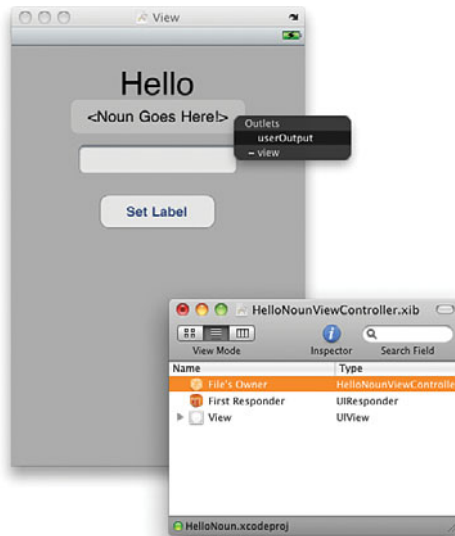


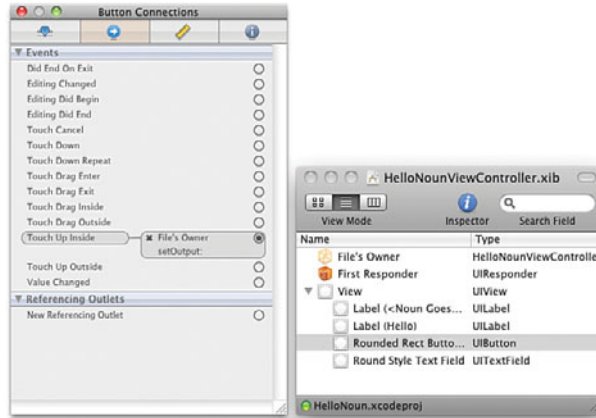
FIGURE 6.14
Connect the label that will display output to the `userOutput` outlet.

3. Repeat the process for the text field, this time choosing `userInput` as the outlet. The link between the input and output view objects and the view controller is now established.
4. To finish the view, we still need to connect the button to the `setOutput` action. Although you *could* do this by Control-dragging, it isn't recommended. Objects may have dozens of different events that can be used as a trigger. To make sure that you're using the right event, you must select the object in the view, and then press `Command+3` or choose Tools, Connections Inspector. This opens the Connections Inspector, which shows all the possible events for the object. For a button object, the event that you're most likely to want to use is `Touch Up Inside`, meaning that the user had a finger on the button, and then released the finger while it was still inside the button.
5. Make sure the button is selected, and then drag from the circle beside `Touch Up Inside` in the Connections Inspector to the File's Owner icon. When prompted for an action, choose `setOutput`. (It should be the only option.) The

Connections Inspector should update to show the completed connection, as shown in Figure 6.15.

FIGURE 6.15

Use the Connections Inspector to create a link from the event to the action it should trigger.



Your view is now complete! You can safely exit Interface Builder, saving your changes.

Implementing the View Controller Logic

With the view complete and the connection to the view controller in place, the only task left is to fill in the view controller logic. Let's turn our attention back toward the `HelloNounViewController.h` and `HelloNounViewController.m` files. Why do we need to revisit the interface file (.h)? Because we need to easily access the `userOutput` and `userInput` variables, and to do that, we have to define these as properties, like this:

```
@property (retain, nonatomic) UITextField *userInput;
@property (retain, nonatomic) UILabel *userOutput;
```

Edit `HelloNounViewController.h` to include these lines after the `@interface` block. The finished file is shown in Listing 6.2.

Listing 6.2

```
#import <UIKit/UIKit.h>

@interface HelloNounViewController : UIViewController {
    IBOutlet UILabel *userOutput;
    IBOutlet UITextField *userInput;
}

@property (retain, nonatomic) UITextField *userInput;
@property (retain, nonatomic) UILabel *userOutput;

- (IBAction)setOutput:(id)sender;

@end
```

To access these properties conveniently, we must use `@synthesize` to create the getters/settings for each. Open the `HelloNounViewController.m` implementation file and add these lines immediately following the `@implementation` directive:

```
@synthesize userInput;  
@synthesize userOutput;
```

This leaves us with the implementation of `setOutput`. The purpose of this method is to set the output label to the contents of the field that the user edited. How do we get/set these values? Simple! Both `UILabel` and `UITextField` have a property called `text` that contains their contents. By reading and writing to these properties, we can set `userInput` to `userOutput` in one easy step.

Edit `HelloNounViewController.m` to include this method definition, following the `@synthesize` directives:

```
-(IBAction) setOutput:(id)sender {  
    userOutput.text=userInput.text;  
}
```

It all boils down to a single line! Thanks to our getters and setters, this single assignment statement does everything we need.

Had we not used `@synthesize` to create the accessors, we could have implemented the `setOutput` logic like this:

```
[userOutput setText: [userInput text]];
```

Either way is fine technically, but you should always code for readability and ease of maintenance.

**By the
Way**

Freeing Up Memory

Whenever we've used an object and are done with it, we need to release it so that the memory can be freed and reused. Even though this application needs the label and text field objects (`userOutput` and `userInput`), as long as it is running, it is still good practice to release them in the `dealloc` method of the view controller. The release method is called like this:

```
[<my Object> release]
```

Edit the `HelloNounViewController.m` file's `dealloc` method to release both `userOutput` and `userInput`. The result should look like this:

```
- (void)dealloc {  
    [userInput release];  
    [userOutput release];  
    [super dealloc];  
}
```

Well done! You've written your first iPhone application!

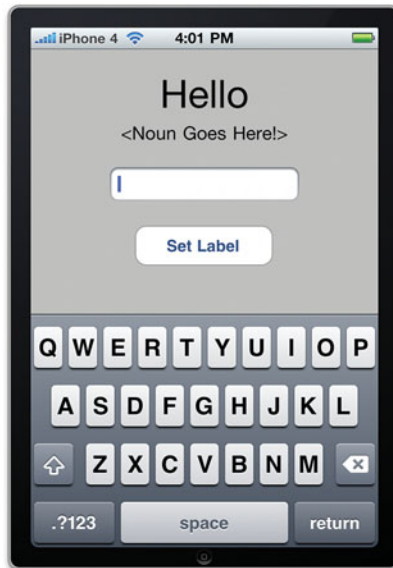
Building the Application

The app is ready to build and test. If you'd like to deploy to your iPhone, be sure it is connected and ready to go, and then choose iPhone Device from the drop-down menu in the upper left of the Xcode window. Otherwise, choose Simulator. Click Build and Run.

After a few seconds, the application will start on your iPhone or within the simulator window, as shown in Figure 6.16.

FIGURE 6.16

Your finished application makes use of a view to handle the UI and a view controller to implement the functional logic.



Further Exploration

Before moving on to subsequent hours, you may want to learn more about how Apple has implemented the MVC design versus other development environments that you may have used. An excellent document, titled “Cocoa Design Patterns,” provides an in-depth discussion of MVC as applied to Cocoa. You can find and read this introduction by searching for the title in the Xcode documentation system, which we discussed in Hour 4.

You might also want to take a breather and use the finished HelloNoun application as a playground for experimentation. We discussed only a few of the different Interface Builder attributes that can be set for labels, but there are dozens more that can customize the way that fields and buttons are displayed. The flexibility of the view creation in Interface Builder goes well beyond what can fit in one book, so exploration *will* be necessary to take full advantage of the tools. This is an excellent opportunity to play around in the tools and see the results—before we move into more complex (and easy to break!) applications.

Summary

In this hour, you learned about the MVC design pattern and how it separates the display (view), logic (controller), and data (model) components of an application. You also explored how Apple implements this design within Xcode through the use of Core Data, views, and view controllers. This approach will guide your applications through much of this book and in your own real-world application design, so learning the basics now will pay off later.

To reinforce the lesson, we worked through a simple application using the View-Based Application template. This included creating outlets and actions that linked a view and view controller via Xcode and Interface Builder. Although not the most complex app you'll write, it included the elements of a fully interactive user experience: input, output, and (very simple) logic.

Q&A

Q. *Is it possible to have multiple views or view controllers?*

A. Yes, absolutely. In Hours 11–14, you'll create several applications with multiple view controllers.

Q. *Why do I drag from the File's Owner to the Object in Interface Builder, rather than the other way around?*

A. Think of the File's Owner as the code that you're going to be writing. Your code needs to reference the Interface Builder object (through an outlet), not the other way around.

Workshop

Quiz

1. What event do you use to detect a button tap?
2. What purpose does the @synthesize directive accomplish?
3. Which Apple project template creates a simple view/view controller application?

Answers

1. The Touch Up Inside event is most commonly used to trigger actions based on a button press.
2. The @synthesize directive creates the simplified getters and setters for a property. In the case of the label and field we used in the tutorial, it enabled us to access the text property by using <variable name>.text.
3. The View-Based Application template sets up a view and a view controller.

Activities

1. Explore the attributes of the interface objects that you added to the tutorial project in Interface Builder. Try setting different fonts, colors, and layouts. Use these tools to customize the view beyond the simple layout created this hour.
2. Review the Apple Xcode documentation for the Core Data features of Cocoa. Although you won't be using this technology in this book's tutorials, it is an important tool that you'll ultimately want to become more familiar with for advanced data-driven applications.

HOUR 7

Working with Text, Keyboards, and Buttons

What You'll Learn in This Hour:

- ▶ How to use text fields
- ▶ Input and output in scrollable text views
- ▶ How to enable data detectors
- ▶ A way to spruce up the standard iPhone buttons

In the last hour, you explored views and view controllers and created a simple application that accepted user input and generated output when a button was pushed. These are the basic building blocks that we expand on in this hour. In this hour, we create an application that uses multiple different input and output techniques. You learn how to implement and use editable text fields, text views, graphical buttons, and configure the onscreen keyboard.

This is quite a bit of material to cover in an hour, but the concepts are very similar, and you'll quickly get the hang of these new elements.

Basic User Input and Output

The iPhone gives us many different ways of displaying information to a user and collecting feedback. There are so many ways, in fact, that we're going to be spending the next several hours working through the tools that the iPhone SDK provides for interacting with your users—starting with the basics.

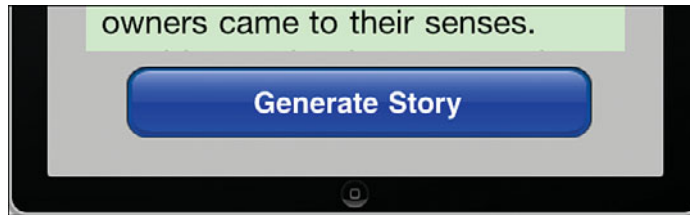
Buttons

One of the most common interactions you'll have with your users is detecting and reacting to the touch of a button (`UIButton`). Buttons, as you may recall, are elements of a view that respond to an event that the user triggers in the interface, usually a Touch Up Inside event to indicate that the user's finger was on a button and then released it. Once an event is detected, it can trigger an action (`IBAction`) within a corresponding view controller.

Buttons are used for everything from providing preset answers to questions to triggering motions within a game. Although we've used only a single Rounded Rect button up to this point, they can take on many different forms through the use of images. Figure 7.1 shows an example of a fancy button.

FIGURE 7.1

Buttons can be simple, fancy (like this one), or set to any arbitrary image.



Text Fields and Views

Another common input mechanism is a text field (`UITextField`). Text fields give users space to enter any information they'd like into a single line in the application—these are similar to the form fields in a web form. When users enter data into a field, you can constrain their input to numbers or text by using different iPhone keyboards, something we do later this hour. Text fields, like buttons, can respond to events but frequently are implemented as passive interface elements, meaning that their contents (provided through the text property) can be read at any time by the view controller.

Similar to the text field is the text view (`UITextView`). The difference is a text view can present a scrollable and editable block of text for the user to either read or modify. These should be used in cases where more than a few words of input are required. Figure 7.2 shows examples of a text field and text view.

Labels

The final interface feature that we're going to be using here and throughout this book is the label (`UILabel`). Labels are used to display strings within a view by setting their text property.

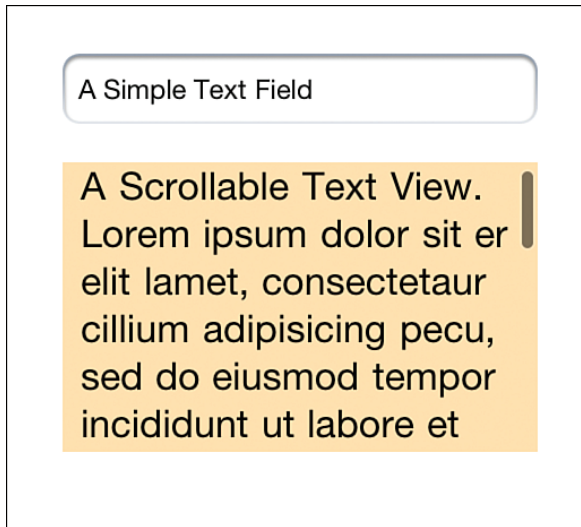


FIGURE 7.2
Text fields and text views provide a means for entering text using the iPhone's virtual keyboard.

The text within a label can be controlled via a wide range of label attributes, such as font and text size, alignment, and color. As you'll see, labels are useful both for static text in a view and for presenting dynamic output that you generate in your code.

Now that you have basic insight into the input and output tools we'll be using in this hour, let's go ahead and get started with our project: a simple substitution-style story generator.

Using Text Fields, Text Views, and Buttons

Despite what *some* people may think, I enjoy entering text on the iPhone. The virtual keyboard is responsive and simple to navigate. What's more, the input process can be altered to constrain the user's input to only numbers, only letters, or other variations. You can have the iPhone automatically correct simple misspellings or capitalize letters. This project will review many aspects of the text input process.

Implementation Overview

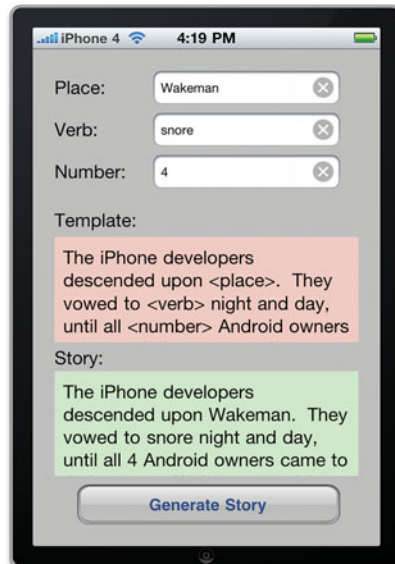
In this project, we'll be creating a Mad Libs—style story creator. Users enter a noun (place), verb, and number through three text fields (`UITextField`). They may also enter or modify a template that contains the outline of the story to be generated. Because the

template can be several lines long, we'll use a text view (UITextView) to present this information. A button press (UIButton) will trigger an action that generates the story and outputs the finished text in another text view, demonstrated in Figure 7.3.

Although not directly part of the input or output process, we also investigate how to implement the now-expected “touch the background to make the keyboard disappear” interface standard, along with a few other important points. In other words, pay attention!

FIGURE 7.3

The tutorial app this hour will use two types of text input objects.



We'll be naming this tutorial project `FieldButtonFun`. You may certainly use something more creative if you'd like.

Setting Up the Project

This project will use the same View-Based Application template as the previous hour. If it isn't already running, launch Xcode (Developer/Applications), and then choose File, New Project.

Select the iOS Application project type, and then find and select the View-Based Application option in the Template list. Click Choose to continue, and then enter the project name, **FieldButtonFun**, and save the new project.

Xcode will set up a skeleton project for you. As before, we'll be focusing on the view, which has been created in `FieldButtonFunViewController.xib`, and the view controller class `FieldButtonFunViewController`.

Preparing the Outlets and Actions

This project contains a total of six input areas: Three text fields will be used to collect the place, verb, and number values. We'll be calling these `thePlace`, `theVerb`, and `theNumber`, respectively. The project also requires two text views: one to hold the editable story template, `theTemplate`; and the other to contain the output, `theStory`. Finally, a single button is used to trigger a method, `createStory`, which will create the story text.

Yes, we'll be using a text view for output as well as input. Text views provide a built-in scrolling behavior and can be set to read-only, making them convenient for both collecting and displaying information. They do not, however, allow for rich text input or output. A single font style is all you get!

**By the
Way**

Start by preparing the outlets and actions in the view controller's header file, `FieldButtonFunViewController.h`. Edit the file to contain the code shown in listing 7.1.

Listing 7.1

```

1: #import <UIKit/UIKit.h>
2:
3: @interface FieldButtonFunViewController : UIViewController {
4:     IBOutlet UITextField *thePlace;
5:     IBOutlet UITextField *theVerb;
6:     IBOutlet UITextField *theNumber;
7:     IBOutlet UITextView *theStory;
8:     IBOutlet UITextView *theTemplate;
9:     IBOutlet UIButton *generateStory;
10: }
11:
12: @property (retain, nonatomic) UITextField *thePlace;
13: @property (retain, nonatomic) UITextField *theVerb;
14: @property (retain, nonatomic) UITextField *theNumber;
15: @property (retain, nonatomic) UITextView *theStory;
16: @property (retain, nonatomic) UITextView *theTemplate;
17: @property (retain, nonatomic) UIButton *generateStory;
18:
19: - (IBAction)createStory:(id)sender;
20:
21: @end

```

Lines 4–9 create the outlets for each of the input elements, while lines 12–17 establish them as properties so that we can easily manipulate their contents. Line 19 declares a `createStory` method where we'll eventually implement the logic behind the application.

**By the
Way**

If you're paying close attention, you may notice that we've declared an outlet and a property for the view's button, `generateButton`. As we mentioned earlier, typically buttons are used to trigger a method when a certain event takes place, so we don't usually need an outlet or property to manipulate them.

In this example, however, we're going to programmatically alter the visual appearance of the button, so we need to be able to access the object, not just receive messages from it.

After you've set up the outlets and actions, save the header file and open `FieldButtonViewController.m`. As you've learned, properties usually have corresponding `@synthesize` directives so that they can easily be accessed in code. Add the appropriate statements for all the properties defined in the header. Your additions should fall after the `@implementation` directive and look like this:

```
@synthesize thePlace;  
@synthesize theVerb;  
@synthesize theNumber;  
@synthesize theStory;  
@synthesize theTemplate;  
@synthesize generateStory;
```

That should be all the setup we need for now. Let's turn our attention to creating the user interface.

In the previous hour, you learned that the `MainWindow.xib` is loaded when the application launches and that it will instantiate the view controller, which subsequently loads its view from the second XIB file in the project (in this case, `FieldButtonFunViewController.xib`). Locate the file in the project's Resources folder, and then double-click it to launch Interface Builder.

When Interface Builder has started, open the XIB file's Document window (Window, Document), and then double-click the view icon to open the blank view for editing.

Adding Text Fields

Begin creating the user interface by adding three text fields to the top of the view. To add a field, open the Objects Library by choosing Tools, Library, and then locate the Text Field object (`UITextField`) and drag it into the view. Repeat this two more times for the other two fields.

Stack the fields on top of one another, leaving enough room so that the user can easily tap a field without hitting all of them. To help the user differentiate between the three fields, you'll also want to add labels to the view. Click and drag the Label (`UILabel`) object from the Library into the view. Align three labels directly across from the three fields. Double-click the label within the view to set its text. I've labeled my fields Place, Verb, and Number, from top to bottom, as shown in Figure 7.4.



FIGURE 7.4
Add text fields and labels to differentiate between them.

Editing Text Field Attributes

The fields that you've created are technically fine as is, but you can adjust their appearance and behavior to create a better user experience. To view the field attributes, click a field, and then press Command+1 (Tools, Attributes Inspector) to open the Attributes Inspector (see Figure 7.5).

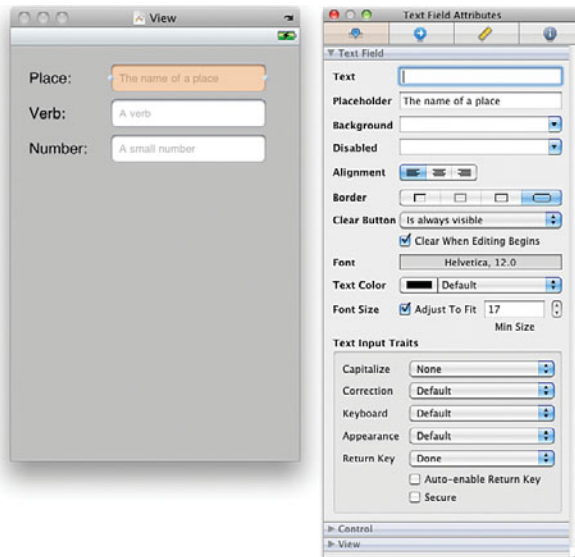


FIGURE 7.5
Editing a field's attributes can help create a better UI.

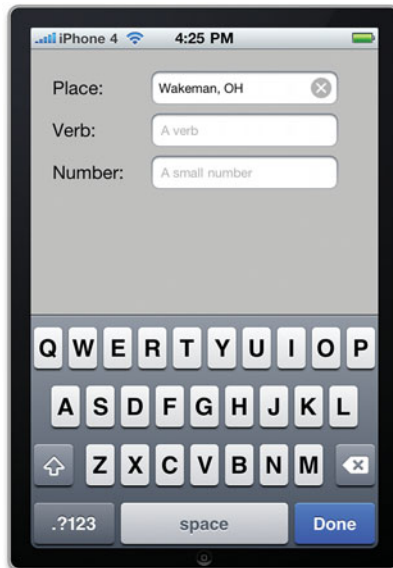
For example, you can use the Placeholder Text field to enter text that will appear in the background of the field until the user begins editing. This can be a helpful tip or an additional explanation of what the user should be entering.

You may also choose to activate the Clear button. The Clear button is a small X icon added to a field that the user can touch to quickly erase the contents. To add the Clear button, simply choose one of the visibility options from the Clear button pop-up menu; the functionality is added for free to your application! Note that you may also choose to automatically clear the field when the user taps it to start editing. Just enable the Clear When Editing Begins check box.

Add these features to the three fields within the view. Figure 7.6 shows how they will appear in the application.

FIGURE 7.6

Placeholder text can provide helpful cues to the user, while the Clear button makes it simple to remove a value from a field.



**Did you
Know?**

Placeholder text also helps identify which field is which within the Interface Builder Document window. It can make creating your connections much easier down the road!

In addition to these changes, attributes can adjust the text alignment, font and size, and other visual options. Part of the fun of working in Interface Builder is that you can explore the tools and make tweaks (and undo them) without having to edit your code.

Customizing the Keyboard Display with Text Input Traits

Probably the most important attributes that you can set for an input field are the “text input traits,” or, simply, how the keyboard is going to be shown onscreen.

Seven different traits are currently available:

Capitalize: Controls whether the iPhone will automatically capitalize words, sentences, or all the characters entered into a field.

Correction: If explicitly set to on or off, the input field will correct (on) or ignore (off) common spelling errors. If left to the defaults, it will inherit the behavior of the iOS settings.

Keyboard: Sets a predefined keyboard for providing input. By default, the input keyboard lets you type letters, numbers, and symbols. Choosing the option Number Pad will only allow numbers to be entered. Similarly, using Email Address constrains the input to strings that look like email addresses. Seven different keyboard styles are available.

Appearance: Changes the appearance of the keyboard to look more like an alert view (which you’ll learn about in a later hour).

Return Key: If the keyboard has a Return key, it is set to this label. Values include Done, Search, Next, Go, and so on.

Auto-Enable Return Key: Disables the Return key on the keyboard unless the user has entered at least a single character of input into the field.

Secure: Treats the field as a password, hiding each character as it is typed.

Of the three fields that we’ve added to the view, the Number field can definitely benefit from setting an input trait. With the Attributes Inspector still open, select the Number field in the view, and then choose the Number Pad option within the Keyboard pop-up menu (see Figure 7.7).

You may also want to alter the capitalization and correction options on the other two fields and set the Return key to Done. Again, all of this functionality is gained “for free.” So, you can return to Interface Builder to experiment all you want later on.

Connecting to the Outlets

The first three fields of the view are now finished and ready to be connected to their variables back in Xcode. To connect to the outlets defined earlier, Control-drag from the File’s Owner icon in the Document window to the first field (“Place”) either in the view window or within the Document window’s view hierarchy. When prompted, choose thePlace from the pop-up list of outlets, as shown in Figure 7.8.

FIGURE 7.7
Choosing a key-
board type will
help constrain a
user’s input.

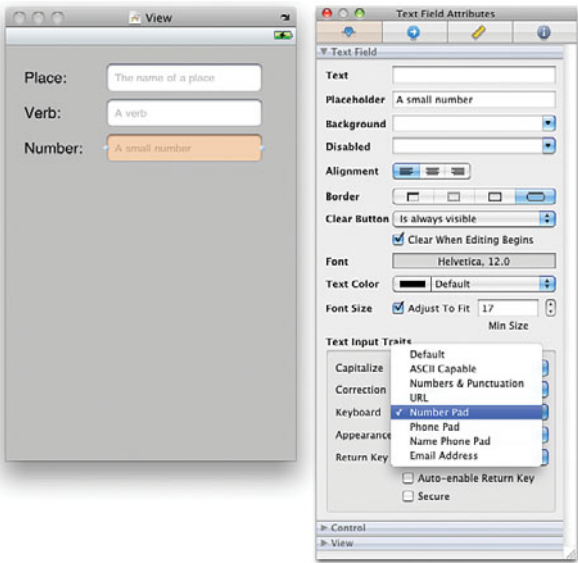
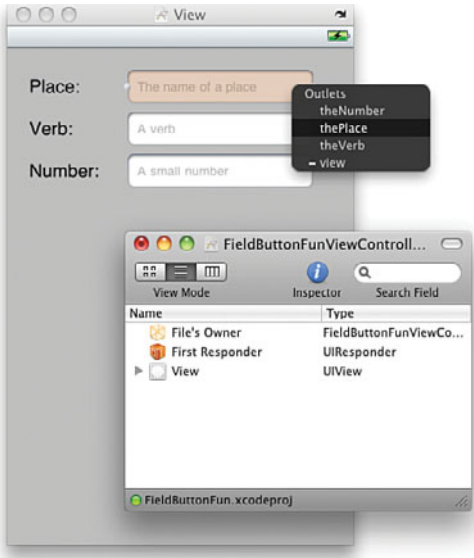


FIGURE 7.8
Connect each
field to its corre-
sponding outlet.



Repeat the process for the Verb and Number fields, connecting them to the theVerb and theNumber instance variable outlets. The primary input fields are connected.

Now we’re ready to move on to the next element of the user interface: text views.

Copy and Paste

Your text entry areas will automatically gain copy and paste without needing to change anything in your code. For advanced applications, you can override the protocol methods defined in `UIResponderStandardEditActions` to customize the copy, paste, and selection process.

Adding Text Views

Now that you know the ins and outs of text fields, let's move on to the two text views (`UITextView`) present in this project. Text views, for the most part, can be used just like text fields. You can access their contents the same way, and they support many of the same attributes as text fields, including text input traits.

To add a text view, find the Text View object (`UITextView`) and drag it into the view. This will add a block to the view, complete with Greeked text (Lorem ipsum...) that represents the input area. Using the resizing handles on the sizes of the block, you can shrink or expand the object to best fit the view. Because this project calls for two text views, drag two into the view and size them to fit underneath the existing three text fields.

As with the text fields, the views themselves don't convey much information about their purpose to the user. To clarify their use, add two text labels above each of the views, **Template** for the first, and **The Story** for the second. Your view should now resemble Figure 7.9.

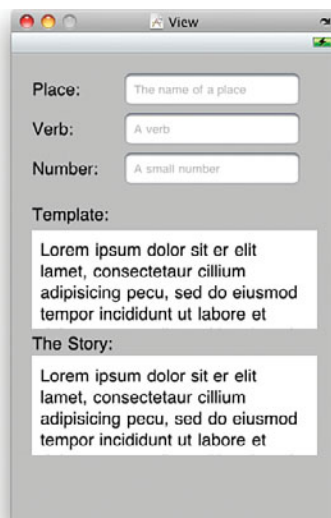


FIGURE 7.9

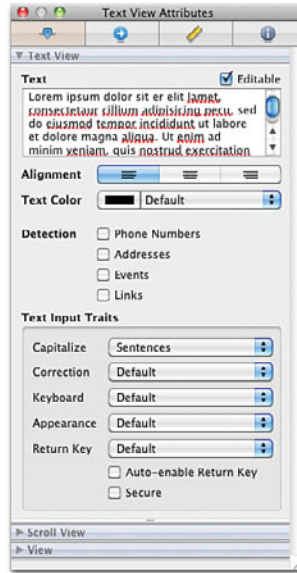
Add two text views with corresponding labels to the view.

Editing Text View Attributes

Text view attributes provide many of the same visual controls as text fields. Select a view, and then open the Attributes Inspector (Command+1) to see the available options, as shown in Figure 7.10.

FIGURE 7.10

Edit the attributes of each text view to prepare them for input and output.



To start, we need to update the Text attribute to remove the initial Greeked text and provide our own content. For the top field, which will act as the template, select the content within the Text attribute of the Attributes Inspector, and then clear it. Enter the following text, which will be available within the application as the default:

The iPhone developers descended upon <place>. They vowed to <verb> night and day, until all <number> Palm Pre owners came to their senses. <place> would never be the same again.

When we implement the logic behind this interface, the placeholders (<place>, <verb>, <number>) will be replaced with the user's input.

Next, select the “story” text view, and then again use the Attributes Inspector to clear the contents entirely. Because the contents of this text view will be generated automatically, we can leave the Text attribute blank. This view will also be a read-only view, so uncheck the Editable attribute.

In this example, to help provide some additional contrast between these two areas, I've set the background color of the template to a light red and the story to a light green. To do this in your copy, simply select the text view to stylize, and then click

the Attributes Inspector's View background attribute to open a color chooser. Figure 7.11 shows our final text views.



FIGURE 7.11
When completed, the text views should differ in color, editability, and content.

Setting Scrolling Options

When editing the text view attributes, you'll notice that a range of options exist that are specifically related to its ability to scroll, as shown in Figure 7.12.

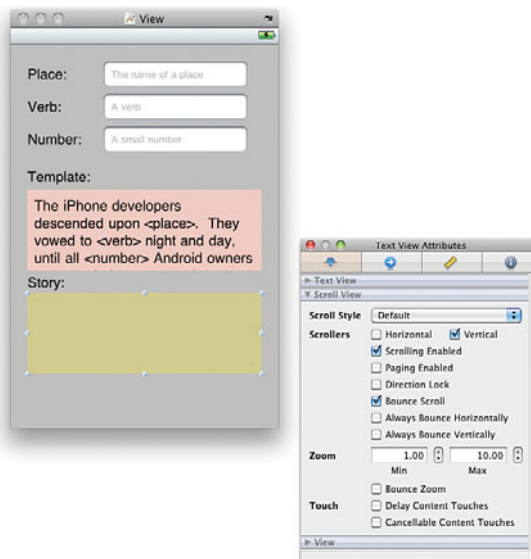


FIGURE 7.12
Scrolling regions have a number of attributes that can change their behavior.

Using these features, you can set the color of the scroll indicator (black or white), choose whether both horizontal and vertical scrolling are enabled, and even whether the scrolling area should have the rubber-band “bounce” effect when it reaches the ends of the scrollable content.

Using Data Detectors

Data detectors automatically analyze the content within onscreen controls and provide helpful links based on what they find. Phone numbers, for example, can be touched to dial the phone; detected web addresses can be set to launch Safari when tapped by the user. All of this occurs without your application having to do a thing. No need to parse out strings that look like URLs or phone numbers. In fact, all you need to do is click a button.

To enable data detectors on a text view, select the view and return to the Attributes Inspector (Command+1). Within the Text View Attributes area, click the check boxes under Detection: Phone Numbers to identify any sequence of numbers that looks like a phone number; Addresses for mailing addresses; Events for text that references a day and/or time; and Links to provide a clickable link for web and email addresses.

Watch Out!

Data detectors are a great convenience for users, but *can* be overused. If you enable data detectors in your projects, be sure they make sense. For example, if you are calculating numbers and outputting them to the user, chances are you *don't* want the digits to be recognized as telephone numbers.

Connecting to the Outlets

Connect the text views to the `theStory` and `theTemplate` outlets you defined earlier. Control-drag from the File's Owner icon in the Document window to the text view that contains the template. When prompted, choose `theTemplate` from the pop-up list of outlets (see Figure 7.13).

Repeat this for the second text view, this time choosing `theStory` for the outlet. You've just completed the text input and output features of the application. All that remains is a button!

Creating Styled Buttons

In the last hour's lesson, you created a button (`UIButton`) and connected it to the implementation of an action (`IBAction`) within a view controller. Nothing to it, right? Working with buttons is relatively straightforward, but what you may have noticed is that, by default, the buttons you create in Interface Builder are, well, kind of boring.

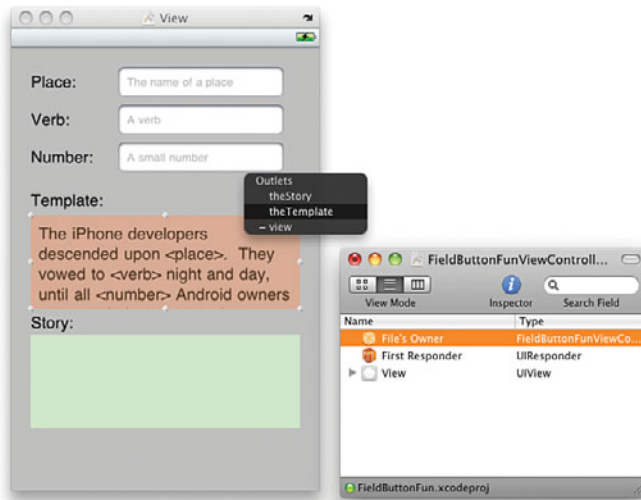


FIGURE 7.13
Connect each view to its corresponding outlet.

We need a single button in this project, so drag an instance of the Rounded Rect button (UIButton) from the Objects Library to the bottom of the view. Title the button **Generate Story**. The final view, with a default button, can be seen in Figure 7.14.

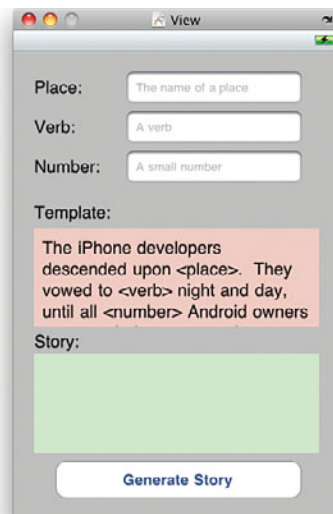


FIGURE 7.14
The default button styles are less than appealing.

Although you're certainly welcome to use the standard buttons, you may want to explore what visual changes you can make in Interface Builder and ultimately through code changes.

Editing Button Attributes

To edit a button's appearance, your first stop is, once again, the Attributes Inspector (Command+1). Using the Attributes Inspector, you can dramatically change the appearance of the button. Use the Type drop-down menu, shown in Figure 7.15, to choose common button types:

Rounded Rect: The default iPhone button style.

Detail Disclosure: An arrow button used to indicate additional information is available.

Info Light: An “i” icon, typically used to display additional information about an application or item. The “Light” version is intended for dark backgrounds.

Info Dark: The dark (light background) version of the Info Light button.

Add Contact: A + button, frequently used to indicate the addition of a contact to the address book.

Custom: A button that has no default appearance. Usually used with button images.

FIGURE 7.15

The Attributes Inspector gives several options for common button types, as well as a custom option.



In addition to choosing a button type, you can make the button interact with user touches, a concept known as *changing state*. For instance, by “default,” a button is displayed unhighlighted within the view. When a user touches a button, it changes to a highlighted “on” state, showing that it has been touched.

Using the Attributes Inspector, you can use the State Configuration menu to change the button's title, background color, or even add a graphic image.

Setting Custom Button Images

To create custom iPhone buttons, you'll need to make custom images, including versions for the highlighted on state and the default off state. These can be any shape or size, but PNG format is recommended because of its compression and transparency features.

After you've added these to the project through Xcode, you'll be able to select the image from the Image or Background drop-down menus in Interface Builder's button attributes. Using the Image menu sets an image that appears inside the button alongside the button title. This option enables you to decorate a button with an icon.

Using the Background menu sets an image that will be stretched to fill the entire background of the button. The option lets you create a custom image as the entire button, but you'll need to size your button exactly to match the image. If you don't, the image will be stretched and pixilated in your interface.

Another way to use custom button images that will correctly size to your text is through the code. We'll apply this technique to our project now.

Remember how we created an outlet for a button earlier in the project? We need the outlet so that we can manipulate the button in Xcode. Control-drag from the File's Owner icon in the Document window in Interface Builder to the Generate Story button. Pick the generateStory outlet when prompted, as demonstrated in Figure 7.16.

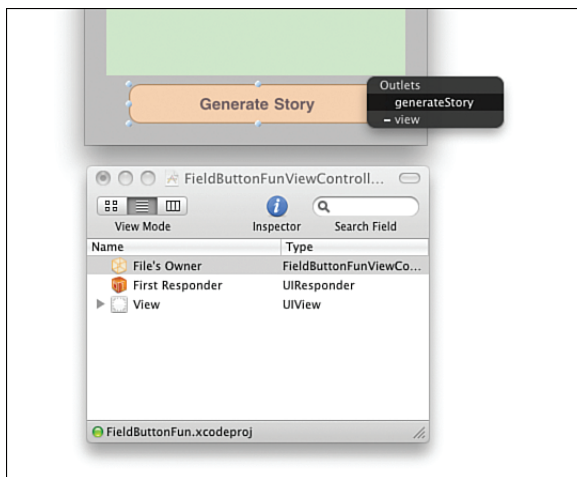


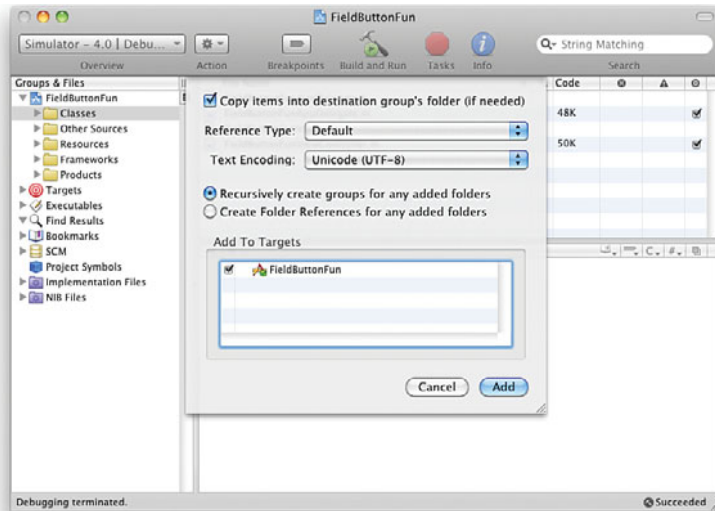
FIGURE 7.16

We need to access the button properties from our application to manipulate its images.

Now, switch your attention to Xcode. Inside the FieldButtonFun directory is an Images folder with two Apple-created button templates: whiteButton.png and blueButton.png. Drag these image files into the Resources folder in Xcode, choosing to copy the resources, if necessary, as shown in Figure 7.17.

FIGURE 7.17

To use custom buttons, drag them into the Resources folder in Xcode, and choose to copy the resources if needed.



Within Xcode, open the FieldButtonFunViewController.m file and search for the method viewDidLoad, uncomment it by removing the /* */ comment markers that surround it.

Implement the viewDidLoad method using the code in Listing 7.2.

LISTING 7.2

```

1: -(void)viewDidLoad {
2:     UIImage *normalImage = [[UIImage imageNamed:@"whiteButton.png"]
3:                             stretchableImageWithLeftCapWidth:12.0
4:                             topCapHeight:0.0];
5:     [generateStory setBackgroundImage:normalImage
6:     forState:UIControlStateNormal];
7:     UIImage *pressedImage = [[UIImage imageNamed:@"blueButton.png"]
8:                              stretchableImageWithLeftCapWidth:12.0
9:                              topCapHeight:0.0];
10:    [generateStory setBackgroundImage:pressedImage
11:    forState:UIControlStateHighlighted];
12:    [super viewDidLoad];
13: }
```

In this code block, we're accomplishing several different things, all focused on providing the button instance (`generateStory`) with a reference to an image object (`UIImage`) that "knows" how it can be stretched.

Why are we implementing this code in the `viewDidLoad` method? Because it is automatically invoked after the view is successfully instantiated from the XIB file. This gives us a convenient hook for making changes (in this case, adding button graphics) right as the view is being displayed onscreen.

**Did you
Know?**

In lines 2–4 and 6–8, we first return an instance of an image from the image files that we added to the project resources. Then we define that image as being *stretchable*. Let's break this down into the individual statements:

To create an instance of an image based on a named resource, we use the `UIImage` class method `imageNamed:`, along with a string that contains the filename of the image resource. For example, this code fragment creates an instance of the `whiteButton.png` image:

```
[UIImage imageNamed:@"whiteButton.png"]
```

Next, we use the *instance method*

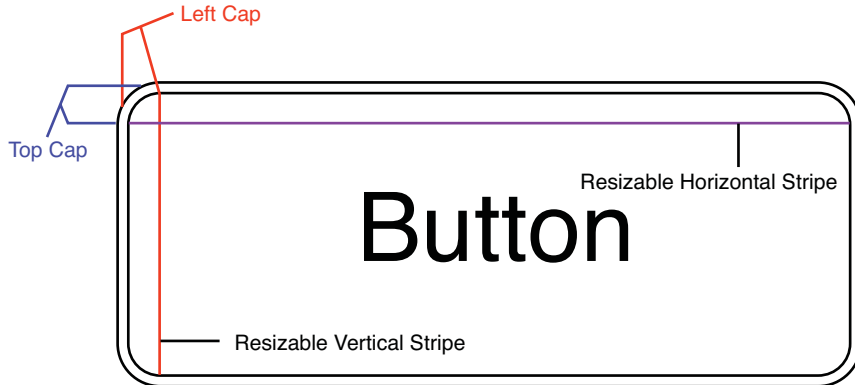
`stretchableImageWithLeftCapWidth:topCapHeight:` to return another new instance of the image, but this time with properties that define how it can be stretched. These properties are the left cap width and top cap width, which describe how many pixels in from the left or down from the top of the image should be ignored before reaching a 1-pixel-wide strip that can be stretched. For instance, if the left cap is set to 12, a vertical column 12 pixels wide is ignored during stretching, and then the 13th column is repeated however many times is necessary to stretch to the requested length. The top cap works the same way but repeats a horizontal row to grow the image to the correct size vertically, as illustrated in Figure 7.18. If the left cap is set to zero, the image can't be stretched horizontally. Similarly, if the top cap is zero, the image can't be stretched vertically.

In this example, we use `stretchableImageWithLeftCapWidth:12.0 topCapHeight:0.0` to force horizontal stretching to occur at the 13th vertical column of pixels in and to disable any vertical stretching. The `UIImage` instance returned is then assigned to the `normalImage` and `pressedImage` variables, corresponding to the default and highlighted button states.

Lines 5 and 9–10 use the `setBackgroundImage:forState` instance method of our `UIButton` object (`generateStory`) to set the stretchable images `normalImage` and `pressedImage` as the backgrounds for the predefined button states of `UIControlStateNormal` (default) and `UIControlStateHighlighted` (highlighted).

FIGURE 7.18

The caps define where within an image stretching can occur.



This might seem a bit confusing, and I empathize. Apple has not provided these same features directly in Interface Builder, despite their usefulness in almost any application with buttons. The good news is that there is no reason that you can't reuse this same code repeatedly in your applications.

Within Xcode, click Build and Run to compile and run your application. The Generate Story button should take on a new appearance (see Figure 7.19).

FIGURE 7.19

The end result is a shiny new button in the application.



Remember that despite all of our efforts to make a pretty button, we still haven't connected it to an action. Switch back to Interface Builder to make the connection.

Connecting to the Action

To connect the button to the previously declared `createStory` action method, select the button object and open the Connections Inspector (Command+3) or choose Tools, Connections Inspector. Drag from the circle beside Touch Up Inside to the File's Owner icon in the Interface Builder Document window.

When prompted for a method, choose `createStory`. The Connections Inspector should update, showing both the outlet that references the button (`generateStory`) and the `createStory` method, similar to Figure 7.20.

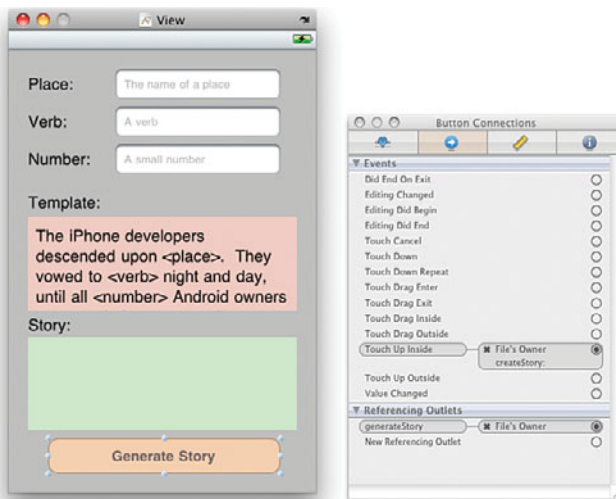


FIGURE 7.20
The button should now be connected to an outlet and an action.

At long last, our button is done!

Hiding the Keyboard

Before completing the application by implementing the view controller logic to construct the story, we need to look at a “problem” that is inherent to applications with character entry: keyboards that won’t go away! To see what we mean, switch back into Xcode and use Build and Run to launch the `FieldButtonFun` in the iPhone Simulator.

With your app up and running, click in a field. The keyboard appears. Now what? Click in another field; the keyboard changes to match the text input traits you set up, but it remains onscreen. Touch the word Done. Nothing happens! And even if it did, what about the number pad that doesn’t include a Done button? If you try to use this app, you’ll also find a keyboard that sticks around and that covers up the Generate Story button, making it impossible to fully utilize the user interface. So, what’s the problem?

In Hour 4, “Inside Cocoa Touch,” I described “responders” as an object that processes input. The “first responder” is the first object that has a shot at handling user input. In the case of a text field or text view, when it gains first responder status, the keyboard is shown and will remain onscreen until the field gives up or “resigns” first responder status. What does this look like in code? For the field `thePlace`, we could resign first responder status and get rid of the keyboard with this line of code:

```
[thePlace resignFirstResponder];
```

Calling the `resignFirstResponder` method tells the input object to “give up” its claim to the input; as a result, the keyboard disappears.

Hiding with the Done Button

The most common trigger for hiding the keyboard in iPhone applications is through the Did End on Exit event of the field. This event occurs when the Done (or similar) keyboard button is pressed.

To add keyboard hiding to the `FieldButtonFun` application, switch to Xcode and create the action declaration for a method `hideKeyboard` in `FieldButtonViewController.h` by adding the following line after the `createStory` `IBAction`:

```
-(IBAction)hideKeyboard:(id)sender;
```

Next, implement the `hideKeyboard` method within the `FieldButtonFunViewController.m` file by adding the method in Listing 7.3, immediately following the `@synthesize` directives.

LISTING 7.3

```
-(IBAction) hideKeyboard:(id)sender {
    [thePlace resignFirstResponder];
    [theVerb resignFirstResponder];
    [theNumber resignFirstResponder];
    [theTemplate resignFirstResponder];
}
```

By the Way

You might be asking yourself, isn't the `sender` variable the field that is generating the event? Couldn't we just resign the responder status of the sender? Yes! Absolutely! This would work just fine, but we're going to also need the `hideKeyboard` method to work when `sender` isn't necessarily the field. I explain this in a few minutes.

To connect fields to `hideKeyboard`, open the `FieldButtonFunViewController.xib` file in Interface Builder, and then open the view window so that the current interface is visible. Select the Place field, and open the Connections Inspector (Command+3). Drag from the circle beside the Did End on Exit event to the File's Owner icon in the Document window. Choose the `hideKeyboard` action when prompted, as shown in Figure 7.21.



FIGURE 7.21
Connect each field to the `hideKeyboard` method.

Repeat this process for the Verb text field.

Unfortunately, the number input doesn't have a Done button, and the text view doesn't support the Did End on Exit event, so how do we hide the keyboard for these variations?

Hiding with a Background Touch

A popular iOS interface convention is that if a keyboard is open and you touch the background (outside of a field), the keyboard disappears. This will be the approach we need to take for the number-input text field and the text view—and functionality that we need to add to all the other fields to keep things consistent.

Wondering how we detect an event outside of a field? Nothing special: All we do is create a big invisible button that sits behind all the other controls, and then attach it to the `hideKeyboard` method already written.

By the Way

Note that in *this* case we won't know exactly *which* field is going to be the first responder when `hideKeyboard` is called, nor therefore the implementation that asks each possible input area to resign first responder status. If it isn't the first responder, it has no effect.

Within Interface Builder, access the Library (Tools, Library) and drag a new button (UIButton) from the Library into the view.

Because this button needs to be invisible, make sure it is selected, and then open the Attributes Inspector (Command+1) and set the type to Custom. Use the resizing handles to size the button to fill the entire view. With the button selected, choose Layout, Send to Back to position the button in the back of the interface.

To connect the button to the `hideKeyboard` method, it's easiest to use the Interface Builder Document window. Expand the view hierarchy, select the custom button you created (it should be at the top of the view hierarchy list), and then Control-drag from the button to the File's Owner icon. When prompted, choose the `hideKeyboard` method.

Save your work in Interface Builder and Xcode, and then use Build and Run to try running the application again. This time, when you click outside of a field or the text view or use the Done button, the keyboard disappears!

Implementing the View Controller Logic

To finish off `FieldButtonFun`, we need to add the `createStory` method within the view controller (`FieldButtonFunViewController`). This method will search the template text for the `<place>`, `<verb>`, and `<number>` placeholders, and then replace them with the user's input, storing the results in the text view. We'll make use of the `NSString` instance method `stringByReplacingOccurrencesOfString:WithString` to do the heavy lifting. This method performs a search and replace on a given string.

For example, if the variable `myString` contains `Hello town` and you wanted to replace `town` with `world`, you might use the following:

```
myNewString=[myString stringByReplacingOccurrencesOfString:@"town"
➡️WithString:@"world"];
```

In this case, our strings are the text properties of the text fields and text views (`thePlace.text`, `theVerb.text`, `theNumber.text`, `theTemplate.text`, and `theStory.text`).

Add the final method implementation, shown in Listing 7.4, to `FieldButtonFunViewController.m` after the `@synthesize` directives.

LISTING 7.4

```
1: -(IBAction) createStory:(id)sender {
2:     theStory.text=[theTemplate.text
3:                     stringByReplacingOccurrencesOfString:@"<place>"
4:                     withString:thePlace.text];
5:     theStory.text=[theStory.text
6:                     stringByReplacingOccurrencesOfString:@"<verb>"
7:                     withString:theVerb.text];
8:     theStory.text=[theStory.text
9:                     stringByReplacingOccurrencesOfString:@"<number>"
10:                    withString:theNumber.text];
11: }
```

Lines 2–4 replace the <place> placeholder in the template with the contents of the thePlace field, storing the results in the story text view. Lines 5–7 then update the story text view by replacing the <verb> placeholder with the appropriate user input. This is repeated again in lines 8–10 for the <number> placeholder. The end result is a completed story, output in the theStory text view.

Releasing the Objects

When you're done using an object in your applications, you should always release it to free up memory. This is good practice, even if the application is about to exit. In this application, we've retained six objects—each of the interface elements—that need to be released. Edit the dealloc method to release these now:

```
- (void)dealloc {
    [thePlace release];
    [theVerb release];
    [theNumber release];
    [theStory release];
    [theTemplate release];
    [generateStory release];
    [super dealloc];
}
```

Our application is finally complete!

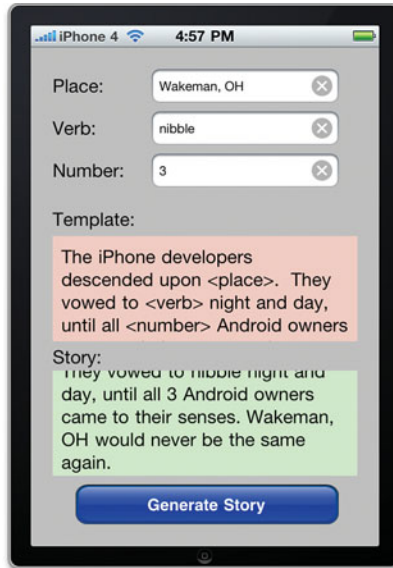
Building the Application

To view and test the FieldButtonFun, click Build and Run in Xcode. Your finished app should look very similar to Figure 7.22, fancy button and all!

This project provided a starting point for looking through the different properties and attributes that can alter how objects look and behave within the iPhone interface. The take-away message: Don't assume anything about an object until you've reviewed how it can be configured.

FIGURE 7.22

The finished application includes scrolling views, text editing, and a pretty button! What more could we want?



Further Exploration

Throughout the next few hours, you'll be exploring a large number of user interface objects, so your next steps should be to concentrate on the features you've learned in this hour—specifically, the object properties, methods, and events that they respond to.

For text fields and text views, the base object mostly provides for customization of appearance. However, you may also implement a delegate (`UITextFieldDelegate`, `UITextViewDelegate`) that responds to changes in editing status, such as starting or ending editing. You'll learn more about implementing delegates in Hour 11, "Making Multivalued Choices with Pickers," but you can start looking ahead to the additional functionality that can be provided in your applications through the use of a delegate.

It's also important to keep in mind that although there are plenty of properties to explore for these objects, there are additional properties and methods that are inherited from their superclasses. All UI elements, for example, inherit from `UIControl`, `UIView`, and `UIResponder`, which bring additional features to the table, such as properties for manipulating size and location of the object's onscreen display, as well as customizing the copy and paste process (through the `UIResponderStandardEditActions` protocol). By accessing these lower-level methods, you can customize the object beyond what might be immediately obvious.

Apple Tutorials

Apple has provided a sample project that includes examples of almost all the available iPhone user interface controls: UICatalog (accessible via the Xcode documentation). This project also includes a wide variety of graphic samples, such as the button images used in this hour's tutorial. It's an excellent playground for experimenting with the iPhone UI.

Summary

This hour described the use of common input features and a few important output options. You learned that text fields and text views both enable the user to enter arbitrary input constrained by a variety of different virtual keyboards. Unlike text fields, however, text views can handle multiline input as well as scrolling, making them the choice for working with large amounts of text. We also covered the use of buttons and button states, including how buttons can be manipulated through code.

We'll continue to use the same techniques you used in this hour throughout the rest of the book, so don't be surprised when you see these elements again!

Q&A

Q. *Why can't I use a UILabel in place of a UITextView for multiline output?*

A. You certainly can! The text view, however, provides scrolling functionality “for free,” whereas the label will display only the amount of text that fits within its bounds.

Q. *Why doesn't Apple just handle hiding text input keyboards for us?*

A. While I can imagine some circumstances where it would be nice if this were an automatic action, it isn't difficult to implement a method to hide the keyboard. This gives you total control over the application interface—something you'll grow to appreciate.

Q. *Are text views (UITextView) the only way to implement scrolling content on the iPhone?*

A. No! You'll learn about implementing general scrolling behavior in Hour 9, “Using Advanced Interface Objects and Views.”

Workshop

Quiz

1. What properties are needed to configure a stretchable image?
2. How do you get rid of an onscreen keyboard?
3. Are text views used for text input or output?

Answers

1. The left cap and top cap values define what portion of an image can be stretched.
2. To clear the onscreen keyboard, you must send the `resignFirstResponder` message to the object that currently controls the keyboard (such as a text field).
3. Text views (`UITextView`) can be implemented as scrollable output areas or multiline input fields. It's entirely up to you!

Activities

1. Expand the story creator with additional placeholders and word types. Use the same string manipulation functions described in this lesson to add the new functionality.
2. Modify the story creator to use a graphical button of your design. Use either an entirely graphical button or the stretchable image approach described in this hour's tutorial.

HOURL 8

Handling Images, Animation, and Sliders

What You'll Learn in This Hour:

- ▶ The use of sliders for user input
- ▶ Configuring and manipulating the slider input range
- ▶ How to add image views to your projects
- ▶ Ways of creating and controlling simple animations

The text input and output that you learned about in the preceding hour is certainly important, but the iPhone is known for its attractive graphics and “touchable” UI. This hour expands our interface toolkit to include images, animation, and the very touchable slider control.

We'll be implementing an application to combine these new features along with simple logic to manipulate input data in a unique way. These new capabilities will help you build more interesting and interactive applications—and, of course, there's more to come in the next hour!

User Input and Output

Although application logic is always the most important part of an application, the way the interface works plays a big part in how well it will be received. For Apple and the iPhone, providing a fun, smooth, and beautiful user experience has been key to its success; it's up to you to bring this experience into your own development. The iPhone SDK's interface options give you the tools to express your application's functionality in fun and unique ways.

This hour introduces two very visual interface features: sliders for input and image views for output.

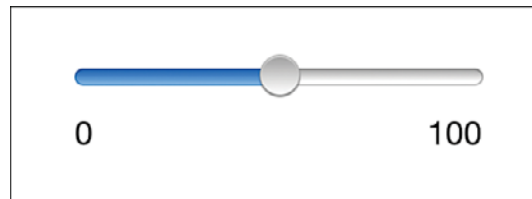
Sliders

The first new interface component that we'll be using this hour is a slider (UISlider). Sliders are a convenient touch control that is used to visually set a point within a range of values. Huh? What?

Suppose that you want your user to be able to speed something up or slow it down. Asking users to input timing values is unreasonable. Instead, you can present a slider, as seen in Figure 8.1, where they can touch and drag an indicator back and forth on a line. Behind the scenes, a value property is being set that your application can access and use to set the speed. No need for users to understand the behind-the-scene details or do anything more than drag with their fingers.

FIGURE 8.1

Use a slider to collect a value from a range of numbers without requiring users to type.



Sliders, like buttons, can react to events or can be read passively like a text field. If you want the user's changes to a slider to immediately have an effect on your application, you must have it trigger an action.

Image Views

Image views (UIImageView) do precisely what you'd think: They display images! They can be added to your application views and used to present information to the user. An instance of UIImageView can even be used to create a simple frame-based animation with controls for starting, stopping, and even setting the speed at which the animation is shown.

With iOS 4, your image views can even take advantage of the high-resolution display of the iPhone 4 (and any other upcoming iOS high-resolution devices). Even better, you need no special coding! Instead of checking for a specific device, you can just add multiple images to your project, and the image view will load the right one at the right time. We won't go through all the steps to make this happen each time we use an image in this book, but I do describe how you can add this capability to your projects later in this hour's lesson.

Creating and Managing Image Animations and Sliders

There's something about interface components that *move* that make users take notice. They're visually interesting, attract and keep attention, and, on the iPhone's touch screen, are fun to play with. In this hour's project, we take advantage of both of our new UI elements (and some old friends) to create a user-controlled animation.

Implementation Overview

As mentioned earlier, image views can be used to display image file resources and show simple animations, whereas sliders provide a visual way to choose a value from a range. We'll combine these in an application we're calling ImageHop.

In ImageHop, we'll be creating a looping animation using a series of images and an image view instance (UIImageView). We'll allow the user to set the speed of the animation using a slider (UISlider). What will we be using as an animation? A hopping bunny. What will the user control? Hops per second, of course! The "hops" value set by the slider will be displayed in a label (UILabel). The user will also be able to stop or start the animation using a button (UIButton).

Figure 8.2 shows the completed application in use.

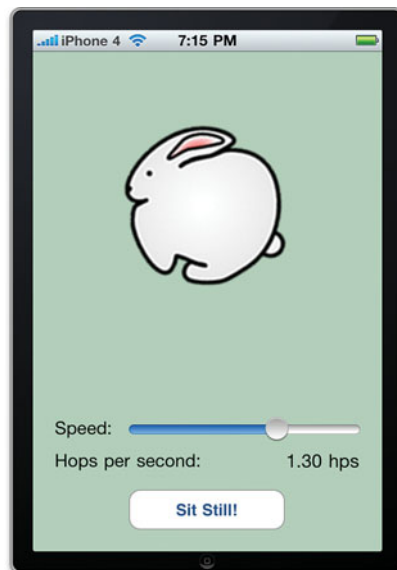


FIGURE 8.2
ImageHop uses an image view and a slider to create and control a simple animation.

We should discuss two pieces of this project before getting too far into the implementation:

- ▶ First, image view animations are created using a series of images. I've provided a 20-frame animation with this project, but you're welcome to use your own images if you prefer.
- ▶ Second, although sliders enable users to visually enter a value from a range, there isn't much control over how that is accomplished. For example, the minimum value must be smaller than the maximum, and you can't control which dragging direction of the slider increases or decreases the result value. These limitations aren't show-stoppers; they just mean that there may be a bit of math (or experimentation) involved to get the behavior you want.

Setting Up the Project

Begin this project in the same way as the last. Launch Xcode (Developer/Applications), and then choose File, New Project.

Select the iPhone OS Application project type, and then find and select the View-Based Application option in the Template list on the right. Click Choose to continue, enter the project name **ImageHop**, and save the new project.

Adding the Animation Resources

This project makes use of 20 frames of animation stored as PNG files. The frames are included in the Images folder within the ImageHop project folder.

Because we know up front that we'll need these images, drag them into the Xcode project's Resources folder, being sure to choose the option to copy the resources if needed.

Preparing the Outlets and Actions

In this application, we need to provide outlets and actions for several objects.

For outlets, first we need the image view (UIImageView), which will contain the animation and be referenced through the variable `imageView`. The slider control (UISlider) will set the speed and will be connected via `animationSpeed`, while the speed value itself will be output in a label named `hopsPerSecond` (UILabel). A button (UIButton) will toggle the animation on and off and will be connected to an outlet `toggleButton`.

Why do we need an outlet for the button? Shouldn't it just be triggering an action to toggle the animation? Yes, the button could be implemented without an outlet, but by including an outlet for it, we have a convenient way of setting the button's title in the code. We can use this to change the button to read "Stop" when the image is animating or "Start" when the animation has stopped.

For actions, we need only two: `setSpeed` will be the method called when the slider value has changed and the animation speed needs to be reset, and `toggleAnimation` will be used to start and stop the animation sequence.

Go ahead and define these outlets and actions as outlets and actions within `ImageHopViewController.h`. You'll also want to declare the four outlet variables as properties so that we can easily access them in the view controller code. Listing 8.1 shows the resulting header file.

LISTING 8.1

```
1: #import <UIKit/UIKit.h>
2:
3: @interface ImageHopViewController : UIViewController {
4:     IBOutlet UIImageView *imageView;
5:     IBOutlet UIButton *toggleButton;
6:     IBOutlet UISlider *animationSpeed;
7:     IBOutlet UILabel *hopsPerSecond;
8: }
9:
10: @property (retain, nonatomic) UIImageView *imageView;
11: @property (retain, nonatomic) UIButton *toggleButton;
12: @property (retain, nonatomic) UISlider *animationSpeed;
13: @property (retain, nonatomic) UILabel *hopsPerSecond;
14:
15: - (IBAction)toggleAnimation:(id)sender;
16: - (IBAction)setSpeed:(id)sender;
17:
18: @end
```

For all the properties you've defined in the header file, add an `@synthesize` directive in the `ImageHopViewController.m` implementation file. Your additions should fall after the `@implementation` line and look like this:

```
@synthesize toggleButton;
@synthesize imageView;
@synthesize animationSpeed;
@synthesize hopsPerSecond;
```

Make sure that both the `ImageHopViewController` header and implementation files have been saved, and then launch Interface Builder by double-clicking the `ImageHopViewController.xib` file within the project's Resources folder.

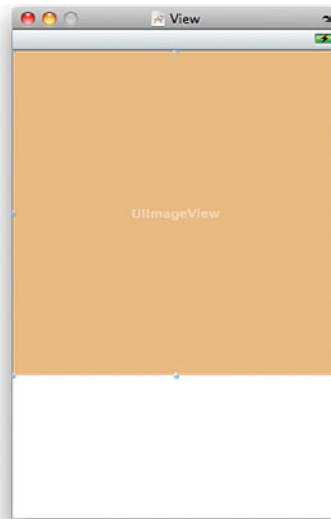
After it has loaded, switch to the Document window (Window, Document), and double-click the view icon to open it and begin editing.

Adding an Image View

In this exercise, our view creation will begin with the most important object of the project: the image view (UIImageView). Open the Interface Builder Objects Library and drag an image view into the view window.

Because the view is has no images assigned, it will be represented by a light-gray rectangle. Use the resize handles on the rectangle to size it to fit in the upper two-thirds of the interface (see Figure 8.3).

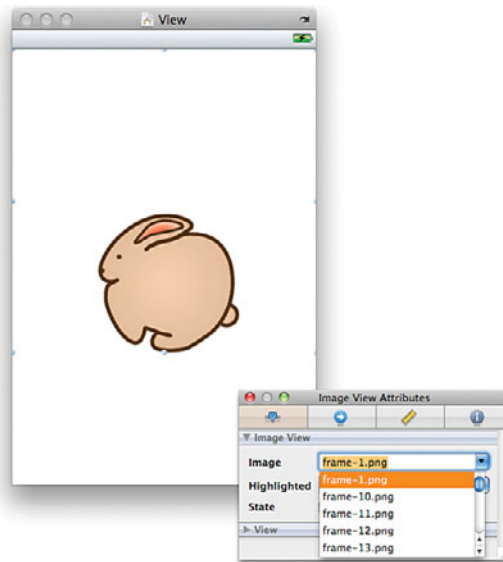
FIGURE 8.3
Set the image view to fill the upper two-thirds of the iPhone interface.



Setting the Default Image

There are very few attributes for configuring the functionality of an image view. In fact, there is only one: the image that is going to be displayed. Select the image view and press Command+1 to open the Attributes Inspector (see Figure 8.4).

Using the Image drop-down menu, choose one of the image resources available. This will be the image that is shown before the animation runs, so using the first frame (frame-1.png) is a good choice.

**FIGURE 8.4**

Set the image that will be shown in the view.

What about the animation? Isn't this just a frame? Yes, if we don't do anything else, the image view will show a single static image. To display an animation, we need to create an array with all the frames and supply it programmatically to the image view object. We do this in a few minutes, so just hang in there!

By the Way

The image view will update in Interface Builder to show the image resource that you've chosen.

You Said You'd Tell Us About Loading Hi-Res Images for the iPhone 4. How Do We Do It?

That's the best part! There's really nothing to do that you don't already know. To accommodate the higher scaling factor of the iPhone 4, you just create image resources that are two times the horizontal and vertical resolution, and then name them with the same filename as your original low-res images, but with the suffix @2x (for example, Image.png becomes Image@2x.png). Finally, add them to your project resources like any other resource.

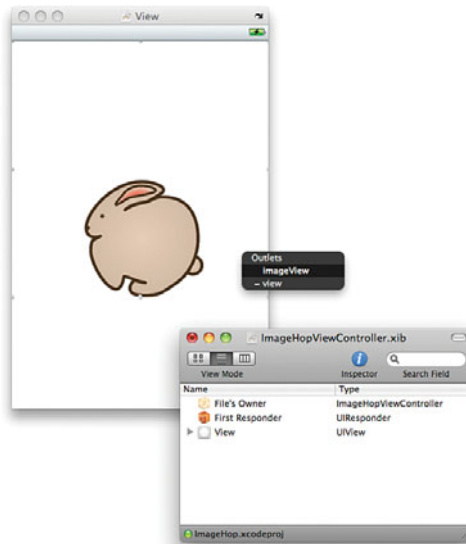
Within your projects, just reference the low-res image, and the hi-res image is loaded automatically on the correct devices, as needed!

Connecting to the Outlet

To display an animation, we need to access the object from the ImageHop view controller. Let's connect the image view to the `imageView` outlet that we created earlier.

Within the Document window, Control-drag from the File's Owner icon to the image view icon in the Document window or to the graphical representation in the view window. When prompted for the outlet, choose `imageView`, as shown in Figure 8.5.

FIGURE 8.5
Connect the image view to an outlet so that it can be easily accessed from code.



Now that the image view has been added, let's look at the code we need to add to change from a static image to an animation.

Animating the Image View

To truly customize an image view, we need to write some code. Animating images requires us to build an array of image objects (`UIImage`) and pass them to the image view. Where should we do this? As with the last project, the `ViewDidLoad` method of our view controller provides a convenient location for doing additional setup for the view, so that's what we'll use.

Switch back into Xcode, and open the view controller implementation file, `ImageHopViewController.m`. Find the `ViewDidLoad` method and uncomment it, and then add the following code to the method. Note that we've removed lines 7–20 to save space (they follow the same pattern as lines 4–6 and 21–23), as shown in Listing 8.2.

LISTING 8.2

```
1: - (void)viewDidLoad {
2:     NSArray *hopAnimation;
3:     hopAnimation=[NSArray alloc] initWithObjects:
4:         [UIImage imageNamed:@"frame-1.png"],
5:         [UIImage imageNamed:@"frame-2.png"],
6:         [UIImage imageNamed:@"frame-3.png"],
7:         ...
21:        [UIImage imageNamed:@"frame-18.png"],
22:        [UIImage imageNamed:@"frame-19.png"],
23:        [UIImage imageNamed:@"frame-20.png"],
24:        nil
25:     ];
26:     imageView.animationImages=hopAnimation;
27:     imageView.animationDuration=1;
28:     [hopAnimation release];
29:     [super viewDidLoad];
30: }
```

To configure the image view for animation, first an array (NSArray) variable is declared (line 2) called `hopAnimation`. Next, in line 3, the array is allocated and initialized via the NSArray instance method `initWithObjects`. This method takes a comma-separated list of objects, ending with `nil`, and returns an array.

The image objects (UIImage) are initialized and added to the array in lines 4–24. Remember that you'll need to fill in lines 7–20 on your own; otherwise, several frames will be missing from the animation!

Once an array is populated with image objects, it can be used to set up the animation of an image view. To do this, set the `animationImages` property of the image view (`imageView`) to the array. Line 6 accomplishes this for our example project.

Another image view property that we'll want to set right away is the `animationDuration`. This is the number of seconds it takes for a single cycle of the animation to be played. If the duration is *not* set, the playback rate will be 30 frames per second. To start, our animation will be set to play all the frames in 1 second, so line 27 sets the `imageView.animationDuration` to 1.

Finally, in line 28, we're finished with the `hopAnimation` array, so it can be released.

Starting and Stopping the Animation

A little later in this tutorial, we'll be adding controls to change the animation speed and to start/stop the animation loop. You've just learned how the `animationDuration` property can change the animation speed, but we'll need three more properties/methods to accomplish everything we want:

isAnimating: This property returns true if the image view is currently animating its contents.

`startAnimating`: Starts the animation.

`stopAnimating`: Stops the animation if it is running.

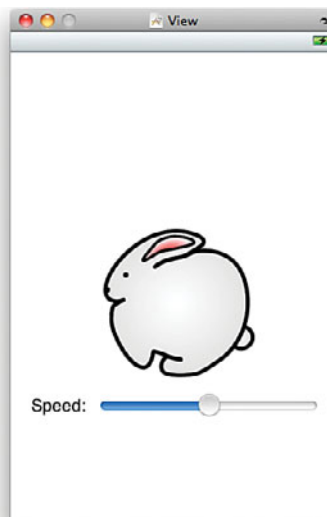
If you run the application now, it will work, but only a static image will display. The image view does not start animating until the `startAnimating` method is called. We'll take care of that when implementing the view controller logic.

Adding a Slider

The next piece that our interface needs is the slider that will control the speed. Return to Interface Builder and the view, and then navigate to the Objects Library and drag the slider (`UISlider`) into the view, just under the image view. Using the resize handles on the slider, click and drag to size it to about two-thirds of the image view width and align it with the right side of the image view. This leaves just enough room for a label to the left of the slider.

Because a slider has no visual indication of its purpose, it's a good idea to always label sliders so that your users will understand what they do. Drag a label object (`UILabel`) from the Library into your view. Double-click the text and set it to read **Speed:**. Position it so that it is aligned with the slider, as shown in Figure 8.6.

FIGURE 8.6
Add the slider and a corresponding label to the view.



Setting the Slider Range Attributes

Sliders make their current settings available through a `value` property that we'll be accessing in the view controller. To change the range of values that can be returned,

we need to edit the slider attributes. Click to select the slider in the view, and then open the Attributes Inspector (Command+1), as shown in Figure 8.7.

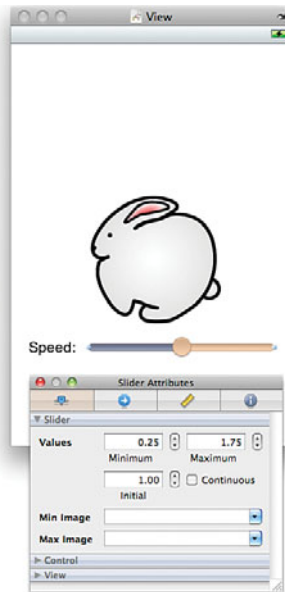


FIGURE 8.7
Edit the slider's attributes to control the range of values it returns.

The Minimum, Maximum, and Initial fields should be changed to contain the smallest, largest, and starting values for the slider. For this project, use .25, 1.75, and 1.0, respectively.

Where Did These Min, Max, and Initial Values Come From?

This is a great question, and one that doesn't have a clearly defined answer. In this application, the slider represents the speed of the animation, which, as we've discussed, is set through the `animationDuration` property of the image view as the number of seconds it takes to show a full cycle of an animation. Unfortunately, this means the *faster* animations would use smaller numbers and *slower* animations use larger numbers, which is the exact opposite of traditional user interfaces where "slow" is on the left and "fast" is on the right. Because of this, we need to reverse the scale. In other words, we want the big number (1.75) to appear when the slider is on the left side and the small number (.25) on the right.

To reverse the scale, we take the combined total of the minimum and maximum ($1.75 + 0.25$), and subtract the value returned by the slider from that total. For example, when the slider returns 1.75 at the top of the scale, we'll calculate a duration of $2 - 1.75$, or 0.25. At the bottom of the scale, the calculation will be $2 - 0.25$, or 1.75.

Our initial value will be 1.0, which falls directly in the middle of the scale.

Make sure the Continuous check box isn't checked. This option, when enabled, will have the control to generate a series of events as the user drags back and forth on the slider. When it isn't enabled, events are generated only when the user lifts his or her finger from the screen. For our application, this makes the most sense and is certainly the least resource-intensive option.

The slider can also be configured with images at the minimum and maximum sliders of the control. Use the Min Image and Max Image drop-downs to select a project image resource if you'd like to use this feature. (We're not using it in this project.)

Connecting to the Outlet

For convenient access to the slider, we created an outlet, `animationSpeed`, that we'll be using in the view controller. To connect the slider to the outlet, Control-drag from the File's Owner icon to the slider object in the view or the slider icon in the Document window. When prompted, choose the `animationSpeed` outlet.

By the Way

In case you're wondering, it's certainly possible to implement this application without an outlet for the slider. When the slider triggers an action, we could use the sender variable to reference the slider `value` property. That said, this approach will allow us to access the slider properties anywhere in the view controller, not just when the slider triggers an action.

Connecting to the Action

When a user drags the slider and releases his finger, the application should trigger the action method `setSpeed`. Create this connection by selecting the slider and then opening the Connections Inspector (Command+2).

Drag from the circle beside Value Changed to the File's Owner icon in the Document window. When prompted, choose to connect to the `setSpeed` action. Once complete, Connections Inspector should reflect this change and show both the `setSpeed` and `animationSpeed` connections, as demonstrated in Figure 8.8.

That completes the major parts of the UI, but there's still some cleanup work to do.

Finishing the Interface

The remaining components of the ImageHop application are interface features that you've used before, so we've saved them for last. We'll finish things up by adding a button to start and stop the animation, along with a readout of the speed of the animated rabbit in "hops per second."

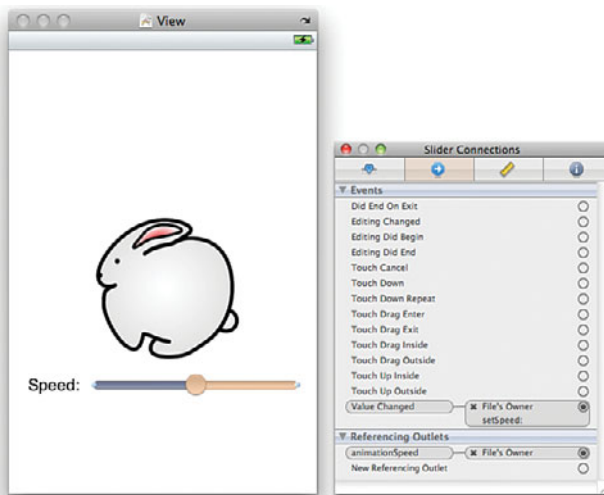


FIGURE 8.8
When the user drags and releases the slider, the `setSpeed` method is called.

Adding Labels

Start by dragging two labels (`UILabel`) to the view. The first label should be set to read **hops per second:** and be located below the slider. Add the second label, which will be used as output of the actual speed value, to the right of the first label.

Change the output label to read **1.00 hps** (the speed that the animation will be starting out at). Using the Attributes Inspector (Command+1), set the text of the label to align right; this will keep the text from jumping around as the user changes the speed.

Finally, Control-drag from the File's Owner icon to the output label, and choose the `hopsPerSecond` outlet, as shown in Figure 8.9.

Adding the Hop Button

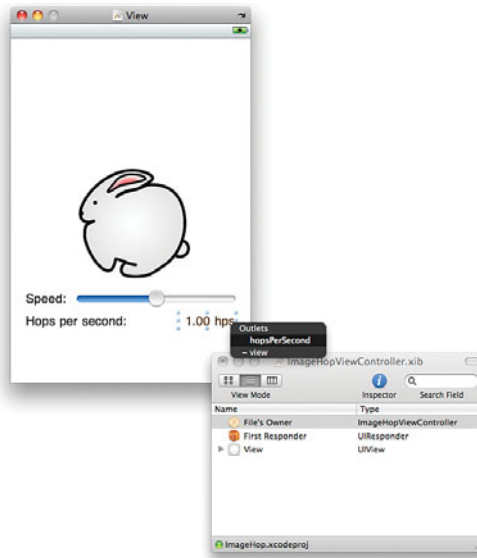
The last part of the ImageHop interface is the button (`UIButton`) that starts and stops the animation. Drag a new button from the Objects Library to the view, positioning it at the bottom center of the UI. Double-click the button to edit the title, and set it to **Hop!**

Like the slider, the hop button needs to be connected to an outlet (`toggleButton`) and an action (`toggleAnimation`). Control-drag from File's Owner icon in the Document window to the button and choose the `toggleButton` outlet when prompted.

Next, select the button and open the Connections Inspector (Command+2). Within the inspector, click and drag from the circle beside the Touch Up Inside event to the File's Owner icon in the Document window. Connect to the `toggleAnimation` action. Figure 8.10 shows the completed interface and button connections.

FIGURE 8.9

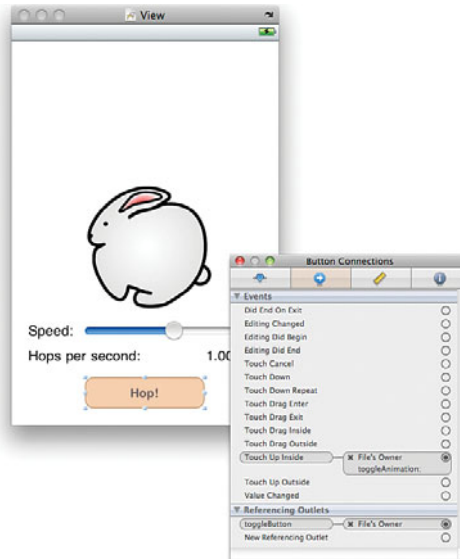
Connect the label that will be used to display the speed.



The application interface is finished. In the next section, we complete the application by writing the code for starting and stopping the animation and setting the speed.

FIGURE 8.10

Connect the button to its outlet and action.



Implementing the View Controller Logic

The ImageHopViewController still needs a bit of work before we can call ImageHop done and finally view the animation. Two actions, toggleAnimation and setSpeed, need to be written. These methods will handle the user's interaction with the ImageHop application through the button and slider, respectively.

Starting and Stopping the Animation

When the user touches the Hop! button, the toggleAnimation method is called. This method should use the isAnimating property of the image view (imageView) to check to see whether an animation is running. If it isn't, the animation should start; otherwise, it should stop. To make sure the user interface makes sense, the button itself (toggleButton) should be altered to show the title Sit Still! if the animation is running and Hop! when it isn't.

Add the code in Listing 8.3 to the ImageHopViewController implementation file after the @synthesize directives.

Listing 8.3

```
1: -(IBAction) toggleAnimation:(id)sender {
2:     if (imageView.isAnimating) {
3:         [imageView stopAnimating];
4:         [toggleButton setTitle:@"Hop!" forState:UIControlStateNormal];
5:     } else {
6:         [imageView startAnimating];
7:         [toggleButton setTitle:@"Sit Still!" forState:UIControlStateNormal];
8:     }
9: }
```

Lines 2 and 5 provide the two different conditions that we need to work with. Lines 3 and 4 are executed if the animation is running, while lines 6 and 7 are executed if it isn't. In line 3 and line 6, the stopAnimating and startAnimating methods are called for the image view to start and stop the animation, respectively.

Lines 4 and 5 use the UIButton instance method setTitle:forState to set the button title to the string "Hop!" or "Sit Still!". These titles are set for the button state of UIControlStateNormal. As you learned earlier this hour, the "normal" state for a button is its default state, prior to any user event taking place.

Setting the Animation Speed

The slider triggers the setSpeed action after the user adjusts the slider control. This action must translate into several changes in the actual application: First, the speed of the animation (animationDuration) should change. Second, the animation should be started if it isn't already running. Third, the button (toggleButton) title

should be updated to show the animation is running. And finally, the speed should be displayed in the hopsPerSecond label.

Add the code in Listing 8.4 to the view controller, and then let's review how it works.

LISTING 8.4

```

1: -(IBAction) setSpeed:(id)sender {
2:     NSString *hopRateString;
3:     imageView.animationDuration=2-animationSpeed.value;
4:     [imageView startAnimating];
5:     [toggleButton setTitle:@"Sit Still!"
6:         forState:UIControlStateNormal];
7:     hopRateString=[NSString alloc]
8:         initWithFormat:@"%1.2f hps", 1/(2-animationSpeed.value)];
9:     hopsPerSecond.text=hopRateString;
10:    [hopRateString release];
11: }
```

Because we'll need to format a string to display the speed, we kick things off by declaring an NSString reference, hopRateString, in line 2. In line 3, the image view's (imageView) animationDuration property is set to 2 minus the value of the slider (animationSpeed.value). This, if you recall, is necessary to reverse the scale so that faster is on the right and slower is on the left.

Line 4 uses the startAnimating method to start the animation running. Note that it is safe to use this method if the animation is already started, so we don't really need to check the state of the image view. Lines 5 and 6 set the button title to the string "Sit Still!" to reflect the animated state.

Lines 7 and 8 allocate and initialize the hopRateString instance that we declared in line 2. The string is initialized with a format of "1.2f", based on the calculation of $1 / (2 - \text{animationSpeed.value})$.

Let's break that down a bit further: Remember that the speed of the animation is measured in seconds. The fastest speed we can set is 0.25 (a quarter of a second), meaning that the animation plays 4 times in 1 second (or "4 hops per second"). To calculate this in the application, we simply divide 1 by the chosen animation duration, or $1 / (2 - \text{animationSpeed.value})$. Because this doesn't necessarily return a whole number, we use the initWithFormat method to create a string that holds a nicely formatted version of the result. The initWithFormat parameter string "1.2f hps" is shorthand for saying the number being formatted as a string is a floating-point value (f), and that there should always be one digit on the left of the decimal and two digits on the right (1.2). The hps portion of the format is just the "hops per second" unit that we want to append to the end of the string. For example, if the equation returns a value of .5 (half a hop a second), the string stored in hopRateString is set to "0.50 hps".

In line 9, the output label (UILabel) in the interface is set to the hopRateString. Once finished with the string, line 10 releases it, freeing up the memory it was using.

Don't worry if the math here is a bit befuddling. This is not critical to understanding Cocoa or iOS development, it's just an annoying manipulation we needed to perform to get the values the way we want them. I strongly urge you to play with the slider values and calculations as much as you'd like so that you can get a better sense of what is happening here and what steps you might need to take to make the best use of slider ranges in your own applications.

**By the
Way**

Releasing the Objects

Our development efforts have resulted in four objects that should be released when we're finished: toggleButton, imageView, hopsPerSecond, and animationSpeed. Edit the dealloc method to release these now:

```
- (void)dealloc {
    [toggleButton release];
    [imageView release];
    [hopsPerSecond release];
    [animationSpeed release];
    [super dealloc];
}
```

Well done! You've just completed the app!

Building the Application

To try your hand at controlling an out-of-control bunny rabbit, click Build and Run in Xcode. After a few seconds, the finished ImageHop application will start, as shown in Figure 8.11.

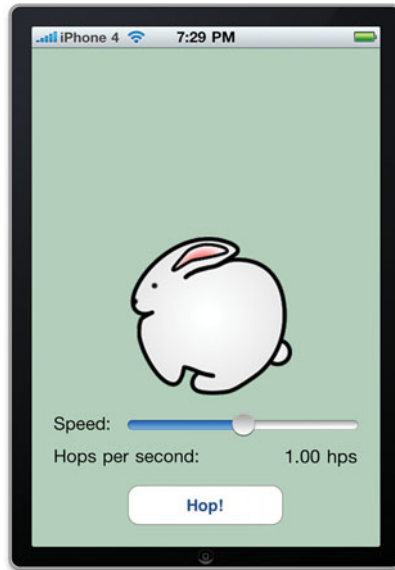
In my version of the tutorial app, I've set the background to a light-green color. Feel free to explore different layouts of the interface within what you've built. You may be surprised how much variation is possible without writing a single additional line of code!

**By the
Way**

Although ImageHop isn't an application that you're likely to keep on your phone (for long), it did provide you with new tools for your iPhone application toolkit. The UIImageView class can easily add dynamic images to your programs, while UISlider offers a uniquely touchable input solution.

FIGURE 8.11

Bouncing bunnies! What more could we ask for?



Further Exploration

Although many hours in this book focus on adding features to the user interface, it is important to start thinking about the application logic that will bring your user interface to life. As we experienced with our sample application, sometimes creativity is required to make things work the way we want.

Review the properties and methods for `UISlider` class and consider how you might use a slider in your own apps. Can you think of any situations where the slider values couldn't be used directly in your software? How might you apply application logic to map slider values to usable input? Programming is very much about problem solving—you'll rarely write something that doesn't have at least a few "gotchas" that need solved.

In addition to `UISlider`, you may want to review the documentation for `UIImage`. Although we focused on `UIImageView` for displaying our image animation, the images themselves were objects of type `UIImage`. Image objects will come in handy for future interfaces that integrate graphics into the user controls themselves.

Finally, for a complete picture of how your applications will almost automatically take advantage of the higher-resolution display of the iPhone 4, be sure to read the section "Supporting High-Resolution Screens" within the iPhone Application Programming Guide.

Apple Tutorials

UIImageView, UIImage, UISlider - UICatalog (accessible via the Xcode documentation). Once again, this project is a great place for exploring any and everything (including images, image views, and sliders) related to the iPhone interface.

Summary

Users of highly visual devices demand highly visual interfaces. In this hour's lesson, you learned about the use of two visual elements that you can begin adding to your applications: image views and sliders. Image views provide a quick means of displaying images that you've added to your project—even using a sequence of images to create animation. Sliders can be used to collect user input from a continuous range of values. These new input/output methods start our exploration of iPhone interfaces that go beyond simple text and buttons.

The information you learned in this hour, although not complex, will help pave the way for mega-rich, touch-centric user interfaces.

Q&A

Q. *Is the UIImageView the only means of displaying animated movies?*

A. No. The iPhone SDK includes a wide range of options for playing back and even recording video files. The UIImageView is not meant to be used as a video playback mechanism.

Q. *Is there a vertical version of the slider control (UISlider)?*

A. Unfortunately, no. Only the horizontal slider is currently available in the iPhone SDK. If you want to use a vertical slider control, you'll need to implement your own.

Workshop

Quiz

1. What is one of the limitations of the slider control (UISlider)?
2. What is the default playback rate for an animation, prior to the `animationDuration` property being set?
3. What is the value of the `isAnimating` property in an instance of `UIImageView`?

Answers

1. The slider is limited in that the values must increase from left to right. This can be overcome, but not without programmatically manipulating the numbers.
2. By default, animation frames are shown at a rate of 30 frames per second.
3. The `isAnimating` property is set to true when the `UIImageView` instance is displaying an animation. When the animation is stopped (or not configured), the property is false.

Activities

1. Increase the range of speed options for the ImageHop animation example. Be sure to set the default location for the slider to rest in the middle.
2. Provide an alternative means of editing the speed by enabling the user to manually enter a number in addition to using the slider. The placeholder text of the field should default to the current slider value.

HOURL 9

Using Advanced Interface Objects and Views

What You'll Learn This Hour:

- ▶ How to use segmented controls (a.k.a. button bars)
- ▶ Ways of inputting Boolean values via switches
- ▶ How to include web content within your application
- ▶ The use of scrolling views to overcome iPhone screen limitations

After the last few lessons, you now have a good understanding of the basic iPhone interface elements, but we've only just scratched the surface. There are additional user input features to help a user quickly choose between several predefined options. After all, there's no point in typing when a touch will suffice! This hour's lesson picks up where the last left off, providing you with hands-on experience with a new set of user input options that go beyond fields, buttons, and sliders.

In addition, we look at two new ways that you can present data to the user: via web and scrolling views. These features make it possible to create applications that can extend beyond the hardware boundaries of the iPhone screen and include content from remote web servers.

User Input and Output (Continued)

When I set out to write this book, I originally dedicated one or two hours to the iOS interface "widgets" (fields, buttons, and so on). After we got started, however, it became apparent that for learning to develop on the iPhone, the interface was not something to gloss over. The iPhone interface options are what makes the device so enjoyable to use and what gives you, the developer, a truly rich canvas to work with. You'll still need to come up with ideas for what your application will *do*, but the interface can be the deciding factor in whether your vision "clicks" with its intended audience.

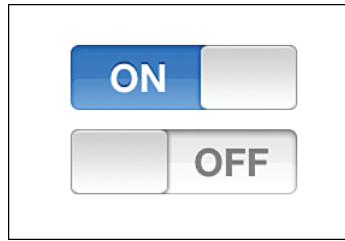
In the last two hours, you learned about fields, sliders, labels, and images as input and output options. In this lesson, you explore two new input options for handling discrete values, along with two new view types that extend the information you can display to web pages and beyond.

Switches

In most traditional desktop applications, the choice between something being “active” or “inactive” is made by checking or unchecking a check box or by choosing between radio buttons. On the iPhone, Apple has chosen to abandon these options in favor of switches and segmented controls. Switches (UISwitch) present a simple on/off UI element that resembles a traditional physical toggle switch, as shown in Figure 9.1. Switches have very few configurable options and should be used for handling Boolean values.

FIGURE 9.1

Use switches to provide on/off input options to your user.



By the Way

Check boxes and radio buttons, while not part of the iPhone UI Library, can be created with the UIButton class using the button states and custom button images. Apple provides the flexibility to customize to your heart's content—but sticking with what a user expects to see on the iPhone screen is recommended.

To work with the switch, we'll make use of its Value Changed event to detect a toggle of the switch and then read its current value via the `on` property or the `isOn` instance method.

The value returned when checking a switch is a Boolean, meaning that we can compare it to `TRUE` or `FALSE` (or `YES/NO`) to determine its state, or evaluate the result directly in a conditional statement.

For example, to check whether a switch `mySwitch` is turned on, we can use code similar to this:

```
if ([mySwitch isOn]) { <switch is on> } else { <switch is off> }
```

Segmented Controls

When user input needs to extend beyond just a Boolean value, a segmented control (UISegmentedControl) can be used. Segmented controls present a linear line of buttons (sometimes referred to as a button bar) where a single button can be active within the bar, as demonstrated in Figure 9.2.

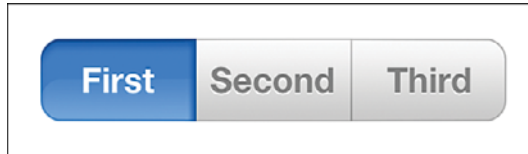


FIGURE 9.2
Segmented controls combine multiple buttons into a single control.

Segmented controls, when used according to Apple's guidelines, result in a change in what the user is seeing onscreen. They are often used to choose between categories of information or to switch between the display of application screens, such as configuration and results screens. For simply choosing from a list of values where no immediate visual change takes place, the Picker object should be used instead. We look at this feature in Hour 11, "Making Multivalued Choices with Pickers."

Apple recommends using segmented controls to update the information visible in a view. If the change, however, means altering *everything* onscreen, you are probably better off switching between multiple independent views using a toolbar or tab bar. We start looking at the multiview approach in Hour 12, "Implementing Multiple Views with Toolbars and Tab Bars."

By the Way

Handling interactions with a segmented control will be very similar to the toggle button. We'll be watching for the Value Changed event and determining the currently selected button through the `selectedSegmentIndex`, which returns the number of the button chosen (starting with 0, from left to right).

We can combine the index with the object's instance method `titleForSegmentAtIndex` to work directly with the titles assigned to each segment. To retrieve the name of the currently selected button in a segmented control called `mySegment`, we could use the code fragment:

```
[mySegment titleForSegmentAtIndex: mySegment.selectedSegmentIndex]
```

We'll make use of this technique later in the lesson.

Web Views

In the previous iPhone applications that you've built, you've used the typical iPhone view: an instance of `UIView` to hold your controls, content, and images. This is the view you'll use most often in your apps, but it isn't the only view supported in the iOS SDK. A web view, or `UIWebView`, provides advanced features that open up a whole new range of possibilities in your apps.

By the Way

In Hour 7, "Working with Text, Keyboards, and Buttons," you made use of another view type, `UITextView`, which provides basic text input and output, and which straddles the line between an input mechanism and what we'll typically refer to as a "view."

Think of a web view as a borderless Safari window that you can add to your applications and control programmatically. You can present HTML, load web pages, and offer pinching and zooming gestures all "for free" using this class.

Supported Content Types

Web views can also be used to display a wide range of files, without needing to know anything about the file formats:

- HTML, Images, and CSS
- Word documents (.doc/.docx)
- Excel spreadsheets (.xls/.xlsx)
- Keynote presentations (.key.zip)
- Numbers spreadsheets (.numbers.zip)
- Pages documents (.pages.zip)
- PDF files (.pdf)
- PowerPoint presentations (.ppt/.pptx)

You can add these files as resources to your project and display them within a web view, access them on remote servers, or read them from the iPhone's sandbox file storage (which you'll learn about in Hour 14, "Reading and Writing Application Data").

Loading Remote Content with `NSURL`, `NSURLRequest`, and `requestWithURL`

Web views implement a method called `requestWithURL` that you can use to load an arbitrary URL, but, unfortunately, you can't just pass it a string and expect it to work.

To load content into a web view, you'll frequently use `NSURL` and `NSURLRequest`. These two classes provide the ability to manipulate URLs and prepare them to be

used as a request for a remote resource. You will first create an instance of an `NSURL` object, most often from a string. For example, to create an `NSURL` that stores the address for Apple, you could use the following:

```
NSURL *appleURL;  
appleURL=[NSURL alloc] initWithString:@"http://www.apple.com/";
```

Once the `NSURL` object is created, you need to create an `NSURLRequest` object that can be passed to a web view and loaded. To return an `NSURLRequest` from an `NSURL` object, we can use the `NSURLRequest` class method `requestWithURL:` that, given an `NSURL`, returns the corresponding request object:

```
[NSURLRequest requestWithURL: appleURL]
```

Finally, this value would be passed to the `requestWithURL:` method of the web view, which then takes over and handles loading the process. Putting all the pieces together, loading Apple's website into a web view called `appleView` would look like this:

```
NSURL *appleURL;  
appleURL=[NSURL alloc] initWithString:@"http://www.apple.com/";  
[appleView loadRequest:[NSURLRequest requestWithURL: appleURL]];
```

We'll be implementing web views in this hour's first project, so you'll have a chance to put this to use shortly.

Another way that you get content into your application is by loading HTML directly into a web view. For example, if you generate HTML content in a string called `myHTML`, you can use the `loadHTMLString:baseUrl:` method of a web view to load the HTML content and display it. Assuming a web view called `htmlView`, this might be written as follows:

```
[htmlView loadHTMLString:myHTML baseUrl:nil]
```

***Did you
Know?***

Scrolling Views

You've certainly used iPhone applications that display more information than what fits on a single screen; in these cases, what happens? Chances are, the application allows you to scroll to access additional content. Frequently, this is managed through a scrolling view, or `UIScrollView`. Scrolling views, as their name suggests, provide scrolling features and can display more than a single screen's worth of information.

Unfortunately, Apple has gone about halfway toward making scrolling views something that you can add to your projects in Interface Builder. You can add the view, but until you add a line of code to your application, it won't scroll! We'll close out this hour's lesson with a quick example (a single line of code!) that will enable `UIScrollView` instances that you create in Interface Builder to scroll your content.

Using Switches, Segmented Controls, and Web Views

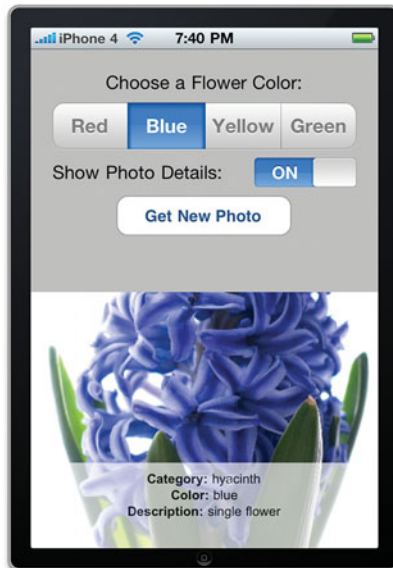
As you’ve probably noticed by now, we prefer to work on examples that *do* something. It’s one thing to show a few lines of code in a chapter and say “this will do <blah>,” but it’s another to take a collection of features and combine them in a way that results in a working application. In some cases, the former approach is unavoidable, but this isn’t one of them. Our first hands-on example makes use of web views, a segmented control, and a toggle switch.

Implementation Overview

In this project, we create an application that displays flower photographs and flower information from the website FloraPhotographs.com. The application will enable a user to touch a flower color within a segmented control (`UISegmentedControl`), resulting in a flower of that color being fetched and displayed from the [FloraPhotographs](http://FloraPhotographs.com) site in a web view (`UIWebView`). The user can then use a toggle switch (`UISwitch`) to show and hide a second web view that contains details about the flower being displayed. Finally, a standard button (`UIButton`) will enable the user to fetch another flower photo of the currently selected color from the site. The result should look very much like Figure 9.3.

FIGURE 9.3

The finished application will make use of a segmented control, a switch, and two web views.



Setting Up the Project

This project will, once again, use the View-Based Application template we're starting to love. If it isn't already running, launch Xcode (Developer/Applications), and then create a new project called **FlowerWeb**.

You should now be accustomed to what happens next. Xcode sets up the project and creates the default view in `FlowerWebViewController.xib` and a view controller class in `FlowerWebViewController`. We'll start with setting up the outlets and actions we need in the view controller.

Preparing the Outlets and Actions

To create the web-based image viewer, we need three outlets and two actions. The segmented control will be connecting to an outlet called `colorChoice` because we'll be using it to choose which color is displayed. The web view that contains the flower will be connected to `flowerView`, and the associated details web view to `flowerDetailView`.

For the actions, the application must do two things: get and display a flower image, which we'll define as the action method `getFlower`; and toggle the flower details on and off, something we'll handle with a `toggleFlowerDetail` action.

Why Don't We Need an Outlet for the Switch?

We don't need to include an outlet for the switch because we will be connecting its Value Changed event to the `toggleFlowerDetail` method. When the method is called, the sender parameter sent to the method will reference the switch, so we can just use sender to determine whether the switch is on or off.

If we have more than one control using `toggleFlowerDetail`, it would be helpful to define outlets to differentiate between them, but in this case, sender will suffice.

Open the `flowerWebViewController.h` file in Xcode and create the `IBOutlet`s for `colorChoice`, `flowerView`, and `flowerDetailView`. Then add the `IBAction`s for `getFlower` and `toggleFlowerDetail`. Finally, add `@property` directives for the segmented control and both web views so that we can easily manipulate them in our code.

The completed header file should look very similar to Listing 9.1.

LISTING 9.1

```
#import <UIKit/UIKit.h>

@interface FlowerWebViewController : UIViewController {
    IBOutlet UISegmentedControl *colorChoice;
    IBOutlet UIWebView *flowerView;
    IBOutlet UIWebView *flowerDetailView;
}

- (IBAction)getFlower:(id)sender;
- (IBAction)toggleFlowerDetail:(id)sender;

@property (nonatomic, retain) UISegmentedControl *colorChoice;
@property (nonatomic, retain) UIWebView *flowerView;
@property (nonatomic, retain) UIWebView *flowerDetailView;

@end
```

Save the header file and open the view controller implementation file (flowerWebViewController.m). Add matching @synthesize directives for each of the properties you declared in the header. These, as always, should be added after the @implementation directive:

```
@synthesize colorChoice;
@synthesize flowerDetailView;
@synthesize flowerView;
```

Now, let's build the user interface. Open the FlowerWebViewController.xib file in Interface Builder, and make sure that the view is open and visible. We'll begin by adding the segmented control.

Adding a Segmented Control

Add a segmented control to the user interface by opening the Library (Tools, Library), finding the Segmented Control (UISegmentedControl) object, and dragging it into the view. Position the control near the top of the view in the center. Because this control will ultimately be used to choose colors, click and drag a label (UILabel) into the view as well, position it above the segmented control, and change it to read **Choose a Flower Color:**. Your view should now resemble Figure 9.4.

By default, the segmented control will have two segments, titled First and Second. You can double-click these titles and edit them directly in the view, but that won't quite get us what we need.

For this project, we need a control that has four segments, each labeled with a color: Red, Blue, Yellow, and Green. These are the colors that we can request from the FloraPhotographs website for displaying. Obviously, we need to add a few more segments to the control before all the choices can be represented.

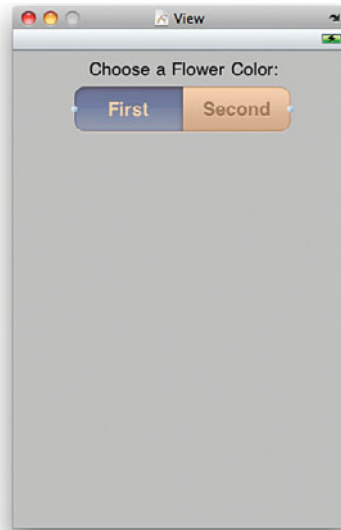


FIGURE 9.4
The default segmented control has two buttons, First and Second.

Adding and Configuring Segments

The number of segments displayed in the segmented control is configurable in the Attributes Inspector for the object. Select the control that you’ve added to the view, and then press Command+1 to open the Attributes Inspector, demonstrated in Figure 9.5.

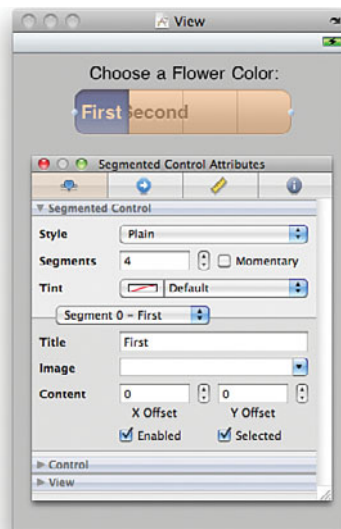


FIGURE 9.5
Use the Attributes Inspector for the segmented control to increase the number of segments displayed.

Using the Segments field, increase the number from 2 to 4. You should immediately see the new segments displayed. Notice that directly below where you set the number of segments in the inspector is a drop-down with entries for each segment you've added. You can choose a segment in this drop-down, and then specify its title in the Title field. You can even add images resources and have them displayed within each segment.

By the Way

Note that the first segment is segment 0, the next is segment 1, and so on. It's important to keep this in mind when you're checking to see which segment is selected. The first segment is *not* segment 1, as you might assume.

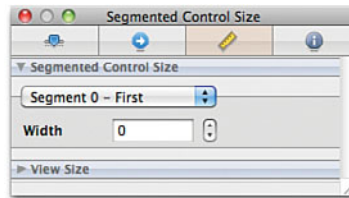
Update the four segments in the control so that the colors Red, Blue, Yellow, and Green are represented.

Sizing the Control

Chances are, the control you've set up doesn't quite look right in the view. To size the control to aesthetically pleasing dimensions, use the selection handles on the sides of the control to stretch and shrink it appropriately. You can even optimize the size of individual segments using the Segmented Control Size options in the Size Inspector (Command+3), as shown in Figure 9.6.

FIGURE 9.6

You can use the Size Inspector to size each segment individually, if desired.

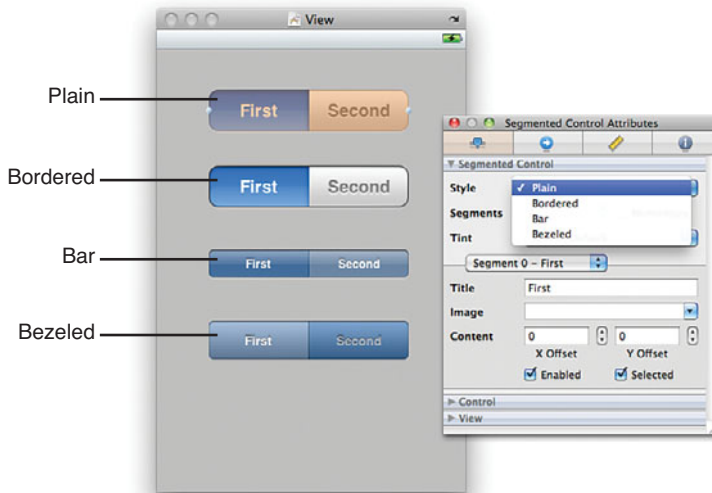


Choosing a Segment Control Appearance

In addition to the usual color options and controls available in Attributes Inspector, there are four variations of how the segmented control can be presented. Use the Style drop-down menu (visible in Figure 9.5) to choose between Plain, Bordered, Bar, and Bezeled. Figure 9.7 shows each of these.

For this project, stick with Plain, Bordered, or Bezeled. The segmented control should now have titles for all the colors and a corresponding label to help the user understand its purpose.

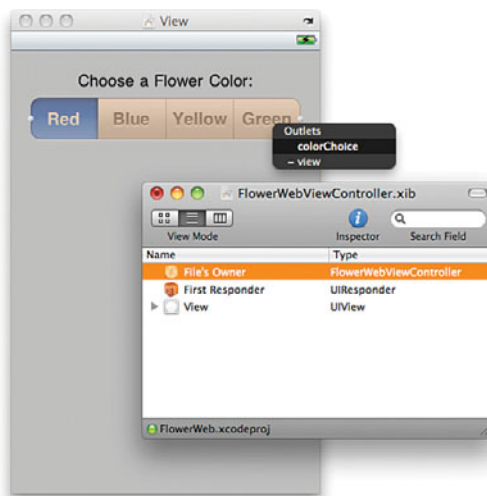
To finish things up for the segmented control, we need to connect it to the outlet we defined earlier (`colorChoice`) and make sure that it triggers the `getFlower` action method when a user switches between colors.

**FIGURE 9.7**

You can choose between four different presentation styles for your segmented control.

Connecting to the Outlet

To connect the segmented control to the `colorChoice` outlet, make sure the Document window is visible, and then Control-drag from the File's Owner icon to either the visual representation of the control in the view or to its icon in the Document window, and then release the mouse button. When prompted, choose the `colorChoice` outlet to finish the connection, as shown in Figure 9.8.

**FIGURE 9.8**

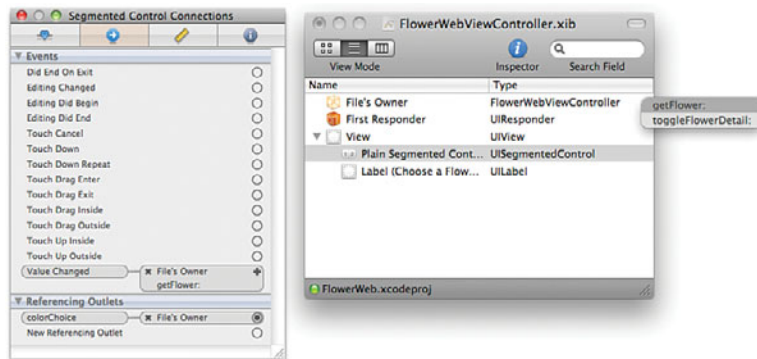
Connect the segmented control to the `colorChoice` outlet so that we can easily access the selected color from within our application.

Connecting to the Action

Like other UI elements, the segmented control can react to *many* different touch events. Most frequently, however, you'll want to carry out an action when the user clicks a segment and switches to a new value (such as choosing a new color in this app). Thankfully, Apple has implemented a Value Changed event that does exactly what we want!

In our application, we want to load a new flower if the user switches colors. To do this, we need to create a connection from the Value Changed event to the `getFlower` action. Open the Connections Inspector by selecting the segmented control and then pressing Command+2. Drag from the circle beside Value Changed to the File's Owner icon in the Document window, and release your mouse button. When prompted, choose the `getFlower` action method, as shown in Figure 9.9.

FIGURE 9.9
Connect from the Value Changed event to the `getFlower` action.



The segmented control is now wired into the interface and ready to go. Let's add our other interface objects, and then write the code to pull it together.

Adding a Switch

The switch that we'll use in our application has one role: to toggle a web view that displays details about the flower (`flowerDetailView`) on and off. Add the switch to the view by dragging the switch (`UISwitch`) object from the Library into the view. Position it along the right side of the screen, just under the segmented control.

As with the segmented control, providing some basic user instruction through an onscreen label can be helpful. Drag a label (`UILabel`) into the view and position it to the left of the switch. Change the text to read **Show Photo Details**. Your view should now resemble Figure 9.10, but your switch will likely show up as "on."

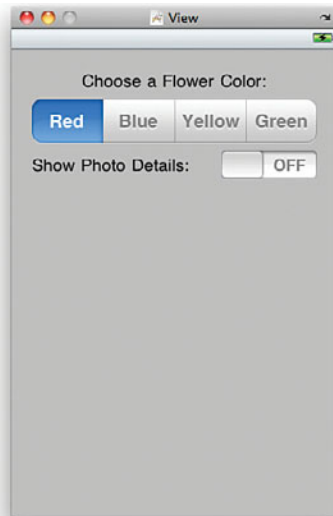


FIGURE 9.10
Add a switch to toggle flower details on and off.

Setting the Default State

I know you're getting used to many of the different configuration options for the controls we use, but in this case, the switch has only a single option: whether the default state is on or off. The switch that you added to the view is set to "on;" we want to change it so that it is "off" by default.

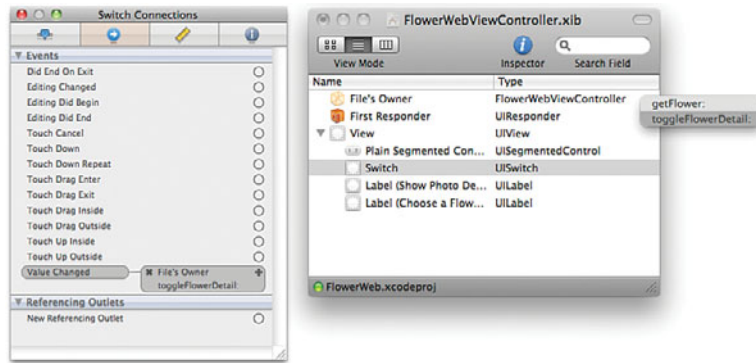
To change the default state, select the switch and open the Attributes Inspector (Command+1). Using the State pop-up menu, change the default state to off. That covers just about everything for buttons! We just need to connect it to an action, and we can move on to the next element.

Connecting to the Action

The only time we're really interested in the switch is when its value changes, so, like the segmented control, we need to take advantage of the event Value Changed and connect that to the `toggleFlowerDetail` action method.

With the Document window visible, select the switch, and then open the Connections Inspector (Command+2). Drag from the circle beside the Value Changed event to the File's Owner icon in the Document window. When you release your mouse button, choose the `toggleFlowerDetail` action to complete the connection, as shown in Figure 9.11.

FIGURE 9.11
Connect the Value Changed event to the toggleFlowerDetail action.



We're cruising now! Let's wrap this up by adding the web views that will show the flower and flower details, then the button that will let us load a new image whenever we want.

Adding the Web Views

The application that we're building relies on two different web views. One will display the flower image itself; the other view (which can be toggled on and off) shows details about the image. The details view will be overlaid on top of the image itself, so let's start by adding the main view, `flowerView`.

To add a web view (`UIWebView`) to your application, locate it in the Library, and then simply drag it into your view. The web view will display a resizable rectangle that you can drag and position anywhere you'd like. Because this is the view that the flower image will be shown in, position it to fall about halfway down the screen, and then resize it so that it is the same width as the iPhone screen and so that it covers the lower portion of the view entirely.

Repeat this to add a second web view for the flower details (`flowerDetailView`). This time, size the view so that it is about one-third the height of the flower view, and locate it at the very bottom of the screen, over top of the flower view, as shown in Figure 9.12.

Setting the Web View Attributes

Web views, surprisingly, have very few attributes that you can configure in Interface Builder, but what is available can be very important! To access the web view attributes, select one of the views you added, and then press `Command+1` to open the Attributes Inspector (see Figure 9.13).

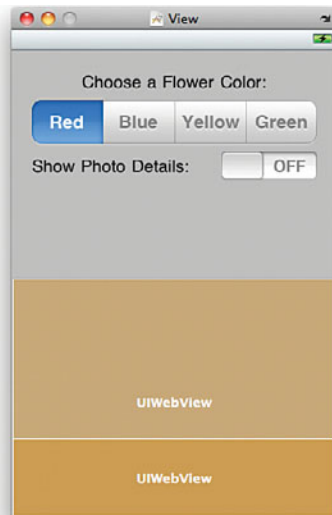


FIGURE 9.12
Add two web views (UIWebView) to your screen, and then position them as shown here.

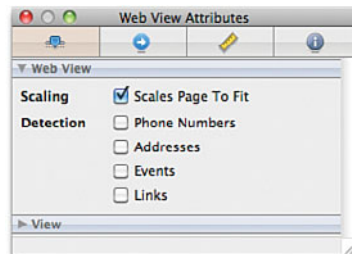


FIGURE 9.13
Configure how the web view will behave.

There are two types of options you can select: Scaling and Detection (Phone Numbers, Addresses, Events, Links). If Scales Page to Fit under Scaling is selected, large pages will be scaled to fit in the size of the area you've defined. If the Detection options are used, the iPhone's data detectors go to work and will underline items that it has decided are phone numbers, addresses, dates, or additional web links.

For the main flower view, we absolutely want the images to be scaled to fit within the view. Select the web view, and then use the Properties Inspector to choose the Scales Page to Fit option.

For the second view, we do *not* want this to be set, so select the web view where the application will be showing the flower details and use the Attributes Inspector to ensure that no scaling will take place. You may also want to change the view attributes for the detail view to have an alpha value of around 0.65. This will create a nice translucency effect when the details are displayed on top of the photograph.

**Watch
Out!**

Scaling doesn't necessarily do what you'd expect for "small" web pages. If you display a page with only the text Hello World on it in a scaled web view, you might expect the text to be shown to fill the web view. Instead, the text will be *tiny*. The web view assumes that the text is part of a larger page and scales it down rather than making it appear bigger.

If you happen to have control of the webpage itself, you can add a "viewport" meta tag to tell Safari how wide (in pixels) the full page is:

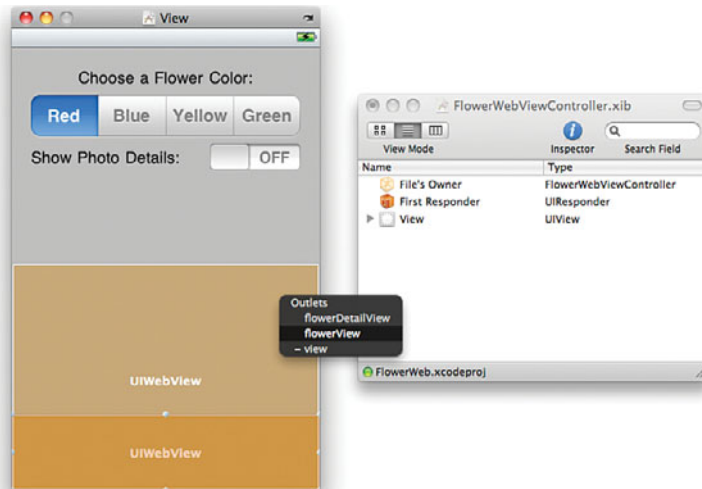
```
<meta name="viewport" content="width=320" />
```

Connecting to the Outlets

To prepare the two web views so that we can use them to display content, we need to connect them to the `flowerView` and `flowerDetailView` outlets created at the start of the project. To do this, Control-drag from the File's Owner icon in the Document window to the web view in your view or its icon in the Document window. Release your mouse button, and then, when prompted, choose the appropriate outlet.

For the larger view, connect to `flowerView`, as demonstrated in Figure 9.14. Repeat the process, connecting the smaller view to `flowerDetailView`.

FIGURE 9.14
Connect each web view to its corresponding outlet.



With the tough stuff out of the way, we just have one more finishing touch to put on the interface, and then we're ready to code.

Finishing the Interface

The only functional piece that is missing from our interface is a button (UIButton) that we can use to manually trigger the `getFlower` method anytime we want. Without the button, we'd have to switch between colors using the segmented control if we wanted to see a new flower image. This button does nothing more than trigger an action (`getFlower`), something you've done repeatedly in the past few hours, so this should be a walk in the park for you by now.

Drag a button into the view, positioning it in the center of the screen above the web views. Edit the button title to read **Get New Photo**.

Finally, select the button and open the Connections Inspector (Command+2). Drag from the Touch Up Inside event to the File's Owner icon in the Document window. When prompted choose the `getFlower` action, as shown in Figure 9.15.

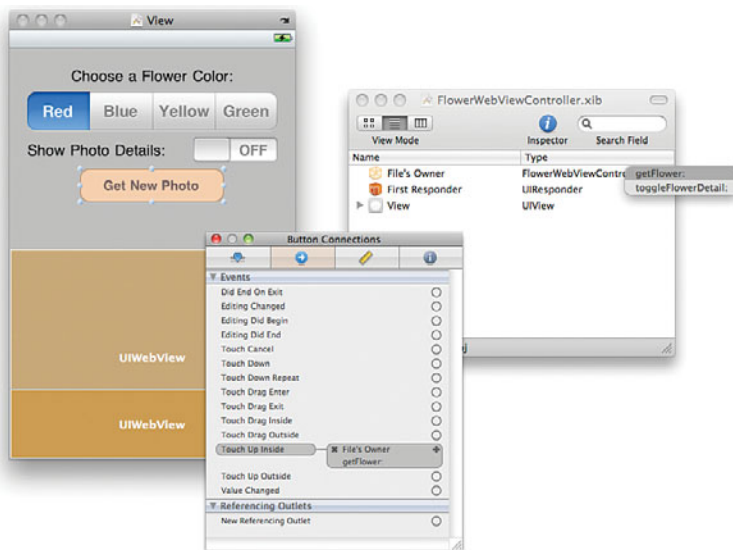


FIGURE 9.15 Connect the Get New Photo button's Touch Up Inside event to the `getFlower` action.

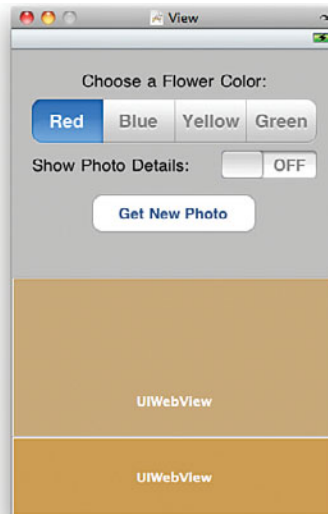
Although your interface may be functionally complete, you may want to select the view itself and set a background color. Keep your interfaces clean and friendly!

Did you Know?

The interface, shown in Figure 9.16, is complete! Switch back to Xcode and let's get coding!

FIGURE 9.16

The finished interface of the FlowerWeb application.



Implementing the View Controller Logic

There are two pieces of functionality that our view controller needs to implement via two action methods. The first, `toggleFlowerDetail`, will show and hide the `flowerDetailView` web view depending on whether the switch has been flipped on (show) or off (hide). The second method, `getFlower`, will load a flower image into the `flowerView` web view and details on that photograph into the `flowerDetailView` web view. We'll start with the easier of the two, `toggleFlowerDetail`.

Hiding and Showing the Detail Web View

A useful property of any object that inherits from `UIView` is that you can easily hide (or show) it within your iPhone application interfaces. Because almost everything you see onscreen inherits from this class, this means you can hide and show labels, buttons, fields, images, and yes, other views. To hide an object, all we need to do is set its Boolean property `hidden` to `TRUE` or `YES` (both have the same meaning). So, to hide the `flowerDetailView`, we write the following:

```
flowerDetailView.hidden=YES;
```

To show it again, we just reverse the process, setting the `hidden` property to `FALSE` or `NO`:

```
flowerDetailView.hidden=NO;
```

To implement the logic for the `toggleFlowerDetail:` method, we need to figure out what value the switch is currently set to. As mentioned earlier in the lesson, we can check the state of a toggle switch through the `isOn` method that returns a Boolean value of `TRUE/YES` if the switch is set to on or `FALSE/NO` if it is off.

Because we don't have an outlet specifically set aside for the switch, we'll use the `sender` variable to access it in our method. When the `toggleFlowerDetail` action method is called, this variable is set to reference the object that invoked the action (in other words, the switch). So, to check to see whether the switch is on, we can write the following:

```
If ([sender isOn]) { <switch is on> } else { <switch is off> }
```

Now, here's where we can get clever (you're feeling clever, right?). We want to hide and show the `flowerDetailView` using a Boolean value and we *get* a Boolean value from the switch's `isOn` method. This maps to two conditions:

- ▶ When `[sender isOn]` is YES, the view should *not* be hidden
(`flowerDetailView.hidden=NO`)
- ▶ When `[sender isOn]` is NO, the view *should* be hidden
(`flowerDetailView.hidden=YES`)

In other words, the state of the switch is the exact opposite of what we need to assign to the `hidden` property of the view. In C (and therefore Objective-C), to get the opposite of a Boolean value, we just put an exclamation mark in front (!). So all we need to do to hide or show `flowerDetailView` is to set the `hidden` property to `![sender isOn]`. That's it! A single line of code!

Implement `toggleFlowerDetail:` in `FlowerWeb` right after the `@synthesize` directives. The full method should look a lot like this:

```
-(IBAction)toggleFlowerDetail:(id)sender{  
    flowerDetailView.hidden=![sender isOn];  
}
```

Loading and Displaying the Flower Image and Details

To fetch our flower images, we'll be making use of a feature provided by the Flora Photographs website for specifically this purpose. We'll be following four steps to interact with the website:

1. We'll get the chosen color from the segmented control.
2. We will generate a random number called a session ID so that `floraphotographs.com` can track our request.

3. We will request the URL `http://www.floraphotographs.com/showrandomiphone.php?color=<color>&session=<session ID>`, where `<color>` is the chosen color and `<session ID>` is the random number. This URL will return a flower photo.
4. We will request the URL `http://www.floraphotographs.com/detailiphone.php?session=<session ID>`, where `<session ID>` is the same random number. This URL will return the details for the previously requested flower photo.

Let's go ahead and see what this looks like in code, and then discuss details behind the implementation. Add the `getFlower` code block, shown in Listing 9.2, following the `toggleFlowerDetail` method that you implemented.

LISTING 9.2

```

1: -(IBAction)getFlower:(id)sender {
2:     NSURL *imageURL;
3:     NSURL *detailURL;
4:     NSString *imageURLString;
5:     NSString *detailURLString;
6:     NSString *color;
7:     int sessionID;
8:
9:     color=[colorChoice titleForSegmentAtIndex:
10:         colorChoice.selectedSegmentIndex];
11:     sessionID=random()%10000;
12:
13:     imageURLString=[[NSString alloc] initWithFormat:
14:         @"http://www.floraphotographs.com/showrandomiphone.php?
15:         ↪color=%@&session=%d"
16:         ,color,sessionID];
17:     detailURLString=[[NSString alloc] initWithFormat:
18:         @"http://www.floraphotographs.com/detailiphone.php?session=%d"
19:         ,sessionID];
20:
21:     imageURL=[[NSURL alloc] initWithString:imageURLString];
22:     detailURL=[[NSURL alloc] initWithString:detailURLString];
23:
24:     [flowerView loadRequest:[NSURLRequest requestWithURL:imageURL]];
25:     [flowerDetailView loadRequest:[NSURLRequest requestWithURL:detailURL]];
26:
27:     flowerDetailView.backgroundColor=[UIColor clearColor];
28:
29:     [imageURLString release];
30:     [detailURLString release];
31:     [imageURL release];
32:     [detailURL release];
33: }
```

This is the most complicated code that you've written so far, but it's broken down into the individual pieces, so it's not difficult to understand:

Lines 2–7 declare the variables that we need to prepare our requests to the website. The first variables, `imageURL` and `detailURL`, are instances of `NSURL` that will contain the URLs that will be loaded into the `flowerView` and `flowerDetailView` web views. To create the `NSURL` objects, we need two strings, `imageURLString` and `detailURLString`, which we'll format with the special URLs that we presented earlier, including the color and `sessionId` values.

In lines 9–10, we retrieve the title of the selected segment in our instance of the segmented control: `colorChoice`. To do this, we use the object's instance method `titleForSegmentAtIndex` along with the object's `selectedSegmentIndex` property. The result, `[colorChoice titleForSegmentAtIndex: colorChoice.selectedSegmentIndex]`, is stored in the string `color` and is ready to be used in the web request.

Line 11 generates a random number between 0 and 9999 and stores it in the integer `sessionId`.

Lines 13–18 prepare `imageURLString` and `detailURLString` with the URLs that we will be requesting. The strings are allocated, and then the `initWithFormat` method is used to store the website address along with the color and session ID. The color and session ID are substituted into the string using the formatting placeholders `%@` and `%d` for strings and integers, respectively.

Lines 20–21 allocate and create the `imageURL` and `detailURL` `NSURL` objects using the `initWithString` class method and the two strings `imageURLString` and `detailURLString`.

Lines 23–24 use the `loadRequest` method of the `flowerView` and `flowerDetailView` web views to load the `NSURLs` `imageURL` and `detailURL`, respectively. When these lines are executed, the display updates the contents of the two views.

Although we mentioned this earlier, remember that `UIWebView`'s `loadRequest` method doesn't handle `NSURL` objects directly; it expects an `NSURLRequest` object instead. To work around this, we create and return `NSURLRequest` objects using the `NSURLRequest` class method `requestWithURL` and the `imageURL` and `detailURL` objects as parameters.

**By the
Way**

Line 26 is an extra nicety that we've thrown in. This sets the background of the `flowerDetailView` web view to a special color called `clearColor`. This, combined with the alpha channel value that you set earlier, will give the appearance of a nice translucent overlay of the details over the main image. You can comment out or remove this line to see the difference it creates.

Did you Know?

To create web views that blend with the rest of your interface, you'll want to keep `clearColor` in mind. By setting this color, you can make the background of your web pages translucent, meaning that the content displayed on the page will overlay any other content that you've added to your iPhone view.

Finally, Lines 28–31 release all the objects that we've allocated in the method. Because `getFlower` will potentially be called over and over, it's important that we release any memory that we might be using!

Fixing Up the Interface When the App Loads

Now that the `getFlower` method is implemented, you can run the application and everything should work—except that when the application starts, the two web views will be empty and the detail view will be visible, even though the toggle switch is set to off.

To fix this, we can start loading an image as soon as the app is up and running and set `flowerDetailView.hidden` to YES. Uncomment the `viewDidLoad` method and implement it as follows:

```
- (void)viewDidLoad {
    flowerDetailView.hidden=YES;
    [self getFlower:nil];
    [super viewDidLoad];
}
```

As expected, `flowerDetailView.hidden=YES` will hide the detail view. Using `[self getFlower:nil]`, we can call the `getFlower:` method from within our instance of the view control (referenced as `self`) and start the process of loading a flower in the web view. The method `getFlower:` expects a parameter, so we pass it `nil`. (This value is never used in `getFlower:`, however, so there is no problem with providing `nil`.)

Releasing the Objects

As always, we need to finish things up by releasing the objects that we've kept around. Edit the `dealloc` method to release the segmented control and two web views now:

```
- (void)dealloc {
    [colorChoice release];
    [flowerDetailView release];
    [flowerView release];
    [super dealloc];
}
```

Building the Application

Test out the final version of the FlowerWeb application by clicking Build and Run in Xcode.

Notice that you can zoom in and out of the web view, and use your fingers to scroll around. These are all features that you get without any implementation cost when using the `UIWebView` class.

Congratulations! Another app under your belt!

Using Scrolling Views

After working through the projects in the past few hours, you might begin to notice something: We're running out of space in our interfaces. Things are starting to get cluttered.

One possible solution, as you learned earlier this hour, is to use the hidden property of UI objects to hide and show them in your applications. Unfortunately, when you're juggling a few dozen controls, this is pretty impractical. Another approach is to use multiple different views, something that you'll start learning about in Hour 12.

There is, however, a third way that we can fit more into a single view—by making it scroll. Using an instance of the `UIScrollView` class, you can add controls and interface elements out beyond the physical boundaries of the iPhone screen. Unfortunately, Apple provides access to this object in Interface Builder but leaves out the ability to actually make it *work*.

Before closing out this hour, I want to show you how to start using simple scrolling views in a mini-project.

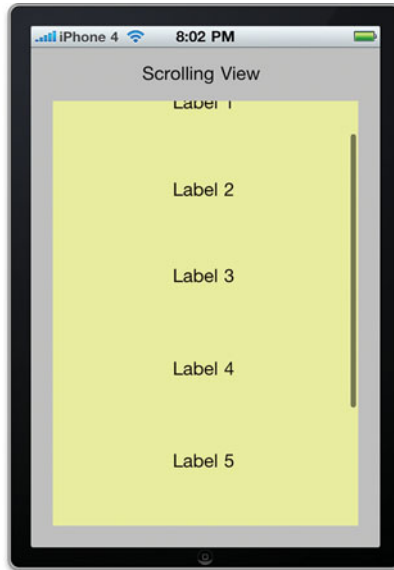
Implementation Overview

When I say *simple*, I mean it. This project will consist of a scroll view (`UIScrollView`) with content added in Interface Builder that extends beyond the physical screen, as shown in Figure 9.17.

To enable scrolling in the view, we need to define a property called `contentSize`, which describes how large the content is that needs to be scrolled. That's it.

FIGURE 9.17

We're going to make a view. It will scroll.



Setting Up the Project

Begin by creating another View-Based Application. Name the new project **Scroller**. For this example, we're going to be adding the scroll view (`UIScrollView`) as a subview to the existing view (`UIView`) in `ScrollerViewController.xib`. This is a perfectly acceptable approach, but as you get more experienced with the tools, you might want to just replace the default view entirely.

Preparing the Outlet

There's only one thing we need to do programmatically in this project, and that's set a property on the scroll view object. To access the object, we need to create an outlet for it. Open `ScrollerViewController.h` and add an outlet for a `UIScrollView` instance called `theScroller`, and then declare it as a property. The finished header is shown in Listing 9.3.

LISTING 9.3

```
#import <UIKit/UIKit.h>
@interface ScrollerViewController : UIViewController {
    IBOutlet UIScrollView *theScroller;
}
@property (nonatomic, retain) UIScrollView *theScroller;
@end
```

Update the `ScrollerViewController` implementation file (`ScrollerViewController.m`) with the corresponding `@synthesize` directive added after the `@implementation` directive:

```
@synthesize theScroller;
```

Now that we'll be able to easily access the scroll view, let's go ahead and add it in Interface Builder.

Adding a Scroll View

Open the `ScrollerViewController.xib` file in Interface Builder, making sure that the Document window is open (Window, Document) and the view is visible. Using the Object Library (Tools, Library), drag an instance of a scroll view into your view. Position the view however you'd like it to appear and place a label above it that reads **Scrolling View** (just in case you forget what we're building).

The text view (`UITextView`) you used in Hour 7, "Working with Text, Keyboards, and Buttons," is a specialized instance of a scrolling view. The same scrolling attributes that you can set for the text view can be applied for the scroll view, so you may want to refer to the previous hour for more configuration possibilities. Or just press `Command+1` to bring up the Attributes Inspector and explore!

**Did you
Know?**

Adding Objects to the Scroll View

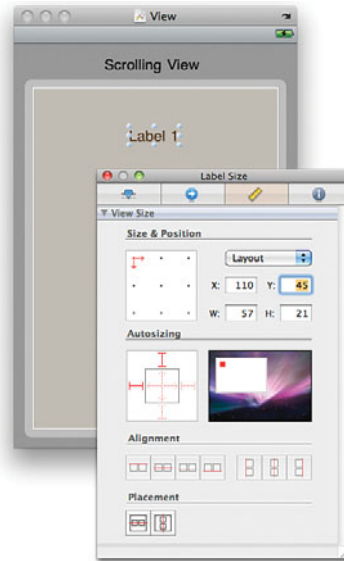
Now that your scroll view is included in the XIB file, you need to populate it with something! Objects are often placed in scroll views by writing code that calculates their position. In Interface Builder, Apple *could* add the ability to visually position objects in a larger virtual scroll view canvas, but they haven't.

So, how do we get our buttons and other widgets onscreen? First, start by dragging everything that you want to present into the scroll view object. For this example, I've added six labels. You can use buttons, images, or anything else that you'd normally add to a view.

When the objects are in the view, you have two options. First, you can select the object, and then use the arrow keys to position the objects outside of the visible area of the view to "guesstimate" a position. Or second, you can select each object in turn and use the Size Inspector (`Command+3`) to set their X and Y coordinates manually, as shown in Figure 9.18.

FIGURE 9.18

Use the Size Inspector to set the X and Y point coordinates for each object.



By the Way

The coordinates of objects are relative to the view they are in. In this example, left corner of our scrolling view defines 0,0 (called the “origin point”) for everything we add to it.

To help you out, these are the X,Y coordinates left centers of my six labels:

Label 1	110,45
Label 2	110,125
Label 3	110,205
Label 4	110,290
Label 5	110,375
Label 6	110,460

As you can see from my final view, shown in Figure 9.19, the sixth label isn’t visible, so we’ll certainly need some scrolling if we’re going to be able to view it!

Connecting to the Outlet

To connect the scrolling view to the `theScroller` outlet defined earlier, control-drag from the File’s Owner icon in the Document window to the scroll view rectangle. When prompted, choose `theScroller` as your outlet, as shown in Figure 9.20.



FIGURE 9.19
The final scrolling view, created with labels for content.

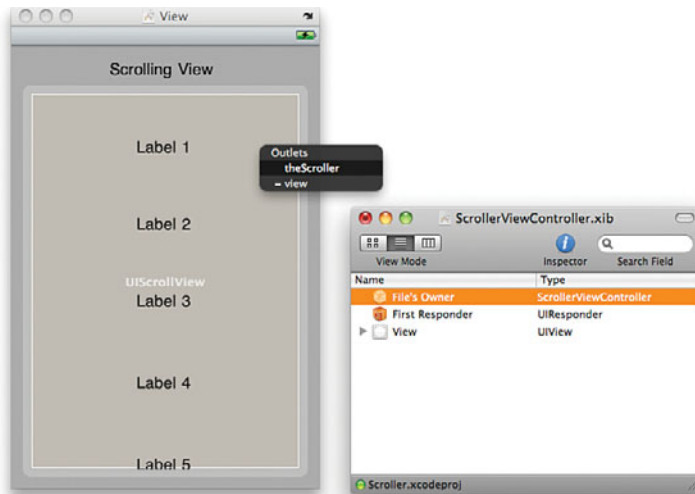


FIGURE 9.20
We'll need to access the scroll view so we can set its `contentSize` attribute. Create the connection to the `theScroller` outlet.

That finishes up our work in Interface Builder. Be sure to save the XIB file, and then switch back into Xcode.

Implementing Scrolling Behavior

For fun, try using Build and Run to run the application as it stands. It will compile and launch, but it doesn't scroll. In fact, it behaves just like we'd expect a typical *non-scrolling* view to behave. The reason for this is because we need to tell it the horizontal

and vertical sizes of the region it is going to scroll. To do this, we need to set the `contentSize` attribute to a `CGSize` value. `CGSize` is just a simple C data structure that contains a height and a width, and we can easily make one using the `CGSizeMake(<width>,<height>)` function. For example, to tell our scroll view (`theScroller`) that it can scroll up to 280 points horizontally and 600 points vertically, we could enter the following:

```
theScroller.contentSize=CGSizeMake(280.0,600.0);
```

Guess what? That isn't just what we *could* do, it's what we *will* do! Edit the `ScrollViewController.m` file's `viewDidLoad` method to read as follows:

```
- (void)viewDidLoad {
    theScroller.contentSize=CGSizeMake(280.0,600.0);
    [super viewDidLoad];
}
```

Where Did You Get the Width and Height Values?

The width we used in this example is just the width of the scroll view itself. Why? Because we don't have any reason to scroll horizontally. The height is just a nice number we chose to illustrate that, yes, the view is scrolling. In other words, these are pretty arbitrary! You'll need to choose them to fit your own content in the way that works best for your application.

Releasing the Object

Edit the `dealloc` method to release the scroll view, and we're done:

```
- (void)dealloc {
    [theScroller release];
    [super dealloc];
}
```

Building the Application

The moment of truth has arrived. Does the single line of code make magic? Choose Build and Run, and then try scrolling around the view you created. Everything should work like a charm.

Yes, this was a quick and dirty project, but there seems to be a lack of information on getting started with `UIScrollView`, and I thought it was important to run through a short tutorial. I hope this gives you new ideas on what you can do to create more feature-rich iPhone interfaces.

Further Exploration

As well as useful, the segmented control (`UISegmentedControl`) and switch (`UISwitch`) classes are pretty easy to get the hang of. The best place to focus your attention for additional exploration is on the feature set provided by the `UIWebView` and `UIScrollView` classes.

As described at the start of this hour, `UIWebView` can handle a large variety of content beyond what might be inferred by the “web” portion of its name. By learning more about `NSURL`, such as the `initWithFileURLWithPath:isDirectory` method, you’ll be able to load files directly from your project resources. You can also take advantage of the web view’s built-in actions, such as `goForward` and `goBack`, to add navigation functionality without a single line of code. One might even use a collection of HTML files to create a self-contained website within an iPhone application. In short, web views extend the traditional iPhone interface of your applications by bringing in HTML markup, JavaScript, and CSS—creating a very potent combination.

The `UIScrollView` class, on the other hand, gives us an important capability that is widely used in iPhone applications: touch scrolling. We briefly demonstrated this at the end of the hour, but there are additional features, such as pinching and zooming, that can be enabled by implementing the `UIScrollViewDelegate` protocol. We’ll have our first look at building a class that conforms to a protocol in the next hour, so keep this in mind as you get more comfortable with the concepts.

Apple Tutorials

Segmented Controls, Switches, and Web Views—`UICatalog` (accessible via the Xcode developer documentation): Mentioned in the last hour’s lesson, `UICatalog` shows nearly all the iPhone interface concepts in clearly defined examples.

Scrolling—`ScrollViewSuite` (accessible via the Xcode developer documentation): The `ScrollViewSuite` provides examples of just about everything you could ever want to do in a scroll view.

Summary

In this hour, you learned how to use two controls that enable applications to respond to user input beyond just a simple button press or a text field. The switch and segmented control, while limited in the options they can present, give a user a touch-friendly way of making decisions within your applications.

You also explored how to use web views to bring web content directly into your projects and how to tweak it so that it integrates into the overall iPhone user experience. This powerful class will quickly become one of your most trusted tools for displaying content.

Because we've reached a point in our development where things are starting to get a bit cramped, we closed out the hour with a quick introduction to the scroll view. You learned how, despite appearances, scroll views can be easily added to apps.

Q&A

- Q. *Why can't I visually lay out my scroll view in Interface Builder?***
- A.** Keep in mind that the iPhone interface development tools in Xcode are still quite new! Apple has been making steady improvements to Interface Builder to accommodate iPhone development, and I expect them to add this feature in the future.
- Q. *You mentioned the `UIWebView` includes actions? What does that mean and how do I use them?***
- A.** This means that the object you drag into your view in Interface Builder is already capable of responding to actions (such as navigation actions) on its own—no code required. To use these, you connect from the UI event that should trigger the action to your instance of the web view (as opposed to the File's Owner icon), and then choose the appropriate action from the pop-up window that appears.

Workshop

Quiz

1. What properties need to be set before a scroll view (`UIScrollView`) will scroll?
2. How do you get the opposite of a Boolean value?
3. What type of object does a web view expect as a parameter when loading a remote URL?

Answers

1. The `contentSize` property must be set for a scroll view before it will allow scrolling.
2. To negate a Boolean value, just prefix it with an exclamation point. `!TRUE`, for example, is the same as `FALSE`.
3. You typically use an `NSURLRequest` object to initiate a web request within a web view.

Activities

1. Create your own “mini” web browser by combining a text field, buttons, and a segmented control with a web view. Use the text field for URL entry, buttons for navigation, and hard-code some shortcuts for your favorite sites into the segmented control. To make the best use of space, you may want to overlay the controls on the web view, and then add a switch that hides or shows the controls when toggled.
2. Practice laying out a user interface within a scrollable view. Use graph paper to sketch the view and determine coordinates before laying it out in Interface Builder.

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HOURL 10

Getting the User's Attention

What You'll Learn in This Hour:

- ▶ Different types of user notifications
- ▶ How to create alert views
- ▶ Methods for collecting input from alerts
- ▶ How to use action sheets to present options
- ▶ How to implement short sounds and vibrations

The iPhone presents developers with many opportunities for creating unique user interfaces, but certain elements must be consistent across the all applications. When users needs to be notified of an application event or make a critical decision, it is important that they be presented with interface elements that immediately make sense. In this chapter, we look at several different ways an application can notify a user that *something* has happened. It's up to you to determine what that "something" is, but these are the tools you'll need to keep users of your apps "in the know."

Exploring User Alert Methods

Applications on the iPhone are user-centered, which means they typically don't perform utility functions in the background or operate without an interface. They enable users to work with data, play games, communicate, or carry out dozens of other activities. Despite the variation in activities, when an application needs to show a warning, provide feedback, or ask the user to make a decision, the iPhone does so in a common way. Cocoa Touch leverages a variety of objects and methods to gain your attention, including `UIAlertView`, `UIActionSheet`, and System Sound Services.

This hour explains how you can implement these notification features into your application.

Note that I said applications *typically* don't operate in the background? That's because, with iOS 4, some do! Applications running in the background have a unique set of capabilities, including additional types of alerts and notifications. You'll learn more about these in Hour 21, "Building Background-Aware Applications."

Prepping the Notification Project Files

To practice using these alert classes and methods, we need to create a new project with buttons for activating the different styles of notifications. Open Xcode and create a new project based on the View-Based Application iPhone template. Name the project **GettingAttention**.

Within Xcode, open the GettingAttentionViewController.h file and add the outlets and actions shown in Listing 10.1

LISTING 10.1

```
#import <UIKit/UIKit.h>

@interface GettingAttentionViewController : UIViewController {
    IBOutlet UILabel *userOutput;
}

@property (retain, nonatomic) IBOutlet UILabel *userOutput;

- (IBAction)doAlert:(id)sender;
- (IBAction)doMultiButtonAlert:(id)sender;
- (IBAction)doAlertInput:(id)sender;
- (IBAction)doActionSheet:(id)sender;
- (IBAction)doSound:(id)sender;
- (IBAction)doAlertSound:(id)sender;
- (IBAction)doVibration:(id)sender;

@end
```

The first outlet, `userOutput`, will be implemented as a text label for providing simple feedback within the application. The seven actions are methods that correspond to the different notification methods we'll be writing throughout the hour.

Next, edit the start of the GettingAttentionViewController.m file and add the following code after the existing `@implementation` line:

```
@synthesize userOutput;

- (IBAction)doAlert:(id)sender {
}
- (IBAction)doMultiButtonAlert:(id)sender {
}
```

```

- (IBAction)doAlertInput:(id)sender {
}
- (IBAction)doActionSheet:(id)sender {
}
- (IBAction)doSound:(id)sender {
}
- (IBAction)doAlertSound:(id)sender {
}
- (IBAction)doVibration:(id)sender {
}

```

The @synthesize directive is used to create the getter/setter for the userOutput text label. Next, seven stub methods are defined for our actions. Finally, be sure to edit the dealloc method to release the userOutput object:

```

- (void)dealloc {
    [userOutput release];
    [super dealloc];
}

```

That completes the code skeleton that we'll be using throughout this hour. Now let's create the interface in Interface Builder and connect the outlets and actions.

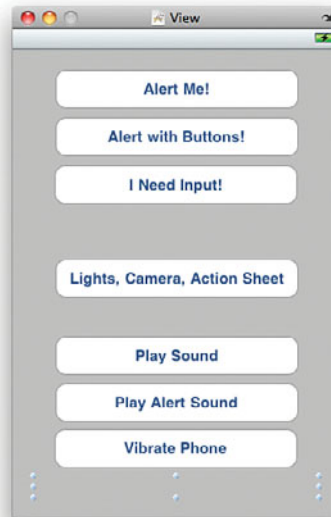
Creating the Notification Project Interface

Open the GettingAttentionViewController XIB file in Interface Builder. We need to add seven buttons and a text label to the empty view. You should be getting quite familiar with this process by now. Just follow these steps:

1. Double-click the View icon in the Document window to open the empty view.
2. Add a button to the view by opening the library (Tools, Library) and dragging a Round Rect Button (UIButton) to the View window.
3. Add five more buttons, spaced out evenly below the first. Make sure you leave room at the bottom for a label.
4. Change the button labels to correspond to the different notification types that we'll be using. Specifically, name the buttons (top to bottom) **Alert Me!**, **Alert with Buttons!**, **I Need Input!**, **Lights, Camera, Action Sheet**, **Play Sound**, **Play Alert Sound**, and **Vibrate Phone**.
5. Drag a label (UILabel) from the library to the bottom of the view. Remove the default label text and set the text to align center. The interface should resemble Figure 10.1.

FIGURE 10.1

Create an interface with seven buttons and a label at the bottom.



Connecting the Outlets and Actions

The interface itself is finished, but we still need to make the connection to our properties and method stubs, as follows:

1. Select the first button (Alert Me!), and then press Command+2 to open the Connection Inspector.
2. From the Touch Up Inside connection point, click and drag to the File's Owner icon in the Document window.
3. When prompted, choose the `doAlert` method from the list (see Figure 10.2).
4. Repeat this pattern for the other six buttons. Alert with Buttons! connects to `doMultiButtonAlert`; I Need Input! should connect to the `doAlertInput` method; Lights, Camera, Action Sheet to `doActionSheet`; Play Sound to `doSound`; Play Alert Sound to `doAlertSound`; and Vibrate Phone to `doVibration`.
5. To connect the label, Control-drag from the File's Owner icon in the Document window to the label (either in the View window or the View hierarchy in the Document window). Choose the `userOutput` outlet to make the final connection, as demonstrated in Figure 10.3.

The framework for our test of notification is ready. We'll start by implementing a simple alert view.

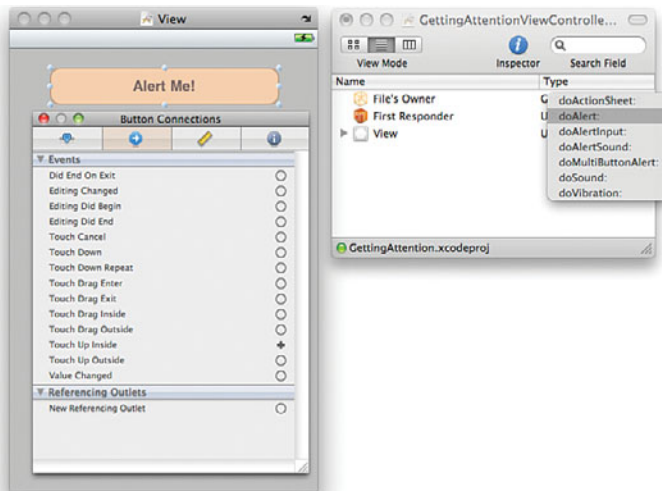


FIGURE 10.2
Connect the buttons to the method stubs.

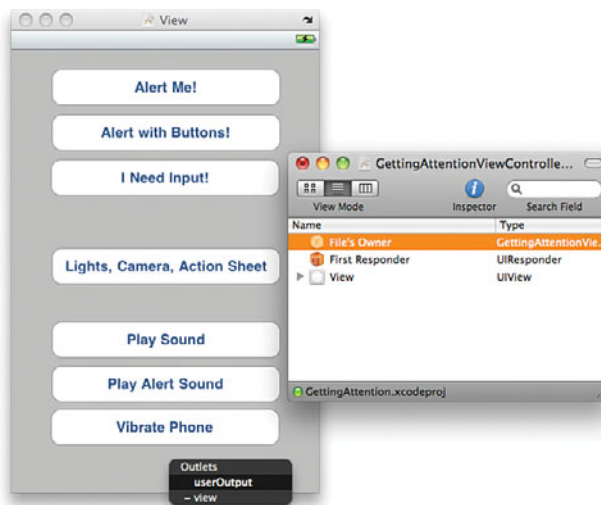


FIGURE 10.3
Connect the userOutput outlet to the label in the view.

Generating Alerts

Sometimes users need to be informed of changes when an application is running. More than just a change in the current view is required when an internal error event occurs (such as low-memory condition or a dropped network connection), for example, or upon completion of a long-running activity. Enter the `UIAlertView` class.

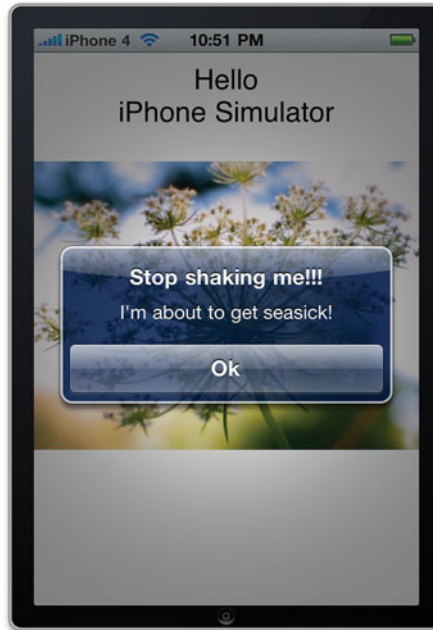
The `UIAlertView` class creates a simple modal alert window that presents a user with a message and a few option buttons (see Figure 10.4).

What Does Modal Mean?

Modal UI elements require the user to interact with them (usually, to push a button) before the user can do anything else. They are typically layered on top of other windows and block all other interface actions while visible.

FIGURE 10.4

Implement `UIAlertView` to display simple messages to the user.

**Displaying a Simple Alert**

In the preceding section, you created a simple project (GettingAttention) with several buttons that we'll use to activate the different notification events. The first button, Alert Me!, should be connected to a method stub called `doAlert` in `GettingAttentionViewController.m`. In this first exercise, we write an implementation of `doAlert` that displays an alert message with a single button that the user can push to dismiss the dialog.

Edit `GettingAttentionViewController.m` and enter the code shown in Listing 10.2 for `doAlert`.

LISTING 10.2

```
1: -(IBAction)doAlert:(id)sender {
2:     UIAlertView *alertView;
3:     alertView = [[UIAlertView alloc]
4:         initWithTitle: @"Alert Button Selected"
5:         message:@"I need your attention NOW!"
6:         delegate: nil
7:         cancelButtonTitle: @"Ok"
8:         otherButtonTitles: nil];
9:     [alertView show];
10:    [alertView release];
11: }
```

In lines 2 and 3, we declare and instantiate our instance of `UIAlertView` with a variable called `alertView`. As you can see, the convenient initialization method of the alert view does almost all the work for us. Let's review the parameters:

`initWithTitle:` Initializes the view and sets the title that will appear at the top of the alert dialog box.

`message:` Sets the string that will appear in the content area of the dialog box.

`delegate:` Contains the object that will serve as the delegate to the alert.

Initially, we don't need any actions to be performed after the user dismisses the alert, so we can set this to `nil`.

`cancelButtonTitle:` Sets the string shown in the default button for the alert.

`otherButtonTitles:` Adds an additional button to the alert. We're starting with a single-button alert, so this is set to `nil`.

After `alertView` has been initialized, the next step is to show it by using (surprise!) the `show` method, as shown in line 9. Finally, as soon as we're done with the alert, we can release it, as seen in line 10.

If you prefer to set the alert message and buttons independent of the initialization, the `UIAlertView` class includes properties for setting the text labels (`message`, `title`) individually and methods for adding buttons (`addButtonWithTitle`).

**By the
Way**

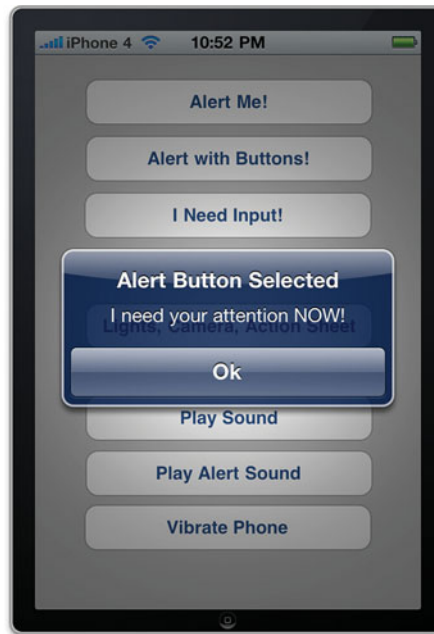
Figure 10.5 shows the outcome of these settings.

An alert doesn't have to be a single-use object. If you're going to be using an alert repeatedly, create an instance when your view is loaded and show it as needed—but remember to release the object when you're finished using it!

**By the
Way**

FIGURE 10.5

In its simplest form, an alert view displays a message and button to dismiss it.



Creating Multi-Option Alerts

An alert with a single button is easy to implement because there is no additional logic to program. The user taps the button, the alert is dismissed, and execution continues as normal. If you need to add additional buttons, however, your application needs to be able to identify the button pressed and react appropriately.

In addition to the single-button alert that you just created, there are two additional configurations to learn. The difference between them is how many buttons you're asking the alert to display. A two-button alert places buttons side by side. When more than two buttons are added, the buttons are stacked, as you'll soon see.

Adding Buttons

Creating an alert with multiple buttons is simple: We just take advantage of the `otherButtonTitles` parameter of the initialization convenience method. Instead of setting to `nil`, provide a list of strings terminated by `nil` that should be used as the additional button names. The cancel button will always be displayed on the left in a two-button scenario or at the bottom of a longer button list.

Did you Know?

At most, an alert view can display five buttons (including the button designated as the “cancel” button) simultaneously. Attempting to add more may result in some very unusual onscreen effects, such as display of clipped/partial buttons.

For example, to expand the previous example to include two new buttons, the initialization can be changed as follows:

```
alertView = [[UIAlertView alloc]
    initWithTitle: @"Alert Button Selected"
    message:@"I need your attention NOW!"
    delegate: nil
    cancelButtonTitle: @"Ok"
    otherButtonTitles: @"Maybe Later", @"Never", nil];
```

Write an updated version of the `doAlert` method within the `doMultiButtonAlert` method stub created earlier. Listing 10.3 shows the final code.

LISTING 10.3

```
-(IBAction)doMultiButtonAlert:(id)sender {
    UIAlertView *alertView;

    alertView = [[UIAlertView alloc]
        initWithTitle: @"Alert Button Selected"
        message:@"I need your attention NOW!"
        delegate: nil
        cancelButtonTitle: @"Ok"
        otherButtonTitles: @"Maybe Later", @"Never", nil];

    [alertView show];
    [alertView release];
}
```

Pressing the Alert with Buttons! button should now open the alert view displayed in Figure 10.6.

Try pushing one of the buttons. The alert view is dismissed. Push another? The same thing happens. All the buttons do exactly the same thing—absolutely nothing. Although this behavior was fine with a single button, it's not going to be very useful with our current configuration.

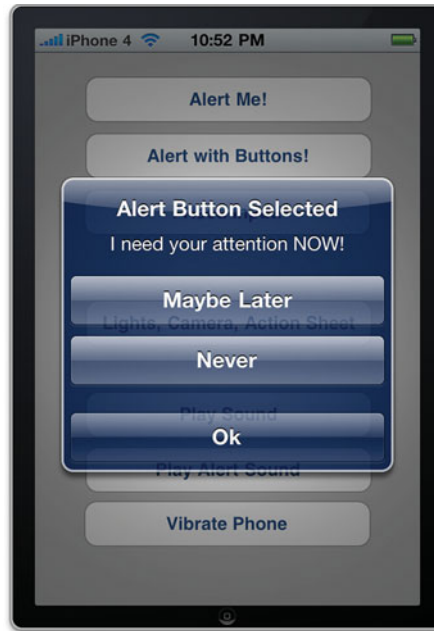
Responding to a Button Press with the Alert View Delegate Protocol

When I first started using Objective-C, I found the terminology painful. It seemed that no matter how easy a concept was to understand, it was surrounded with language that made it appear harder than it was. A protocol, in my opinion, is one of these things.

Protocols define a collection of methods that perform a task. To provide advanced functionality, some classes, such as `UIAlertView`, require you to implement methods defined in a related protocol. Some methods are required and others are optional; it just depends on the features you need.

FIGURE 10.6

Add additional buttons during initialization of the alert view.



To make the full use of an alert view, an additional protocol method must be added to one of our classes. We'll be using our main application's view controller class for this purpose, but in larger projects it may be a completely separate class. The choice is entirely up to you. A class that implements a protocol is said to "conform" to that protocol.

To identify the button that was pressed in a multi-option alert, for example, our `GettingAttentionViewController` should conform to the `UIAlertViewDelegate` protocol and implement the `alertView:clickedButtonAtIndex:` method.

Edit the `GettingAttentionViewController.h` interface file to declare that the class will be conforming to the necessary protocol by modifying the `@interface` line as follows:

```
@interface GettingAttentionViewController : UIViewController
<UIAlertViewDelegate> {
```

Next, update the initialization code of the alert view in `doMultiButtonAlert` so that the delegate is pointed to the object that implements the `UIAlertViewDelegate`. Because this is the same object (the view controller) that is creating the alert, we can just use `self`:

```
alertView = [[UIAlertView alloc]
initWithTitle: @"Alert Button Selected"
message:@"I need your attention NOW!"
delegate: self
cancelButtonTitle: @"Ok"
otherButtonTitles: @"Maybe Later", @"Never", nil];
```

The `alertView:clickedButtonAtIndex` method that we write next will receive the index of the button that was pushed and give us the opportunity to act on it. To make this easier, we can take advantage of the `UIAlertView` instance method `buttonTitleAtIndex`. This method will return the string title of a button from its index, eliminating the need to keep track of which index value corresponds to which button.

Add the code in Listing 10.4 to `GettingAttentionViewController.m` to display a message when a button is pressed.

LISTING 10.4

```
1: - (void)alertView:(UIAlertView *)alertView
2:   clickedButtonAtIndex:(NSInteger)buttonIndex {
3:     NSString *buttonTitle=[alertView buttonTitleAtIndex:buttonIndex];
4:     if ([buttonTitle isEqualToString:@"Maybe Later"]) {
5:       userOutput.text=@"Clicked 'Maybe Later'";
6:     } else if ([buttonTitle isEqualToString:@"Never"]) {
7:       userOutput.text=@"Clicked 'Never'";
8:     } else {
9:       userOutput.text=@"Clicked 'Ok'";
10:    }
11: }
```

To start, in line 3, `buttonTitle` is set to the title of the button that was clicked. Lines 4 through 10 test the value of `buttonTitle` against the names of the buttons that we initialized when creating the alert view. If a match is found, the `userOutput` label in the view is updated to something appropriate.

This is just one way to implement the button handler for your alert. In some cases (such as dynamically generated button labels), it may be more appropriate to work directly with the button index values. You may also want to consider defining constants for button labels.

Don't assume that application processing stops when the alert window is on the screen! Your code will continue to execute after you show the alert. You may even want to take advantage of this by using the `UIAlertView` instance method `dismissWithClickedButtonIndex:` to remove the alert from the screen if the user does not respond within a certain length of time.

**Watch
Out!**

Adding Fields to Alerts

Although buttons can be used to generate user input from an alert, you might have noticed that some applications actually present text fields within an alert box. The App Store, for example, prompts for your iTunes password before it starts downloading a new app.

To add fields to your alert dialogs, you need to be a bit “sneaky.” There isn’t a simple “add text field” option, but you can take advantage of the method `addSubview` to add one view to another. This method is common to all subclasses of an `UIView`, which includes the alert views we need to modify and the text field we need to display. In short, we will manually create a field and position it within the alert view. Because the alert view doesn’t “know” it’s going to be there, we can use the alert view’s message text to create space for the field. Sound bizarre? It is, but it isn’t difficult.

Let’s start by providing a place to store and reference the field.

Adding the Text Field Instance Variable

We don’t have Interface Builder around to drag a field into an alert view, so we need to declare, allocate, and initialize it manually. Open the `GettingAttentionViewController.h` file and modify it to include a `UITextField` named `userInput`. Be sure to include a `@property` directive for it, too, as shown in Listing 10.5

LISTING 10.5

```
#import <UIKit/UIKit.h>

@interface GettingAttentionViewController :
    UIViewController <UIAlertViewDelegate> {
    IBOutlet UILabel *userOutput;
    UITextField *userInput;
}

@property (retain, nonatomic) IBOutlet UILabel *userOutput;
@property (retain, nonatomic) UITextField *userInput;

- (IBAction)doAlert:(id)sender;
- (IBAction)doMultiButtonAlert:(id)sender;
- (IBAction)doAlertInput:(id)sender;
- (IBAction)doActionSheet:(id)sender;
- (IBAction)doSound:(id)sender;
- (IBAction)doAlertSound:(id)sender;
- (IBAction)doVibration:(id)sender;

@end
```

Next, open the implementation file (`GettingAttentionViewController.m`) and add a `@synthesize` line for `userInput` immediately following the `userOutput` `@synthesize` line:

```
@synthesize userInput;
```

Finally, update the `dealloc` method to release `userInput` when the application is completed:

```
- (void)dealloc {
    [userInput release];
    [userOutput release];
    [super dealloc];
}
```

Now we're ready to build the `doAlertInput` method.

Adding a Text Field Subview

The steps that we take to add a field to an alert may seem unusually convoluted, but, broken down, they're easy to understand. First, we initialize the alert, making sure that it includes enough space in the view (by adding a message) so that we can add a field over top of it. Then, we allocate and initialize a new text field (`userInput`) and set its color to white so that we can see it on top of the alert view. Finally, we add the text field to the alert using the `addSubview` method to position it over top of where the alert's message line would appear.

Enter the `doAlertInput` method in `GettingAttentionViewController.m` using the code in Listing 10.6.

LISTING 10.6

```
1: -(IBAction)doAlertInput:(id)sender {
2:     UIAlertView *alertDialog;
3:
4:     alertDialog = [[UIAlertView alloc]
5:         initWithTitle: @"Please Enter Your Email Address!"
6:         message:@"You won't see me"
7:         delegate: self
8:         cancelButtonTitle: @"Ok"
9:         otherButtonTitles: nil];
10:
11:     userInput=[[UITextField alloc] initWithFrame:
12:         CGRectMake(12.0, 70.0, 260.0, 25.0)];
13:
14:     [userInput setBackgroundColor:[UIColor whiteColor]];
15:
16:     [alertDialog addSubview:userInput];
17:     [alertDialog show];
18:     [alertDialog release];
19: }
```

The beginning and end of this method should look familiar. It's identical to `doAlert`, with the exception of the delegate being set to `self` (more on that a little later). The differences are in lines 11–16.

Lines 11–12 allocate, initialize, and assign a new `UITextField` instance to the `userInput` field. The `initWithFrame` method initializes the object with a rectangle returned by the `CGRectMake()` function. The values of `12.0`, `70.0`, `260.0`, and `25.0`

indicate that the field will be located 12.0 points from the left side of the view it is placed within and 70.0 points from the top. It will be 260.0 points wide and 25.0 points tall. Where did these values come from? Experimentation! These are the values that will correctly position the field over top of the message “You won’t see me.”

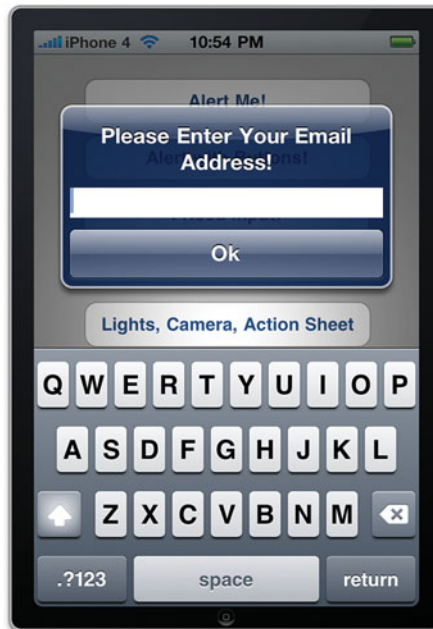
Line 14 sets the background of the text field to white.

Line 16 adds the field to the alert view using the `addSubview` method.

You should now be able to Build and Run the `GettingAttention` application, click the I Need Input! button, and see an alert with an input field, as demonstrated in Figure 10.7.

FIGURE 10.7

Add fields to your alert views using the `addSubview` method.



All that remains is being able to do something with the contents of the field—and that part is easy!

Accessing the Text Field

To access the input the user provided in the alert view, we just need to read the `text` property of `userInput`. Where do we do this? In the alert view’s delegate method `alertView:clickedButtonAtIndex:`.

Ah ha! You say, “But didn’t we already use that method to handle the alert view from `doMultiButtonAlert?`” Yes, we did, but if we’re clever, we can tell the difference between which alert is calling that method and react appropriately.

Because we have access to the view object itself within the `alertView:clickedButtonAtIndex` method, why don't we just check the title of the view and, if it is equal to the title of our input alert (Please Enter Your Email Address!), we can set `userOutput` to the text the user entered in `userInput`. This is easily accomplished by a simple string comparison using the `title` property of the alert view object passed to `alertView:clickedButtonAtIndex`.

Add the following code snippet to the end of the `alertView:clickedButtonAtIndex` method:

```
if ([alertView.title
    isEqualToString: @"Please Enter Your Email Address!"]) {
    userOutput.text=userInput.text;
}
```

Build and run the application with these changes in place. Now, when the alert view with the text field is dismissed, the delegate method is called and the user output label is properly set to the text the user entered.

Using these techniques, you can expand the capabilities of alert views beyond the simple implementation provided in the base iOS SDK.

Using Action Sheets

Alert views are used to display messages that indicate a change in state or a condition within an application that a user should acknowledge. Sometimes, however, a user should be prompted to make a decision based on the result of an action. For example, if an application provides the option to share information with a friend, the user might be prompted for the method of sharing (such as sending an email, uploading a file, and so on). You can see this behavior when adding a bookmark in Safari, as shown in Figure 10.8. This interface element is called an action sheet and is an instance of `UIActionSheet`.

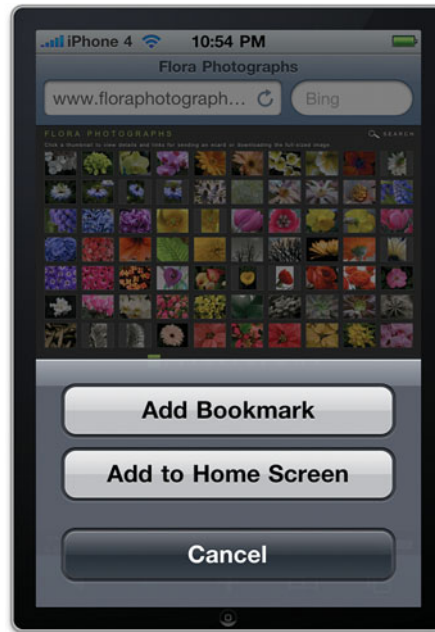
Action sheets are also used to confirm actions that are potentially destructive to data. In fact, they provide a separate bright-red button style to help draw a user's attention to potential deletion of data.

Displaying an Action Sheet

Action sheets are very similar to alerts in how they are initialized, modified, and, ultimately, acted upon. However, unlike alerts, an action sheet can be associated with a given view, tab bar, or toolbar. When an action sheet appears onscreen, it is animated to show its relationship to one of these elements.

FIGURE 10.8

An action sheet provides multiple options based on the context in which an action is being carried out.



To create your first action sheet, we'll use the method stub `doActionSheet` created within the `GettingAttentionViewController.m` file. Recall that this method will be triggered by pushing the Lights, Camera, Action Sheet button. Add the code in Listing 10.7 to the `doActionSheet` method.

LISTING 10.7

```

1: - (IBAction)doActionSheet:(id)sender {
2:     UIAlertController *actionSheet;
3:     actionSheet=[UIAlertSheet alloc] initWithTitle:@"Available Actions"
4:                                     delegate:nil
5:                                     cancelButtonTitle:@"Cancel"
6:                                     destructiveButtonTitle:@"Destroy"
7:                                     otherButtonTitles:@"Negotiate",@"Compromise",nil];
8:     [actionSheet showInView:self.view];
9: }
```

Lines 2–3 declare and instantiate an instance of `UIAlertSheet` called `actionSheet`. Similar to the setup of an alert, the initialization convenience method takes care of nearly all the setup. The parameters are as follows:

`initWithTitle`: Initializes the sheet with the specified title string.

`delegate`: Contains the object that will serve as the delegate to the sheet. If this is set to `nil` (which we will do initially), the sheet will be displayed, but pressing a button will have no effect beyond dismissing the sheet.

`cancelButtonTitle`: Set the string shown in the default button for the alert.

`destructiveButtonTitle`: The title of the option that will result in information being lost. This button will be presented in bright red (a sharp contrast to the rest of the choices). If set to `nil`, no destructive button will be displayed.

`otherButtonTitles`: Adds additional buttons to the sheet. In this example, we have a total of four buttons: the Cancel button, Destroy button, and two other buttons.

In line 8, the action sheet is displayed in the current view controller's view (`self.view`) using the `UIActionSheet showInView:` method. Figure 10.9 shows the result.

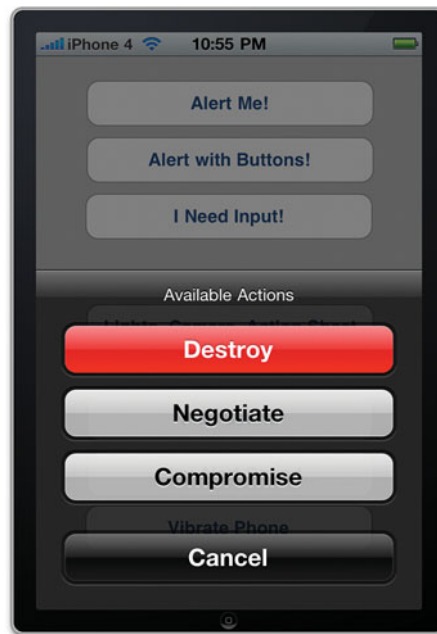


FIGURE 10.9
Action sheets can include cancel and destructive buttons, as well as buttons for other options.

Action sheets can take up to seven buttons (including Cancel and the Destroy button) while maintaining the standard layout. If you exceed seven, however, the display will automatically change into a scrolling table. This gives you room to add as many options as you need.

By the Way

Changing the Action Sheet Appearance

Based on what you've learned so far, you might have noticed that an action sheet is more configurable than an alert view. An action sheet defines three different types

of buttons with three different appearances (cancel, destructive, other). Any of the button titles can be set to `nil`, and that button type will not be displayed in the sheet.

By the Way

To add buttons to the action sheet outside of the initialization method, use the `addButtonWithTitle:` method.

You can also change how the sheet is drawn on the screen. In the example we're creating, the `showInView:` method is used to animate the opening of the sheet from the current view controller's view. If you had an instance of a toolbar or a tab bar, you could use `showFromToolbar:` or `showFromTabBar:` to make the sheet appear to open from either of these user interface elements.

Perhaps more dramatically, an action sheet can take on different appearances if you set the `actionSheetStyle` property. For example, try adding the following line to the `doActionSheet` method:

```
actionSheet.actionSheetStyle=UIBarStyleBlackTranslucent;
```

This code draws the action sheet in a translucent black style. You can also use `UIActionSheetStyleAutomatic` to inherit the style of the view's toolbar (if any is set) or `UIActionSheetStyleBlackOpaque` for a shiny solid-black style.

Responding to an Action Sheet Button Press

As you've seen, there are more than a few similarities in how alert views and action sheets are set up. The similarities continue with how an action sheet reacts to a button press, for which we will follow almost the same steps as we did with an alert view.

First, we need to conform to a new protocol. Modify

`GettingAttentionViewController.h` to include the `UIActionSheetDelegate` protocol:

```
@interface GettingAttentionViewController :
    UIViewController <UIAlertViewDelegate, UIActionSheetDelegate> {
    IBOutlet UILabel *userOutput;
}
```

Next, to capture the click event, we need to implement the `actionSheet:`

`clickedButtonAtIndex` method. As with `alertView:clickedButtonAtIndex:`, this method provides the button index that was pressed within the action sheet. Add the code in Listing 10.8 to `GettingAttentionViewController.m`.

LISTING 10.8

```
1: - (void)actionSheet:(UIActionSheet *)actionSheet
2:   clickedButtonAtIndex:(NSInteger)buttonIndex {
3:   NSString *buttonTitle=[actionSheet buttonTitleAtIndex:buttonIndex];
4:   if ([buttonTitle isEqualToString:@"Destroy"]) {
5:       userOutput.text=@"Clicked 'Destroy'";
6:   } else if ([buttonTitle isEqualToString:@"Negotiate"]) {
7:       userOutput.text=@"Clicked 'Negotiate'";
8:   } else if ([buttonTitle isEqualToString:@"Compromise"]) {
9:       userOutput.text=@"Clicked 'Compromise'";
10:  } else {
11:      userOutput.text=@"Clicked 'Cancel'";
12:  }
13: }
```

Now we can use `buttonTitleAtIndex` (line 3) to get the titles used for the buttons based on the index provided. The rest of the code follows exactly the same pattern created earlier. Lines 4–12 test for the different button titles and update the view's output message to indicate what was chosen.

An Alternative Approach

Once again, we've chosen to match button presses based on the title of the onscreen button. If you're adding buttons dynamically, however, this might not be the best approach. The `addButtonWithTitle` method, for example, adds a button and returns the index of the button that was added. Similarly, the `cancelButtonIndex` and `destructiveButtonIndex` methods provide the indexes for the two specialized action sheet buttons.

By checking against these index values, you can write a version of the `actionSheet:clickedButtonAtIndex:` method that is not dependent on the title strings. The approach you take in your own applications should be based on what creates the most efficient and easy-to-maintain code.

Using Alert Sounds and Vibrations

Visual notifications are great for providing feedback to a user and getting critical input. There are other senses, however, that can be just as useful for getting a user's attention. Sounds, for example, play an important role on nearly every computer system (regardless of platform or purpose). They tell us when an error has occurred or an action has been completed. Sounds free a user's visual focus and still provide feedback about what an application is doing.

Vibrations take alerts one step further. When a device has the ability to vibrate, it can communicate with users even if they can't see or hear it. For the iPhone, vibration means that an app can notify users of events even when stowed in a pocket or

resting on a nearby table. The best news of all? iPhone sounds and vibrations are both handled through the same simple code, so you'll be able to implement them relatively easily within your applications.

System Sound Services

To enable sound playback and vibration, we will take advantage of System Sound Services. System Sound Services provides an interface for playing back sounds that are 30 seconds or less in length. It supports a limited number of file formats (specifically CAF, AIF, and WAV files using PCM or IMA/ADPCM data). The functions provide no manipulation of the sound, nor control of the volume, so you won't want to use System Sound Services to create the soundtrack for your latest and greatest iPhone game. In Hour 18, "Working with Rich Media," you'll be exploring additional media playback features of iOS.

Unlike most of the other development functionality we've discussed in this book, the System Sound Services functionality is not implemented as a class. Instead, you will be using more traditional C-style function calls to trigger playback.

iOS supports three different notifications using this API:

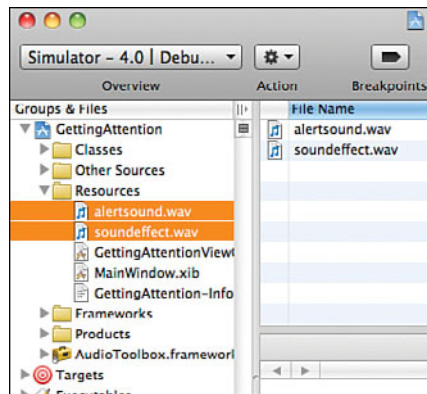
- ▶ **Sound:** A simple sound file is played back immediately. If the device is muted, the user will hear nothing.
- ▶ **Alert:** Again, a sound file is played, but if the device is muted and set to vibrate, the user is alerted through vibration.
- ▶ **Vibrate:** The device is vibrated, regardless of any other settings.

Playing Sounds and Alerts

To play a sound file, you first need to make the file available as a resource to your application. Let's continue to expand the `GettingAttention` project to include sound playback:

1. With your project open in Xcode, return to the Finder and navigate to the "sounds" directory within this hour's project folder.
2. Drag the `soundeffect.wav` and `alertsound.wav` files into your Xcode project's Resources folder. Choose to copy the files when prompted.

You should see the files listed as resources, as shown in Figure 10.10.

**FIGURE 10.10**

Add the sound files as resources to your project.

Adding the AudioToolbox Framework

The AudioToolbox framework must be added to our project before we can use any of the playback functions. To add this framework, complete the following steps:

1. Right-click the Frameworks group in Xcode and choose Add Existing Framework.
2. Navigate to AudioToolbox.framework and click Add.
3. Open the GettingAttentionViewController.h file and import the interface file necessary to access the sound functions (AudioToolbox/AudioToolbox.h). This edit should fall directly after the existing import line:

```
#import <AudioToolbox/AudioToolbox.h>
```

Creating and Playing System Sounds

With the prep work out of the way, we're ready to add some sounds to our project. The two functions that we'll need to use are `AudioServicesCreateSystemSoundID` and `AudioServicesPlaySystemSound`. We'll also need to declare a variable of the type `SystemSoundID`. This will represent the sound file that we are working with.

Edit `GettingAttentionViewController.m` and add the implementation for the `doSound` method shown in Listing 10.9.

LISTING 10.9

```

1: -(IBAction)doSound:(id)sender {
2:     SystemSoundID soundID;
3:     NSString *soundFile = [[NSBundle mainBundle]
4:                             pathForResource:@"soundeffect" ofType:@"wav"];
5:
6:     AudioServicesCreateSystemSoundID((CFURLRef)
7:                                     [NSURL fileURLWithPath:soundFile]
8:                                     , &soundID);
9:     AudioServicesPlaySystemSound(soundID);
10:    [soundFile release];
11: }
```

The code to play a system sound might look a bit alien after all the Objective-C we've been using. Let's take a look at the functional pieces.

Line 2 starts things off by declaring a variable, `soundID`, that we will use to refer to the sound file. (Note that this is *not* declared as a pointer, as pointers begin with a `*`!) Next, in line 3, we declare and assign a string (`soundFile`) to the path of the sound file "soundeffect.wav." This works by first using the `NSBundle` class method `mainBundle` to return an `NSBundle` object that corresponds to the directory containing the current application's executable binary. The `NSBundle` object's `pathForResource:ofType:` method is then used to identify the specific sound file by name and extension.

Once a path has been identified for the sound file, we must use the `AudioServicesCreateSystemSoundID` function in lines 6–8 to create a `SystemSoundID` that will represent this file for the functions that will actually play the sound. This function takes two parameters: a `CFURLRef` object that points to the location of the file and a pointer to the `SystemSoundID` variable that we want to be set. For the first parameter, we use the `NSURL fileURLWithPath` class method to return an `NSURL` object from the sound file path. We preface this with `(CFURLRef)` to cast the `NSURL` object to the `CFURLRef` type expected by the system. The second parameter is satisfied by passing `&soundID` to the function.

By the Way

Recall that `&<variable>` returns a reference (pointer) to the named variable. This is rarely needed when working with the Objective-C classes because nearly everything is already a pointer!

After `soundID` has been properly set up, all that remains is playing it. Pass the `soundID` variable to the `AudioServicesPlaySystemSound` function, as shown in line 9, then release the `soundFile` string, and we're done.

Build and test the application. Pressing the Play Sound button should now play back the sound-effect WAV file.

Playing Alert Sounds with Vibrations

The difference between an “alert sound” and a “system sound” is that an alert sound, if muted, will automatically trigger a phone vibration. The setup and use of an alert sound is identical to a system sound. In fact, to implement the `doAlertSound` method stub in `GettingAttentionViewController.m`, use the same code as `doSound` method in Listing 10.7, substituting the sound file `alertsound.wav` and using the function `AudioServicesPlayAlertSound` rather than `AudioServicesPlaySystemSound`:

```
AudioServicesPlayAlertSound(soundID);
```

After implementing the new method, build and test the application. Pressing the Play Alert Sound button will play the sound, and muting the phone will cause the phone to vibrate when the button is pressed.

Vibrating the iPhone

For our grand finale, we’ll implement the final method in our `GettingAttention` application: `doVibration`. As you’ve already learned, the same System Sound Services that enabled us to play sounds and alert sounds will also create vibrations. The magic we need here is the `kSystemSoundID_Vibrate` constant. When this value is substituted for the `SystemSoundID` and `AudioServicesPlaySystemSound` is called, the phone vibrates. It’s as simple as that! Implement the `doVibration` method as follows:

```
-(IBAction)doVibration:(id)sender {  
    AudioServicesPlaySystemSound (kSystemSoundID_Vibrate);  
}
```

That’s all there is to it. You’ve now explored seven different ways of getting a user’s attention. These are techniques that you can use in any application to make sure that your user is alerted to changes that may require interaction and can respond if needed.

Further Exploration

Your next step in making use of the notification methods discussed in this hour is to use them. These simple, but important, UI elements will help facilitate many of your critical user interactions. One topic that is beyond the scope of this book is the ability for a developer to push notifications to the iPhone.

Even without push notifications, you might want to add numeric badges to your applications. These badges are visible when the application isn’t running and can

display any integer you'd like—most often, a count of items identified as “new” within the application (such as new news items, messages, events, and so on). To create application badges, look at the `UIApplication` class property `applicationIconBadgeNumber`. Setting this property to anything other than zero will create and display the badge.

Another area that you might like to explore is how to work with rich media (Hour 18). The audio playback functions discussed in this hour are intended for alert-type sounds only. If you're looking for more complete multimedia features, you'll need to tap into the `AVFoundation` framework, which gives you complete control over recording and playback features of the iPhone.

Summary

In this hour, you learned about two types of modal dialogs that can be used to communicate information to an application user, as well as enable the user to provide input at critical points in time. Alerts and action sheets have different appearances and uses but very similar implementations. Unlike many of the UI components we've used in this book, these cannot be instantiated with a simple drag-and-drop in Interface Builder.

We also explored two nonvisual means of communicating with a user: sounds and vibrations. Using the System Sound Services (by way of the `AudioToolbox` framework), you can easily add short sound effects and vibrate the phone. Again, these have to be implemented in code, but in less than five lines, you can have your applications making noises and buzzing in your users' hands.

Q&A

- Q.** *I found an `addTextField` method for alert views mentioned online. This looks like an easy way to add text fields to alerts; why aren't you using it?*
- A.** The `addTextField` method is a private API call. Although it works (and works well), your application will be rejected by Apple if you use it.
- Q.** *Can sounds be used in conjunction with alert views?*
- A.** Yes. Because alerts are frequently displayed without warning, there is no guarantee that the user is looking at the screen. Using an alert sound provides the best chance for getting the user's attention, either through an audible noise or an automatic vibration if the user's sound is muted.

Q. Why aren't action sheets and alert views interchangeable?

- A.** Technically, unless you're providing a large number of options to the user, you could use them interchangeably, but you'd be giving the user the wrong cues. Unlike alerts, action sheets animate and appear as part of the current view. The idea is that the interface is trying to convey are that the actions that can be performed relate to what appears onscreen. An alert is not necessarily related to anything else on the display.

Workshop

Quiz

1. Alert views are tied to a specific UI element. True or false?
2. Adding a text field to an alert automatically shifts the content of the alert view to make room for it. True or false?
3. System Sound Services supports playing back a wide variety of sound file formats, including MP3s. True or false?
4. Vibrating the iPhone requires extensive and complicated coding. True or false?

Answers

1. False. Alert views are displayed outside the context of a view and are not tied to any other UI element.
2. False. The text field lies on top of existing alert view content. Adding a message to the alert view is an easy way to make room for the field.
3. False. System Sound Services supports only AIF, WAV, and CAF formats.
4. False. Once the AudioToolbox Framework is loaded, a single function call is all it takes to give a phone the shakes.

Activities

1. Rewrite either the alert view handler to determine button presses using the button index values rather than the titles. This will help you prepare for projects where buttons may be generated and added to the view/sheet dynamically rather than during initialization.
2. Return to one or more of your earlier projects and add audio cues to the interface actions. Make switches click, buttons bing, and so on. Keep your sounds short, clear, and complementary to the actions that the users are performing.

HOURL 11

Making Multivalue Choices with Pickers

What You'll Learn in This Hour:

- ▶ The types of pickers available in the iOS SDK
- ▶ How to implement the date picker object
- ▶ The capabilities offered by custom picker views
- ▶ The steps to implement the picker view protocols
- ▶ Ways to customize the display of a picker view

This hour marks a turning point in our lessons. With few exceptions, the past several hours presented iPhone interface components that you add to your applications. These typically involved accessing a few properties or trapping an event to execute an action. In this hour, the formula starts to change. We'll be exploring pickers—a unique UI element that both presents information to users *and* collects their input.

Unlike other components we've used, pickers aren't implemented through a single method; they require several. This means our example code is becoming a bit more complex, but nothing you can't handle! To make sure you're getting the information you need, we need to work a little faster and deviate from the simple project structure used in previous, simpler UI lessons.

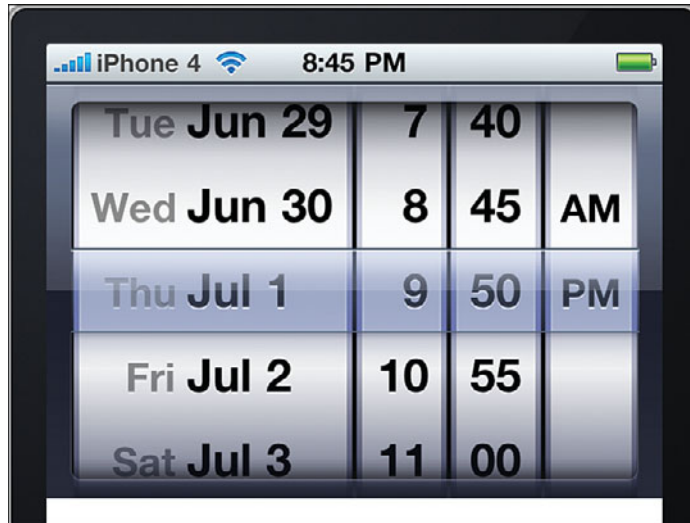
Understanding Pickers

Because we're dedicating an entire hour to pickers (UIPickerView), you can probably surmise that they're not quite the same as the other UI objects that we've been using. Pickers are a unique feature of the iPhone. They present a series of multivalue options in a clever spinning interface—frequently compared to a slot machine. Rather than fruit or numbers,

the segments, known as *components*, display rows of values that the user can choose from. The closest desktop equivalent is a set of pop-up menus. Figure 11.1 displays the standard date picker (UIDatePicker).

FIGURE 11.1

The picker offers a unique interface for choosing a sequence of different, but usually related, values.



Pickers should be used when a user needs to make a selection between multiple (usually related) values. They are frequently used for setting dates and times but can be customized to handle just about any selection option that you can come up with.

By the Way

In Hour 9, “Using Advanced Interface Objects and Views,” you learned about the segmented control, which presents the user with multiple options in a single UI element. The segmented control, however, returns a single user selection to your application. A picker, on the other hand, can return several values from multiple user selections—all within a single interface.

Apple recognized that pickers are a great option for choosing dates and times, so they’ve made them available in two different forms: date pickers, which are easy to implement and dedicated to handling dates and times; and custom picker views that can be configured to display as many components as rows as you’d like.

Date Pickers

The date picker (UIDatePicker), shown in Figure 11.1, is very similar to the other objects that we’ve been using over the past few hours. To use it, we’ll add it to a view, wait for the user to interact with it, and then read its value. Instead of returning a string or integer, however, the date picker returns an NSDate object. The

`NSDate` class is used to store and manipulate what Apple describes as a “single point in time” (in other words, a date and time).

To access the `NSDate` represented by a `UIDatePicker` instance, you’ll make use of the `date` method. Pretty straightforward, don’t you think? In our example project, we’ll implement a date picker, and then retrieve the result, perform some date arithmetic, and display the results in a custom format.

Picker Views

Picker views (`UIPickerView`) are similar in appearance to date pickers but have an almost entirely different implementation. In a picker view, the only thing that is defined for you is the overall behavior and general appearance of the control—the number of components and the content of each component are entirely up to you. Figure 11.2 demonstrates a picker view that includes two components with images and text displayed in their rows.



FIGURE 11.2
Picker views can be configured to display anything you’d like.

Unlike other controls, a picker view’s appearance is not configured in Interface Builder’s Attributes Inspector or via properties in code. Instead, you need to make sure you have a class that conforms to two protocols: `UIPickerViewDelegate` and `UIPickerViewDataSource`. I know it’s been a while, so let’s take a moment for a quick refresher.

Protocols

When I first started using Objective-C, I found the terminology painful. It seemed that no matter how easy a concept was to understand, it was surrounded with language that made it appear harder than it was. A protocol, in my opinion, is one of these things.

Protocols define a collection of methods that perform a task. To provide advanced functionality, some classes, such as `UIPickerView`, require you to implement methods defined in the protocol. Some methods are required, others are optional; it just depends on the features you need.

To make the full use of a `UIPickerView`, we'll just add some additional methods to one of our classes. In our sample application, we'll be using our view controller class for this purpose, but in larger projects it may be a completely separate class—the choice is entirely up to you. A class that implements a protocol is said to “conform” to that protocol.

We're going to be using protocols in the upcoming hours, so it's important that you get comfortable with the notion now.

The Picker View Data Source Protocol

There are two protocols required by `UIPickerView`. The first, the picker view data source protocol (`UIPickerViewDataSource`), includes methods that describe how much information the picker will be displaying:

`numberOfComponentsInPickerView`: Returns the number of components (spinning segments) needed in the picker.

`pickerView:numberOfRowsInComponent`: Given a specific component, this method is required to return the number of rows (different input values) in the component.

There's not much to it. As long as we create these two methods and return a meaningful number from each, we'll successfully conform to the picker view data source protocol. That leaves one protocol, the picker view delegate protocol, between us and a working picker view.

The Picker View Delegate Protocol

The delegate protocol (`UIPickerViewDelegate`) takes care of the real work in creating and using a picker. It is responsible for passing the appropriate data to the picker for display and for determining when the user has made a choice. There are a few protocol methods we'll use to make the delegate work the way we want, but again, only two are required:

`pickerView:titleForRow:forComponent`: Given a row number, this method must return the title for the row—that is, the string that should be displayed to the user.

`pickerView:didSelectRow:inComponent:` This delegate method will be called when the user makes a selection in the picker view. The method will be passed a row number that corresponds to a user's choice, as well as the component that the user was last touching.

If you check the documentation for the `UIPickerViewDelegate` protocol, you'll notice that really *all* the delegate methods are optional—but unless we implement at least these two, the picker view isn't going to be able to display anything or respond to a user's selection.

**By the
Way**

As you can see, implementing protocols isn't something terribly complicated—it just means that we need to implement a handful of methods to help a class, in this case a `UIPickerView`, work the way we want.

To get started with pickers, we'll first create a quick date picker example, and then move on to implementing a custom picker view and its associated protocols.

Using Date Pickers

Using the controls you currently know, there are probably half a dozen different ways that you might imagine creating a date entry screen on the iPhone. Buttons, segmented controls, text fields—all of these are potential possibilities, but none has the elegance and the inherent usability of a date picker. Let's put the picker to use.

Implementation Overview

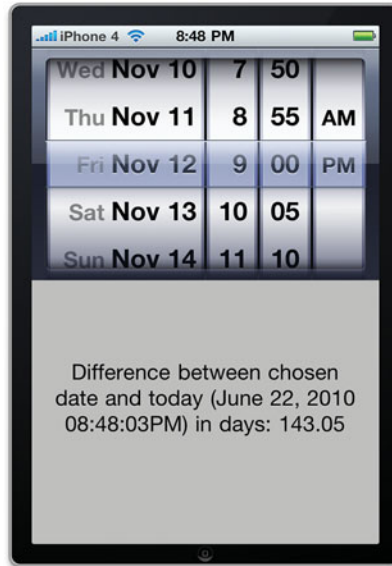
This project, which we'll be calling `DateCalc`, will make use of a date picker (`UIDatePicker`) that, when set, will trigger an action that shows the difference in days between the chosen date and the current date. This will also make use of an `NSDate` object to store the result returned by the date picker, its instance method `timeIntervalSinceDate` to perform the calculation, and an `NSDateFormatter` object to format a date so that we can display it in a user-friendly manner via a single `UILabel`. Figure 11.3 shows the finished application.

Keep in mind that, despite its name, the `NSDate` class also stores the time. The application we create will take into account the time as well as the date when performing its calculation.

**By the
Way**

FIGURE 11.3

The sample application will use a single date picker and a label as its UI.



Setting Up the Project

Start Xcode and create a new application based on the iPhone View-Based Application template. Name the project **DateCalc**.

Next, open the `DateCalcViewController.h` file and add an outlet and property declaration for the label (`UILabel`) that will display the difference between dates—`differenceResult`. Next, add an action called `showDate`. We'll be calling this when the user changes the value on the date picker.

The (very simple) interface file is shown in Listing 11.1:

LISTING 11.1

```
#import <UIKit/UIKit.h>

@interface DateCalcViewController : UIViewController {
    IBOutlet UILabel *differenceResult;
}

@property (nonatomic, retain) UILabel *differenceResult;

- (IBAction)showDate:(id)sender;

@end
```

Switch to the implementation file (DateCalcViewController.m) and add a corresponding @synthesize directive for differenceResult, located after the @implementation line:

```
@synthesize differenceResult;
```

Notice that we don't have an outlet or property for the date picker itself? As with the segmented control in the last hour, we'll just use the sender variable to reference the date picker within the showDate action method. Because nothing else is calling the method, we know with certainty that sender will always be the picker.

**By the
Way**

Because we've got a pretty good handle on the project setup and you're probably sick of hearing me go on about it at the end of each project, let's take care of something we've done last, first: Make sure we're properly releasing anything we've retained.

For this project, that's one object: differenceResult. Edit DateCalcViewController's dealloc method to read as follows:

```
- (void)dealloc {  
    [differenceResult release];  
    [super dealloc];  
}
```

Prior to this hour, we had typically handled the final releases at the end of the project to make sure that it was a step you thought through before calling a project "done." Typically, I like to make sure that as soon as I've identified something that needs to be released, the release statement is written and added to the code. Obviously, you can work through whatever process is best for your coding style. Just make sure that you follow through and do it!

**By the
Way**

Let's keep up the pace and move on to the UI and our date picker. After you've created the outlet and the action, save the file, and open DateCalcViewController.xib in Interface Builder.

Adding a Date Picker

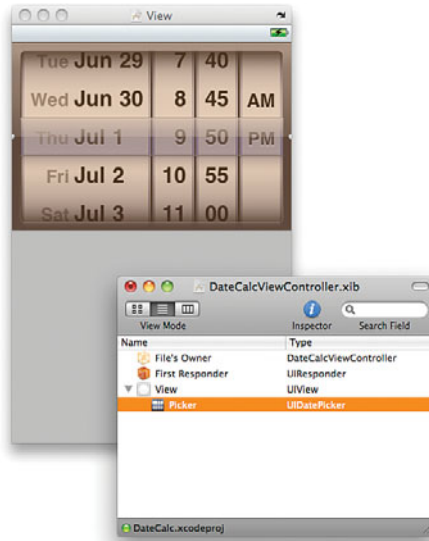
Open the empty view in the DateCalcViewController.xib file, and then open the object Library (Tools, Library). Find the date picker (UIDatePicker) object and drag it into the view. You'll notice immediately that, unlike other UI elements we've used, the date picker takes up a *lot* of screen real estate.

Typically, you'll need to hide your pickers when not in use, or use one of the multi-view techniques we describe in Hour 12, "Implementing Multiple Views with Toolbars and Tab Bars" and Hour 13, "Displaying and Navigating Data Using Table Views."

Position the date picker at the top of the screen, as shown in Figure 11.4. We'll be displaying the date calculations below it.

FIGURE 11.4

Date pickers use quite a bit of screen space.



By default, the date picker displays a date and time, as demonstrated in our current view. As with other controls, the Attributes Inspector can customize how the date picker appears to the user.

Setting the Date Picker Attributes

Choose the date picker within the view, and then open the Attributes Inspector (Command+I), shown in Figure 11.5.

The picker can be configured to display in one of four different modes:

Date & Time: Shows options for choosing both a date and a time

Time: Shows only times

Date: Shows only dates

Timer: Displays a clock-like interface for choosing a duration

You can also set the locale for the picker, which determines the ordering of the different components; set the default date/time that is displayed; and set date/time constraints to help limit the user's choices.

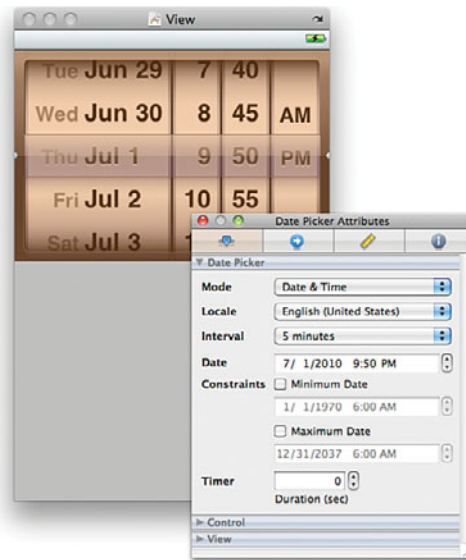


FIGURE 11.5
Configure the appearance of the date picker in the Attributes Inspector.

For this project, leave the default settings as they are. We want the user to choose a date and a time that we'll use in our calculations.

The Date attribute is automatically set to the date and time when you add the control to the view.

By the Way

Connecting to the Action

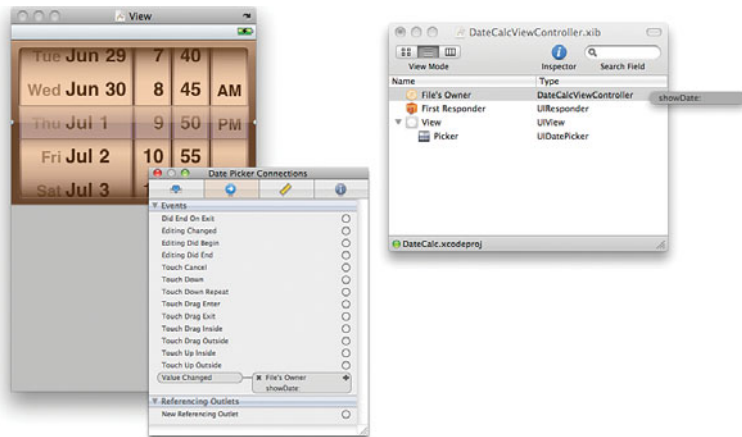
When the user interacts with the date picker, we want the `showDate` action method to be called. To create this connection, select the picker, and then open the Connections Inspector (Command+2).

Click and drag from the circle beside Value Changed to the File's Owner icon. When you release the mouse button, you'll be prompted for the action. Choose `showDate`, as demonstrated in Figure 11.6. This should be almost a reflex action by now!

We've been making a point of using the Connections Inspector to create connections from objects that support many different events. This is always the safest way to know what connections you're creating, but it isn't the fastest. The picker (along with switches and segmented controls) will default to making connections using the Value Changed event if you Control-drag from the element to the File's Owner icon. You can use this shortcut if you feel comfortable with the process.

Did you Know?

FIGURE 11.6
Connect to the
showDate
action.



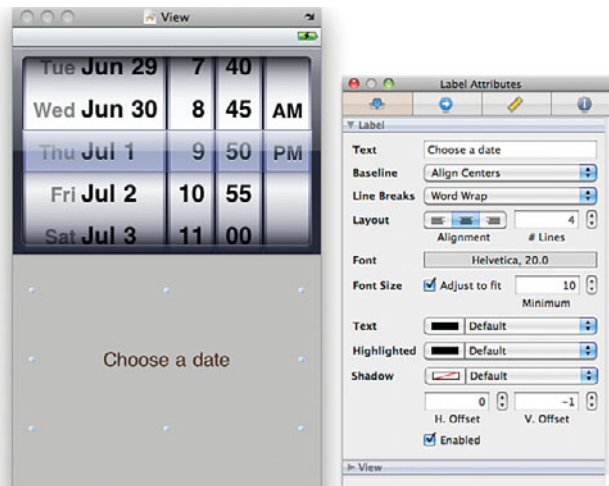
Finishing the Interface

Unlike some of our previous projects, the interfaces in this hour are pretty simple (so that we can focus on the picker itself). We'll wrap up our work in Interface Builder by adding a label to the view.

Add the Output Label

Use the Library to add a label (UILabel) with the title **Choose a Date**, positioned below the picker. This will be used for output in the application. For our implementation, we've used the Attributes Inspector to center the text, make it span four lines, set a font size of 20, and turn on word wrapping. Figure 11.7 shows the finished interface and attributes for the label.

FIGURE 11.7
Finish up the
interface by
adding and
styling a label.



Connecting to the Outlet

Connect the label to the outlet `differenceResult` by control dragging from the File's Owner icon to the `UILabel` within your view or in the Document window. When prompted, choose the `differenceResult` outlet.

The interface is now complete. Save your work, and then switch back to Xcode for the implementation.

Implementing the View Controller Logic

As it turns out, the most difficult work that we still have in front of us with the date picker implementation is writing the `showDate` logic. To do what we've set out to (show the difference between today's date and the date in the picker), we need to be able to do several things:

- ▶ Get today's date
- ▶ Display a date and time
- ▶ Calculate the difference between two dates

Before writing `showDate`, let's look at the different methods and data types that we need to complete these tasks.

Getting the Date

To get the current date and store it in a `NSDate` object, all that we need to do is to allocate and initialize a new `NSDate`. When initialized, it automatically stores the current date! This means that a single line takes care of our first hurdle:

```
todayDate=[[NSDate alloc] init];
```

Displaying a Date and Time

Unfortunately, displaying a date and time is a bit more tricky than *getting* the current date. Because we're going to be displaying the output in a label (`UILabel`), we already know *how* it is going to be shown on the screen, so the question is really, how do we format a string with a `NSDate` object?

Interestingly enough, there's a class to handle this for us! We'll create and initialize an `NSDateFormatter` object. Next, we use the object's `setDateFormat` to create a custom format using a pattern string. Finally, we apply that format to our date using another method of `NSDateFormatter`, `stringFromDate`—which, given an `NSDate`, returns a string in the format that we defined.

For example, if we assume that we've already stored an NSDate in a variable `todayDate`, we can output in a format like "Month, Day, Year Hour:Minute:Second(AM or PM)" with these lines:

```
dateFormat = [[NSDateFormatter alloc] init];
[dateFormat setDateFormat:@"MMMM d, yyyy hh:mm:ssa"];
todayDateString = [dateFormat stringFromDate:todayDate];
```

First, the formatter object is allocated and initialized in a new object, `dateFormat`. Then the string @"MMMM d, YYYY hh:mm:ssa" is used as a formatting string to set the format internally in the object. Finally, a new string is returned and stored in `todayDateString` by using the `dateFormat` object's instance method `stringFromDate`.

Where in the World Did That Date Format String Come From?

The strings that you can use to define date formats are defined by a Unicode standard that you can find here: http://unicode.org/reports/tr35/tr35-6.html#Date_Format_Patterns.

For this example, the patterns are interpreted as follows:

MMMM: The full name of the month

d: The day of the month, with no leading zero

YYYY: The full four-digit year

hh: A two-digit hour (with leading zero if needed)

mm: Two digits representing the minute

ss: Two digits representing the second

a: AM or PM

Calculating the Difference Between Two Dates

The last thing that we need to understand is how to compute the difference between two dates. Instead of needing any complicated math, we can just use the `timeIntervalSinceDate` instance method in an NSDate object. This method returns the difference between two dates, in seconds. For example, if we have two NSDate objects, `todayDate` and `futureDate`, we could calculate the time in seconds between them with this:

```
NSTimeInterval difference;
difference = [todayDate timeIntervalSinceDate:futureDate];
```

Notice that we store the result in a variable of type `NSTimeInterval`. This isn't an object. Internally, it is just a double-precision floating-point number. Typically, this would be declared using the native C data type `double`, but Apple abstracts this from us by using a new type of `NSTimeInterval` so that we know exactly what to expect out of a date difference calculation.

Note that if the `timeIntervalSinceDate:` method is given a date *before* the object that is invoking the method (that is, if `futureDate` was *before* `today'sDate` in the example), the difference returned is negative; otherwise, it is positive. To get rid of the negative sign, we'll be using the C function `fabs(<float>)` that, given a floating-point number, returns its absolute value.

Implementing the Date Calculation and Display

Putting together all of these pieces, we should now be able to write the logic for the `showDate` method. Open the `DateCalcViewController.m` file in Xcode and add the following implementation for `showDate` method shown in Listing 11.2.

LISTING 11.2

```

1: -(IBAction)showDate:(id)sender {
2:     NSDate *today'sDate;
3:     NSString *differenceOutput;
4:     NSString *today'sDateString;
5:     NSDateFormatter *dateFormat;
6:     NSTimeInterval difference;
7:
8:
9:     today'sDate=[[NSDate alloc] init];
10:    difference = [today'sDate timeIntervalSinceDate:[sender date]] / 86400;
11:
12:    dateFormat = [[NSDateFormatter alloc] init];
13:    [dateFormat setDateFormat:@"MMMM d, yyyy hh:mm:ssa"];
14:    today'sDateString = [dateFormat stringFromDate:today'sDate];
15:
16:    differenceOutput=[[NSString alloc] initWithFormat:
17:        @"Difference between chosen date and today (%@) in days: %1.2f",
18:        today'sDateString,fabs(difference)];
19:    differenceResult.text=differenceOutput;
20:
21:    [today'sDate release];
22:    [dateFormat release];
23:    [differenceOutput release];
24: }
```

Much of this should look pretty familiar based on the preceding examples, but let's review the logic. First, in lines 2–6, we declare the variables we'll be using: `today'sDate` will store the current date, `differenceOutput` will be our final formatted string displayed to the user, `today'sDateString` will contain the formatted version of the current day's date, `dateFormat` will be our date formatting object, and `difference` is the double-precision floating-point number used to store the number of seconds between two dates.

Lines 9 and 10 do most of the work we set out to accomplish! In line 9, we allocate and initialize `today'sDate` as a new `NSDate` object. The `init` automatically stores the current date and time in the object.

In line 10, we use `timeIntervalSinceDate` to calculate the time, in seconds, between `today'sDate` and `[sender date]`. Remember that `sender` will be the date picker object, and the `date` method tells an instance of `UIDatePicker` to return its current date and time in an `NSDate` object, so this gives our method everything it needs to work with. The result is divided by `86400` and stored in the `difference` variable. Why `86400`? This is the number of seconds in a day, so we will be able to display the number of days between dates, rather than seconds.

In lines 12–14, we create a new date formatter object (`NSDateFormatter`) and use it to format `today'sDate`, storing the results in the string `today'sDateString`.

Lines 16–18 format the final output string by allocating a new string (`differenceOutput`), and then initializing it with `initWithFormat`. The format string provided includes the message to be displayed to the user as well as the placeholders `%@` and `%1.2f`—representing a string and a floating-point number with a leading zero and two decimal places. These placeholders are replaced with the `today'sDateString` and the absolute value of the difference between the dates, `fabs(difference)`.

In line 19, the label we added to the view, `differenceResult`, is updated to display `differenceOutput`.

The last step is to clean up anything that we allocated in the method, which is accomplished in lines 21–23, where the strings and formatter object are released.

That's it! Use Build and Run to run and test your application. You've just implemented a date picker, learned how to perform some basic date arithmetic, and even formatted dates for output using date formatting strings. What could be better? Creating your own custom picker with your own data, of course!

Implementing a Custom Picker View

In the lead-up to this project, we made it pretty clear that implementing your own picker view (`UIPickerView`) is going to be a bit different from other UI features you've added previously—including the date picker you just finished. This doesn't mean it will be *difficult*, just different. Because a picker view starts out empty and can contain anything we want, we need to provide it with data to display and describe how it should be displayed.

Implementation Overview

This project, named MatchPicker, will implement an instance of `UIPickerView` that presents two scrolling wheels of information: animal names and animal sounds. We'll use some simple logic to identify whether an animal matches the correct sound and display a positive or negative response to the user. In short, a very easy matching game. After we have the basics in place, we'll spruce things up by changing the animal names to actual pictures of the names. The final result that we're aiming for is shown in Figure 11.8.

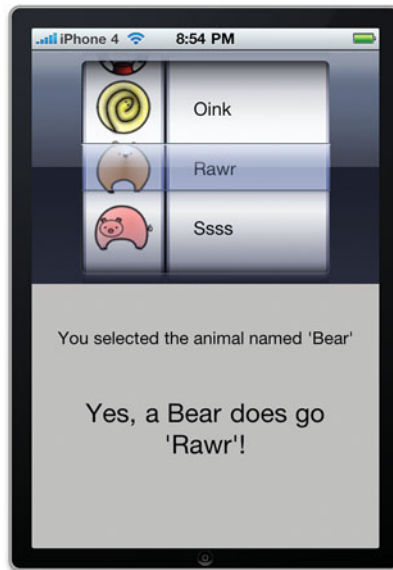


FIGURE 11.8
We'll use a picker view to create a simple matching game.

Setting Up the Project

Because this is a picker view that must conform to the `UIPickerViewDataSource` and `UIPickerViewDelegate` protocols, the setup we need to complete is just a teeny bit different from earlier projects. Get started by opening Xcode and creating a View-Based Application named MatchPicker.

Conforming to a Protocol

To tell Xcode that one of our classes is going to conform to a protocol (or, in this case, multiple protocols), we need to edit the header file for the class and include the protocols in the `@interface` line.

For this project, we want our view controller (`MatchPickerViewController`) to conform to the `UIPickerViewDataSource` and `UIPickerViewDelegate` protocols. Open `MatchPickerViewController.h` and edit the `@interface` line to read as follows:


```
@interface MatchPickerViewController : UIViewController <UIPickerViewDataSource,
UIPickerViewDelegate> {
```

Adding a comma-separated list of the names of the protocols we'll be implementing within the angle brackets <> is all we need to do to tell Xcode that we're going to conform to a protocol. The rest of the project setup is pretty standard.

Adding Outlets but Not Actions

Amazingly, this project requires only two outlets and *no* actions. The outlets will correspond to two labels (UILabel): `lastAction` will display the last action the user performed in the picker, and `matchResult` will be used to display feedback on whether the user successfully matched animal to sound.

So, why no action? Because the protocols we're conforming to define a method, `pickerView:didSelectRow:inComponent`, that will automatically be called when the user makes a selection. By adding the protocols to the `@interface` line, we've effectively added everything we'll need to connect to inside of Interface Builder.

Edit the `MatchPickerViewController.h` file to include outlets and property declarations for the `lastAction` and `matchResult` labels, as shown in Listing 11.3.

LISTING 11.3

```
#import <UIKit/UIKit.h>

@interface MatchPickerViewController : UIViewController
    <UIPickerViewDataSource, UIPickerViewDelegate> {
    IBOutlet UILabel *lastAction;
    IBOutlet UILabel *matchResult;
}

@property (nonatomic, retain) UILabel *lastAction;
@property (nonatomic, retain) UILabel *matchResult;

@end
```

Next, add the corresponding `@synthesize` lines to the implementation file (`MatchPickerViewController.m`) for each of the defined properties. These should be located after the `@implementation` directive:

```
@synthesize lastAction;
@synthesize matchResult;
```

Releasing the Objects

Edit the `dealloc` method in `MatchPickerViewController.m` to release the two labels we've retained. We'll need to revisit this with a few more edits later on, but, for now, the method should read as follows:

```
- (void)dealloc {  
    [lastAction release];  
    [matchResult release];  
    [super dealloc];  
}
```

Make sure you've saved the view controller header and implementation files, and then let's turn our attention to hammering out the picker view interface with Interface Builder.

Adding a Picker View

Because the picker view is controlled mostly by the protocols we'll be implementing, there's surprisingly little to do in Interface Builder. Open the MatchPickerViewController.xib file, and make sure the view it contains is also open.

Using the Objects Library (Tools, Library), click and drag an instance of UIPickerView to the view, positioning it at the top of the iPhone interface. That's really all there is to it. If you open up the Attributes Inspector (Command+1), you'll notice that there is only a single attribute for the picker view—whether or not the selection indicator is present. You can turn this on or off, depending on how you feel it works with the aesthetics of your application. Figure 11.9 shows the picker added to the view, along with its available attributes.

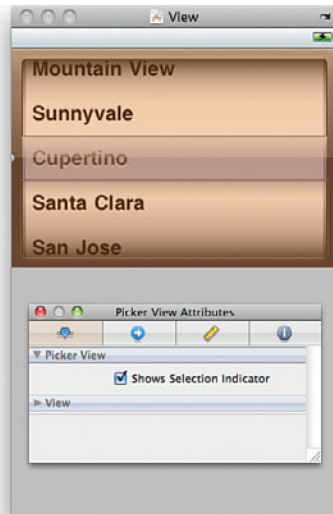


FIGURE 11.9

There's not much more to do be done with a picker view in Interface Builder beyond adding it to your view.

By the Way

When you add a UIPickerView to your view, it will display with a list of cities as the default contents. This won't change! Because the actual contents of the picker are determined by the code you write, you're not going to see the final result until you run the application.

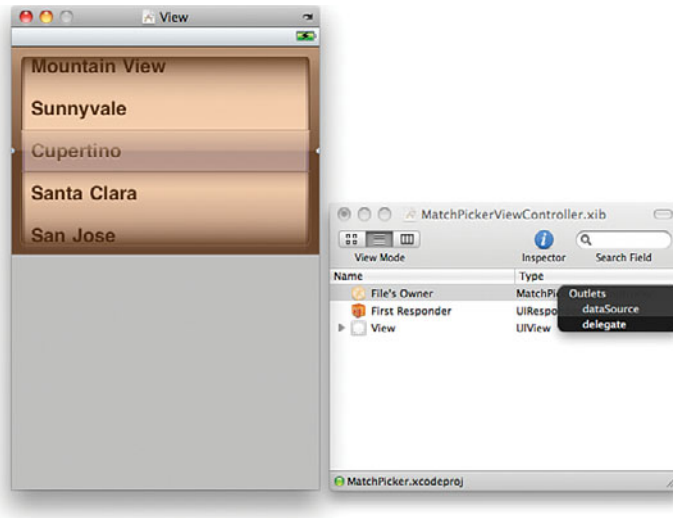
Connecting to the Data Source and Delegate Protocol Outlets

Remember that we didn't add any actions or outlets for the picker view to connect to, but we did declare that the `MatchPickerViewController` class we're writing will conform to the `UIPickerViewDataSource` and `UIPickerViewDelegate` protocols. Behind the scenes, this created the necessary outlets that the picker will need to connect to.

Control-drag from either the visual representation of the picker within your view or its icon in the Document window to the File's Owner icon. When you release your mouse button, you'll be prompted to connect to either the Delegate or Data Source outlets, as shown in Figure 11.10. Choose the Delegate option to create the first connection.

FIGURE 11.10

Even though we didn't explicitly create any outlets, the view controller conforms to the picker's delegate and data source protocols and provides the appropriate connection points.



After the delegate connection is made, repeat the exact same process, but this time choose Data Source. When both connections are in place, the picker is as “configured” as we can get it in Interface Builder. All the remaining work must take place in code.

Finishing the Interface

To complete the interface for the `MatchPicker` application, we need two labels (`UILabel`)—one for providing feedback of what the user just selected, another for

showing whether the user successfully made a match. These labels will, in turn, connect to the `lastAction` and `matchResult` outlets, respectively.

Adding the Output Labels

Drag two labels into the view, positioning one above the other. Change the title of the top label to read **Last Action** and the bottom label to read **Match Feedback**. In our sample project, we've also chosen to set the attributes so that both labels are centered and the Match Feedback label is larger (24 pt) than the Last Action label, as shown in Figure 11.11.

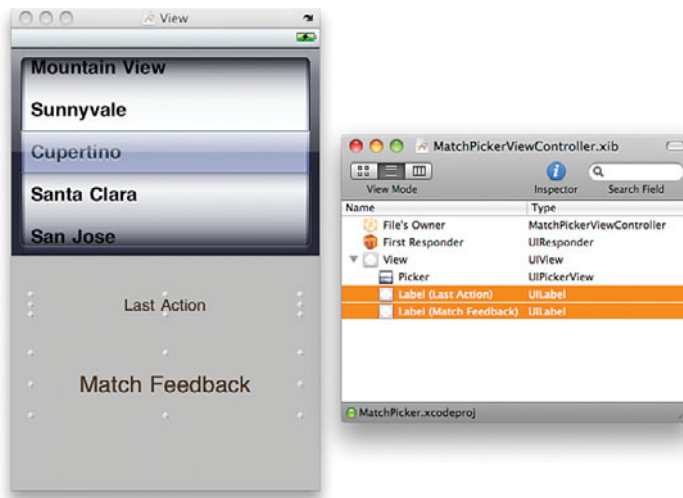


FIGURE 11.11

Add two labels to the view to handle output to the user.

Connecting the Outlets

Connect each of the labels to their corresponding outlets by Control-dragging from the File's Owner icon to each label and then choosing the `lastAction` and `matchResult` outlets, as appropriate. Figure 11.12 demonstrates the connection from the Match Feedback label to its `matchResult` outlet.

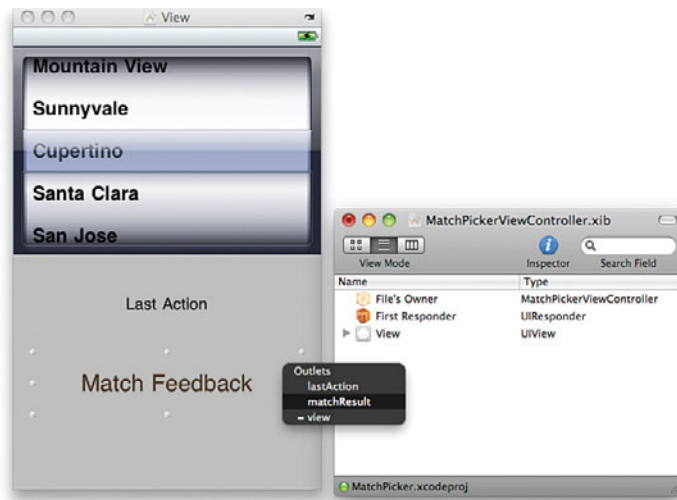
With that simple step, we're done with Interface Builder. All the work of actually customizing the appearance of the picker view must take place in Xcode.

Providing Data to the Picker

A big difference between the `UIPickerView` we're using now and other controls, such as the `UISegmentedControl`, is that what the control displays is determined entirely by the code we write. There is no “point and click” to edit the different components and values within Interface Builder. WYSIWYG isn't an option.

FIGURE 11.12

Make sure you remember to connect the two labels to their outlets!



So, what information do we need to provide? Remember that the picker displays scrolling wheels called components. Within each component are any number of “rows” that display the values you want users to select. We’ll need to provide the picker with data for each row in each component. For this example, we’ll have one component with animal names and another with animal sounds.

Creating the Application Data Structures

Because the picker displays lists of information, it stands to reason that we’d want to store the data that they display as lists—a perfect job for an array! We’ll create two arrays, `animalNames` and `animalSounds`, that contain all the information that the picker will display to the user.

We want these arrays to be available to everything in the `MatchPickerViewController` class, so we first need to add them to the `@interface` block within the view controller header file. Edit `MatchPickerViewController.h` to include two `NSArray`s (`animalNames` and `animalSounds`) as shown in Listing 11.4.

LISTING 11.4

```
#import <UIKit/UIKit.h>

@interface MatchPickerViewController : UIViewController
    <UIPickerViewDataSource, UIPickerViewDelegate> {
    NSArray *animalNames;
    NSArray *animalSounds;
    IBOutlet UILabel *lastAction;
    IBOutlet UILabel *matchResult;
}
}
```

```
@property (nonatomic, retain) UILabel *lastAction;
@property (nonatomic, retain) UILabel *matchResult;
```

```
@end
```

These two arrays correspond to the components that we'll be displaying in the picker. Components are numbered starting at zero, left to right, so, assuming we want the names of the animals to be on the left and sounds on the right, component 0 will correspond to the `animalNames` array and component 1 to `animalSounds`.

Before going any further, take a few seconds to add the appropriate releases for these arrays within the `dealloc` method. The current version of the method should read as follows:

```
- (void)dealloc {
    [animalNames release];
    [animalSounds release];
    [lastAction release];
    [matchResult release];
    [super dealloc];
}
```

Populating the Data Structures

After the arrays have been declared, they need to be filled with data. The easiest place to do this is in the `viewDidLoad` method of the view controller (`MatchPickerViewController.m`). Edit `MatchPickerViewController.m` by uncommenting the `viewDidLoad` method and adding the lines, as shown in Listing 11.5, to allocate and initialize the arrays with a list of animals and sounds.

LISTING 11.5

```
- (void)viewDidLoad {
    animalNames=[[NSArray alloc] initWithObjects:
        @"Mouse", @"Goose", @"Cat", @"Dog", @"Snake", @"Bear", @"Pig", nil];
    animalSounds=[[NSArray alloc] initWithObjects:
        @"Oink", @"Rawr", @"Ssss", @"Roof", @"Meow", @"Honk", @"Squeak", nil];
}
```

`nil` is needed to denote the end of the array initialization list, so if it's missing, your application will almost certainly crash!

**Watch
Out!**

The arrays are initialized with a series of strings, but if you look closely, the strings don't match up! This is intentional. It wouldn't make sense to display the strings so that the animal name immediately matches the animal sound. Instead, element 0

of `animalNames` matches element 6 of `animalSounds`, `animalNames` element 1 matches `animalSounds` element 5, 2 matches 4, and so on. When it gets time to handle checking for a match between the components, we'll use this logic:

The total number of sounds, minus 1, minus the sound the user has chosen must be the same as the chosen animal.

So, for a total of 7 sounds, where element 5 is chosen, we get $7 - 1 - 5 = 1$ (exactly the number we want). You're welcome to implement your own display and matching logic. This is just a quick way of "mixing things up" a bit for the purposes of this project.

To help simplify the application a bit, it would be nice if we could symbolically refer to "component 0" as the "animalComponent" and "component 1" as the "soundComponent." By defining a few constants at the start of our implementation file, we can do just that! Edit `MatchPickerViewController.m` and add these lines so that they precede the `#import` line:

```
#define componentCount 2
#define animalComponent 0
#define soundComponent 1
```

The first constant `componentCount` is just the number of components that we want to display in the picker, whereas the other two constants, `animalComponent` and `soundComponent`, can be used to refer to the different components in the picker without resorting to using their actual numbers.

What's Wrong with Referring to Something by its Number?

Absolutely nothing. The reason that it is helpful to use constants, however, is that if your design changes and you decide to change the order of the components or add another component, you can just change the numbering within the constants rather than each place they're used in the code. This will make a bit more sense in a few minutes as we start implementing the delegate and data source protocol methods.

Our application has everything it requires data-wise—it just needs the methods to get the data into the picker view.

Implementing the Picker Data Source Methods

Despite a promising sounding name, the picker data source methods (described by the `UIPickerViewDataSource` protocol) really only provide a small amount of information to the picker via these methods:

`numberOfComponentsInPickerView:` Returns the number of components the picker should display

`pickerView:numberOfRowsInComponent:` Returns the number of rows that the picker will be displaying within a given component

Let's start with component count. Edit `MatchPickerViewController.m` and add the following method to the file:

```
- (NSInteger)numberOfComponentsInPickerView:(UIPickerView *)pickerView {  
    return componentCount;  
}
```

We already defined a constant, `componentCount`, with the number of components we want to display (2), so the *entire* implementation of this method is just the line `return componentCount`.

The second method, `pickerView:numberOfRowsInComponent`, is expected to return the number of rows contained within a given component. We'll make use of the `NSArray` method `count` to return the number of items within the array that is going to make up the component. For example, to get back the number of names in the `animalNames` array, we can use this:

```
[animalNames count]
```

Implement it using the code in Listing 11.6.

LISTING 11.6

```
- (NSInteger)pickerView:(UIPickerView *)pickerView  
    numberOfRowsInComponent:(NSInteger)component {  
    if (component==animalComponent) {  
        return [animalNames count];  
    } else {  
        return [animalSounds count];  
    }  
}
```

Here, we just compare the component variable provided when the picker calls the method to the `animalComponent` constant we declared earlier. If they are equal, we return a count of the names in `animalNames`. Otherwise, we return a count of the number of sounds in `animalSounds`.

Congratulations, you've just completed the methods required for conforming to the `UIPickerViewDataSource` protocol!

Populating the Picker Display

Where the data source protocol methods are responsible for defining *how many* items will appear in the picker, the UIPickerViewDelegate methods define *what* items are shown, and how they are displayed. There's only a single method we really *need* before we can start looking at the results of our work:

`pickerView:titleForRow:forComponent:` This method is called by the picker view to determine what text should be shown in a given component and row.

For example, if component 0 and row 0 are provided to the method as parameters, the method should return `Mouse`, because it is the first element of our `animalNames` array, which corresponds to component 0 in the picker.

This method requires the ability to retrieve a string from one of our arrays. The `NSArray` instance method `objectAtIndex:` is exactly what we need. To retrieve row 5 from the `animalSounds` array we could use this:

```
[animalSounds objectAtIndex:5]
```

The `pickerView:titleForRow:forComponent` method provides us with both a row variable and a component variable. The implementation is shown in Listing 11.7.

LISTING 11.7

```
- (NSString *)pickerView:(UIPickerView *)pickerView
    titleForRow:(NSInteger)row forComponent:(NSInteger)component {
    if (component==animalComponent) {
        return [animalNames objectAtIndex:row];
    } else {
        return [animalSounds objectAtIndex:row];
    }
}
```

The code first checks to see whether the supplied component variable is equal to the `animalComponent` constant that we configured, and then, if it is, returns the object (a string) from the specified row of the `animalNames` array. If component isn't equal to `animalComponent`, we can assume that we need to be looking at the `animalSounds` array and return a string from it instead.

**By the
Way**

Because we have just two components, we're making the assumption that if a method isn't referencing one, it must be referencing the other. Obviously if you have more than two components, you need a more complicated if-then-else structure or a switch statement.

After adding the method to `MatchPickerViewController.m`, save the file, and then choose Build and Run. The application will launch and show the picker view, complete with the contents of your two arrays, much like Figure 11.13.

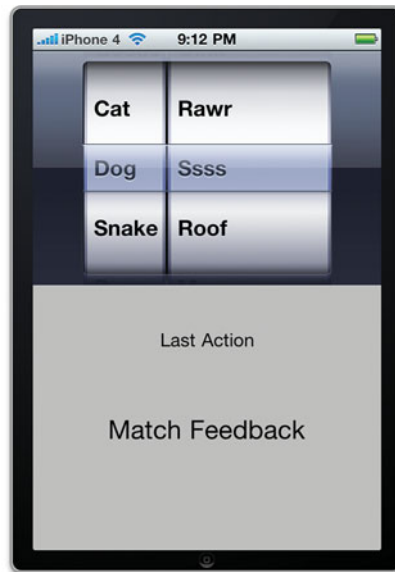


FIGURE 11.13
The application should now run and show the customized picker view.

Notice that although the picker does work, choosing values has no effect—that’s because we need to implement one more delegate method before our efforts will truly pay off.

Reacting to a Picker View Choice

For our application to respond to a user touching and changing the value within one of the picker components, we need to implement another method within the `UIPickerViewDelegate` protocol: `pickerView:didSelectRow:inComponent`. This method is called when the user changes something in the picker view—as part of the parameters, we get back a reference to the picker itself, the row number that was selected, and which component number it was in.

Do you see any problem with that? Although the method certainly tells us when something was picked, and *what* was picked, it only gives us the value for the picker component that the user was changing. In other words, we’ll get back the chosen animal name but not the sound (or vice versa).

To access the value of *any* picker component at any time, we can use the `UIPickerView` instance method `selectedRowInComponent`. This returns the currently selected row in

whatever component number we pass to it. If we have a reference to our picker in pickerView, for example, we could retrieve the selected animal name row like this:

```
[pickerView selectedRowInComponent:animalComponent]
```

By the Way

Hopefully it's starting to become obvious why it makes sense to use constants to keep track of the component numbers. Being able to use animalComponent or soundComponent directly in the code makes it much easier to read, and, long term, easier to maintain.

With all this information in hand, we're ready to write and review the pickerView:didSelectRow:inComponent method. Add the code in Listing 11.8 into MatchPickerViewController.m.

LISTING 11.8

```
1: - (void)pickerView:(UIPickerView *)pickerView didSelectRow:(NSInteger)row
2:   inComponent:(NSInteger)component {
3:     NSString *actionMessage;
4:     NSString *matchMessage;
5:     int selectedAnimal;
6:     int selectedSound;
7:     int matchedSound;
8:
9:     if (component==animalComponent) {
10:        actionMessage=[[NSString alloc]
11:                       initWithFormat:@"You selected the animal named '%@'",
12:                                     [animalNames objectAtIndex:row]];
13:     } else {
14:        actionMessage=[[NSString alloc]
15:                       initWithFormat:@"You selected the animal sound '%@'",
16:                                     [animalSounds objectAtIndex:row]];
17:     }
18:
19:     selectedAnimal=[pickerView selectedRowInComponent:animalComponent];
20:     selectedSound=[pickerView selectedRowInComponent:soundComponent];
21:
22:     matchedSound=([animalSounds count]-1)-
23:                  [pickerView selectedRowInComponent:soundComponent];
24:
25:     if (selectedAnimal==matchedSound) {
26: matchMessage=[[NSString alloc] initWithFormat:@"Yes, a %@ does go   '%@'!",
27:                                                [animalNames objectAtIndex:selectedAnimal],
28:                                                [animalSounds objectAtIndex:selectedSound]];
29:     } else {
30: matchMessage=[[NSString alloc] initWithFormat:@"No, a %@ doesn't go   '%@'!",
31:                                                [animalNames objectAtIndex:selectedAnimal],
32:                                                [animalSounds objectAtIndex:selectedSound]];
33:     }
34:
35:     lastAction.text=actionMessage;
```

```
36:     matchResult.text=matchMessage;
37:
38:     [matchMessage release];
39:     [actionMessage release];
40:
41: }
```

Lines 3–4 kick off the implementation by declaring two strings, `actionMessage` and `matchMessage`, which will be used to hold the contents of the messages that we’ll be displaying to the user to view the labels in the interface.

Lines 5–7 define three integers (`selectedAnimal`, `selectedSound`, and `matchedSound`) that we’ll be using to hold the currently selected animal and sound and the “fixed” number of the currently selected sound. Recall that the sound and animal rows don’t match up numerically? We’ll use the `matchSound` variable to hold the results of the calculation that determines whether the sound the user has chosen matches the correct animal.

Lines 9–17 allocate and initialize a string, `actionMessage`, which describes what the user has done. If the component provided to the method is the `animalComponent`, the string will contain a message stating that they chose an animal. It will also identify the animal via the `row` variable and the `animalNames` array. If they choose a sound, the message and logic will be appropriate to that action instead. We’re using the same techniques implemented earlier to populate the picker’s display.

Lines 19–20 use the `selectedRowInComponent` method to retrieve the currently selected rows in the animal and sound components. The results are stored in the `selectedAnimal` and `selectedSound` variables, respectively.

Lines 22–23 work the magic of calculating if the chosen sound matches the chosen animal. The `matchedSound` value will equal the `selectedAnimal` value if the user has picked a match. You can refer to the earlier section “Populating the Data Structures” for help understanding the math—it isn’t critical in understanding the picker view itself.

Lines 25–33 compare `selectedAnimal` to `matchedSound`. If they are equal, the user has chosen correctly, and an appropriately congratulatory message is created and stored in the string `matchMessage`. If users make an incorrect choice, they’re informed of the error with a slightly different message. In either case, the `matchMessage` string includes both the name of the animal and the sound so that users complete feedback about what they’ve selected.

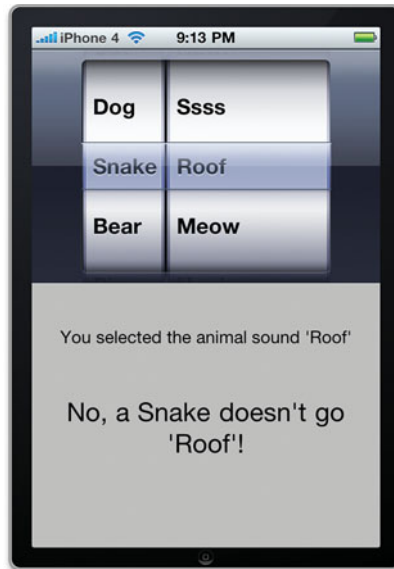
Lines 35–36 output the `actionMessage` and `matchMessage` to the user by setting the text properties of the `lastAction` and `matchResult` labels.

Lines 38–39 release the two strings, `matchMessage` and `actionMessage`, allocated and initialized in the method.

Save your updated implementation file, and choose Build and Run. Scroll through the animals and sounds and make your choices. As you change the selection in the picker view, the messages should update accordingly, as Figure 11.14 shows.

FIGURE 11.14

Your application now reacts to changes in the picker view!



Done? Not just yet! When we started out, I promised that we'd be able to display images in the picker view, and I'm not going to go back on my word!

Tweaking the Picker UI

Once you've got a working picker view, you can start using some of the optional `UIPickerViewDelegate` methods to dramatically alter its appearance. To close out this hour, for example, we'll change the picker to display icons of the animals rather than the animal names.

Adding the Image Resources and Data

I've supplied seven animal image PNG files inside the Animals folder of the MatchPicker project folder. Start by finding and dragging the image files into the Resources folder of your project in Xcode. When prompted, choose to copy the items if needed, as shown in Figure 11.15.

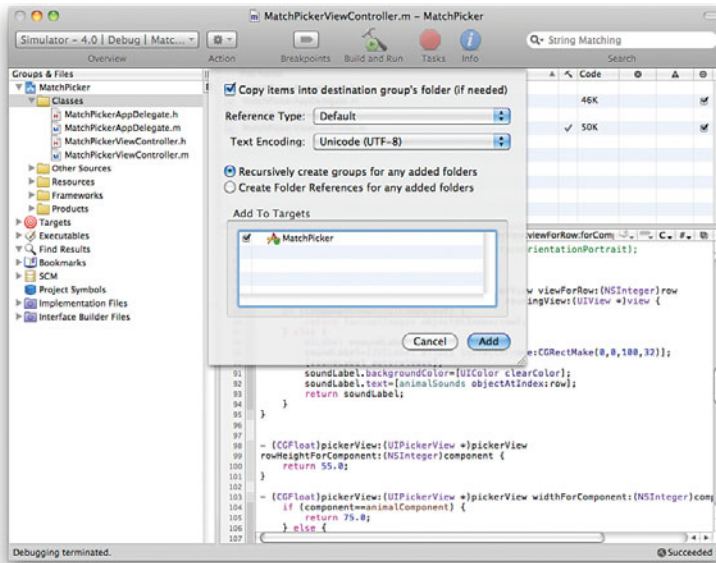


FIGURE 11.15
Copy the images
to the project if
needed.

The UIPickerView can display any UIView or subclass of UIView within its components. To display an image, we'll need to add it to a view and make it available to the picker. Despite this sounding a bit daunting, we can create a new UIImageView instance and populate it with an image from our project resources using a single line:

```
[[UIImageView alloc] initWithImage:[UIImage imageNamed:<image name>]]
```

So, what do we do with these UIImageViews once we create them? The same thing we did with the animal names and animal sounds—we put them in an array. That way, we can simply pass the appropriate image view to the picker in the exact same way we were passing strings!

Remember, if you want to address the ultra-high resolution display of the iPhone 4, you can add image resources with twice the vertical and horizontal resolution and a suffix of @2x to your projects. They'll automatically be displayed without any additional coding!

**By the
Way**

Start by updating the MatchPickerViewController.h file to declare an NSArray called `animalImages`. The final (for real!) interface file is displayed in Listing 11.9.

LISTING 11.9

```
#import <UIKit/UIKit.h>

@interface MatchPickerViewController : UIViewController
    <UIPickerViewDataSource, UIPickerViewDelegate> {
    NSArray *animalNames;
    NSArray *animalSounds;
    NSArray *animalImages;
    IBOutlet UILabel *lastAction;
    IBOutlet UILabel *matchResult;
}
@property (nonatomic, retain) UILabel *lastAction;
@property (nonatomic, retain) UILabel *matchResult;

@end
```

Edit the `viewDidLoad` method within `MatchPickerViewController.m` to include the code to populate an array with seven image views corresponding to our animal PNG files. This code should be added following the allocation and initialization of the `animalSounds` or `animalNames` arrays:

```
animalImages=[[NSArray alloc] initWithObjects:
    [[UIImageView alloc] initWithImage:[UIImage imageNamed:@"mouse.png"]],
    [[UIImageView alloc] initWithImage:[UIImage imageNamed:@"goose.png"]],
    [[UIImageView alloc] initWithImage:[UIImage imageNamed:@"cat.png"]],
    [[UIImageView alloc] initWithImage:[UIImage imageNamed:@"dog.png"]],
    [[UIImageView alloc] initWithImage:[UIImage imageNamed:@"snake.png"]],
    [[UIImageView alloc] initWithImage:[UIImage imageNamed:@"bear.png"]],
    [[UIImageView alloc] initWithImage:[UIImage imageNamed:@"pig.png"]],
    nil
];
```

Next, update the `dealloc` method to release this new array when the application is finished with it:

```
- (void)dealloc {
    [animalNames release];
    [animalSounds release];
    [animalImages release];
    [lastAction release];
    [matchResult release];
    [super dealloc];
}
```

Using Views (with Images!) in a Picker View

Wouldn't it be great if we could just provide the image view to the picker in place of the animal name string in `pickerView:titleForRow:forComponent` and have it work? Guess what. It won't. Unfortunately, pickers operate in only one of two ways—either by displaying strings using the aforementioned method or displaying custom views using the method `pickerView:viewForRow:forComponent:reusingView`—but not a combination.

What this means for us is that if we want to display image views in the picker, everything else we want to show will have to be a subclass of `UIView` as well. The animal sounds are strings, so to display them, we need to create something that is a subclass of `UIView` that contains the necessary text. That “something” is a `UILabel`. By creating `UILabel`s from the strings in the `animalSounds` array, we can successfully populate the picker with both images *and* text.

Begin by commenting out the `pickerView:titleForRow:forComponent` in `MatchPickerController.m`, by placing `/*` before the start, and `*/` after the end of the method. Alternatively, you can just delete the entire method (because we won’t really need it again in this project).

Now, enter the following implementation of `pickerView:viewForRow:forComponent:reusingView` from Listing 11.10.

LISTING 11.10

```
1: - (UIView *)pickerView:(UIPickerView *)pickerView viewForRow:(NSInteger)row
2:     forComponent:(NSInteger)component reusingView:(UIView *)view {
3:     if (component==animalComponent) {
4:         return [animalImages objectAtIndex:row];
5:     } else {
6:         UILabel *soundLabel;
7:         soundLabel=[[UILabel alloc] initWithFrame:CGRectMake(0,0,100,32)];
8:         [soundLabel autorelease];
9:         soundLabel.backgroundColor=[UIColor clearColor];
10:        soundLabel.text=[animalSounds objectAtIndex:row];
11:        return soundLabel;
12:    }
13: }
```

In lines 3–4, we check to see whether the component requested is the animal component, and if it is, we use the row parameter to return the appropriate `UIImageView` stored in the `animalImages` array. This is nearly identical to how we dealt with the strings earlier.

If the component parameter isn’t referring to the animal component, then we need to return a `UILabel` with the appropriate referenced row from the `animalSounds` array. This is handled in lines 6–11.

In line 6, we declare a `UILabel` named `soundLabel`.

Line 7 allocates and initializes `soundLabel` with a frame using the `initWithFrame` method. Remember from earlier hours that views define a rectangular area for the content that is displayed on the iPhone screen. To create the label, we need to define the rectangle of its frame. The `CGRectMake` function takes starting x,y values and

ending x,y values to define the height and width of a rectangle. In this example, we've defined a rectangle that spans 0 to 100 points horizontally and 0 to 32 points vertically.

Line 8 calls `autorelease` on the `soundLabel` object. This is a bit different from what we've done elsewhere. Why can't we just release `soundLabel` at the end of the method like everything else? The answer is that we have to return `soundLabel` so the picker can use it—so we can't just get rid of it. By using `autorelease`, we can hand off the object to the picker and relieve ourselves of the responsibility of releasing it.

Line 9 sets the background color attribute of the label to be transparent. As you learned with web views, `[UIColor clearColor]` returns a color object configured as transparent. If we leave this line out, the rectangle will not blend in with the background of the picker view.

Line 10 sets the text of the label to the string in of the specified row in `animalSounds`.

Finally, line 11 returns the `UILabel`—ready for display.

You can use Build and Run to run the application, but there's still going to be a slight issue: The rows aren't quite the right size to accommodate the images.

Changing Row Sizes

To control the width and height of the rows in the picker components, two additional delegate methods can be implemented:

`pickerView:rowHeightForComponent:` Given a component number, this method should return the height, in points, of the row being displayed.

`pickerView:widthForComponent:` Given a component number, this method returns the width of that component, in points.

For this sample application, some trial and error led me to determine that the animal component should be 75 points wide, while the sound component looks best at around 150 points.

Both components should use a constant row height of 55 points.

Translating this into code, implement `pickerView:rowHeightForComponent` as follows:

```
- (CGFloat)pickerView:(UIPickerView *)pickerView
    rowHeightForComponent:(NSInteger)component {
    return 55.0;
}
```

Similarly, `pickerView.widthForComponent` becomes this:

```
- (CGFloat)pickerView:(UIPickerView *)pickerView
widthForComponent:(NSInteger)component {
    if (component==animalComponent) {
        return 75.0;
    } else {
        return 150.0;
    }
}
```

With those small additions to `MatchPickerViewController.m`, the `UIPickerView` project is complete! You should now have a good understanding of how to create and customize pickers and how to manage a user's interaction with them.

Further Exploration

As you learned in this lesson, `UIDatePicker` and `UIPickerView` objects are reasonably easy to use and quite flexible in what they can do. There are a few interesting aspects of using these controls that we haven't looked at that you may want to explore on your own. First, both classes implement a means of programmatically selecting a value and animating the picker components so that they "spin" to reach the values you're selecting: `setDate:animated` and `selectRow:inComponent:animated`. If you've used applications that implement pickers, chances are, you've seen this in action.

Another popular approach to implementing pickers is creating components that appear to spin continuously (instead of reaching a start or stopping point). You may be surprised to learn that this is really just a programming trick. The most common way to implement this functionality is to use a picker view that simply repeats the same component rows over and over (thousands of times). This requires you to write the necessary logic in the delegate and data source protocol methods, but the overall effect is that the component rotates continuously.

Although these are certainly areas for exploration to expand your knowledge of pickers, you may also want to take a closer look at the documentation for the `NSDate` class. The ability to manipulate dates can be a powerful capability in your applications.

Apple Tutorials

`UIDatePicker`, `UIPickerView` – `UICatalog` (accessible via the Xcode developer documentation): This great example code package includes samples of both the simple `UIDatePicker` and a full `UIPickerView` implementation.

Dates, Times, and Calendars – Date and Time Programming Guide for Cocoa (accessible via the Xcode developer documentation): This guide provides information on just about everything you could ever want to do with dates and times.

Summary

In this hour's lesson, you explored two classes, `UIDatePicker` and `UIPickerView`, that present the user with a list of choices ranging from dates to images. Despite being based on the same underlying technology, the implementation of these features is very different. The date picker works just like the other UI elements you've been using over the past few hours. The picker view, on the other hand, requires us to write methods that conform to the `UIPickerViewDelegate` and `UIPickerViewDataSource` protocols.

In writing the sample picker applications, you also had a chance to make use of `NSDate` methods for calculating the interval between dates, as well as `NSDateFormatter` for creating user-friendly strings from an instance of `NSDate`. Although not the topic of this lesson, these are powerful tools for working with dates and times and interacting with your users.

Q&A

Q. *Why didn't you cover the timer mode of the `UIDatePicker`?*

A. The timer mode doesn't actually implement a timer; it's just a view that can display timer information. To implement a timer, you'll actually need to track the time and update the view accordingly—not something we can easily cover in the span of an hour.

Q. *Where did you get the method names and parameters for the `UIPickerView` protocols?*

A. The protocol methods that we implemented were taken directly from the Apple Xcode documentation for `UIPickerViewDelegate` and `UIPickerViewDataSource`. If you check the documentation, you can just copy and paste from the method definitions into your code.

Q. *If we had to create a rectangle to define the frame of a `UILabel`, why didn't we do the same when creating the `UIImageView` objects?*

A. When a `UIImageView` is initialized with an `UIImage`, its frame is set to the dimensions of the image.

Workshop

Quiz

1. An NSDate instance stores only a date. True or false?
2. Why doesn't a UIPickerView need to have an action defined for it?
3. Picker views can display images using the `pickerView:titleForRow:forComponent` method. True or false?

Answers

1. False. An instance of NSDate stores an “instant in time”—meaning a date *and* time.
2. By implementing the UIPickerViewDelegate methods and connecting the picker to the delegate, you gain the functionality of an action method automatically.
3. False. The `pickerView:viewForRow:forComponent:reusingView` method must be implemented to display images within a picker.

Activities

1. Update the dateCalc project so that the program automatically sets the picker to the current date when it is loaded. You'll need to use the `setDate:animated` method to implement this change.
2. Extend the MatchPicker project to give the appearance of the continuously scrolling/rotating components. You'll need to return a very large number of rows for each component, and then repeat the same rows over and over when they are requested. Rather than adding redundant data to the array, the best approach is to use a single array and map the row requests into the existing data in the array.

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HOURL 12

Implementing Multiple Views with Toolbars and Tab Bars

What You'll Learn in This Hour:

- ▶ Why applications use multiple views and view controllers
- ▶ What interface elements typically remain static as views change
- ▶ How to create a multi-view application from scratch
- ▶ How to quickly build a multi-view application using a tab bar and tab bar controller.
- ▶ How to enable inter-view communication

The iOS gives us plenty of capabilities for creating amazing applications with user interfaces that rival (and frequently surpass) desktop counterparts. The problem? The iPhone needs to fit in our pockets! Until there are foldable screens, iPhone applications must be conservative about what they display, showing only the tools needed at a given point in time. To that end, your applications may require multiple views and view controllers. Each view can contain its own information and interface, and, with a bit of programming, you can enable the user to easily switch between each view. This hour explains the use of multiple views and introduces the use of toolbars and tab bars.

Exploring Single Versus Multi-View Applications

In the previous hours, the application frameworks that we've built have followed the approach of "one app, one view." We've presented a screen with some controls, accepted input, and produced output. These single-view applications use one view and one view controller. Sure, we can use a second or third view/view controller to show a small overlay, or show a task-oriented modal view, but the majority of the user's interactions have been

confined to a single visible view. This is perfectly fine if that's all your application needs to do, but the iPhone sports several interface elements that make it possible for complex applications to be presented across multiple views.

The Multi-View Benefit

The iOS gives developers the opportunity to segment their applications into multiple different views and view controllers. This keeps the UI clean, not overloaded, and helps prevent the creation of “God classes” that attempt to perform every action under the sun. In our previous examples, we've dealt with one view and one controller. By introducing multiple view controllers, we can create the mobile equivalent of a multi-window desktop application. Information can be organized into logical groupings, and the user can easily switch between them.

In this hour, we explore multi-view applications with “parallel” views. This means that the content of one view isn't directly dependent on another—there isn't any set order in which they should be displayed.

Additional functionality usually implies additional complexity, and this isn't an exception. There won't be any real surprises in the code itself, but you'll need to start thinking a bit more about the application architecture and begin taking into consideration the additional outlets and connections you'll need to build if your view controllers need to communicate with one another.

Static Interface Elements

With multiple views comes a rather specific UI need: the ability to present options to the user, even as the content on the screen is changing. iOS offers two elements—toolbars and tab bars—that can provide users with controls that remain static onscreen, while content changes underneath them.

Toolbars

Toolbars (`UIToolbar`) are, comparatively speaking, one of the simpler user interface elements that you have at your disposal. A toolbar is implemented as a solid bar, either at the top or bottom of the display, with buttons/icons (`UIBarButtonItem`) that correspond to actions that can be performed in the current view. The email application, for example, uses a toolbar to provide a user with the option of moving between messages, forwarding messages, deleting them, and so on.

The buttons have a single selector action, which works nearly identically to the typical Touch Up Inside event that you've encountered before. They can be implemented almost entirely visually within Interface Builder.

Tab Bars

For many applications, an even easier and more user-friendly approach will be implementing a tab bar (UITabBar) and tab bar controller (UITabBarController). Tab bars, like toolbars, present a range of touchable choices on the bottom of the display but always use icons in their presentations. Tab bars are also *dedicated* to switching between multiple different views in an application, making them the obvious choice for applications that offer more features than can fit on a single iPhone screen.

In this hour's tutorials, we use both toolbars and tab bars to switch views and view controllers. In a real-world application, you'd choose a toolbar if you wanted to see the onscreen buttons to perform actions on a specific piece or type of content (such as a document). A tab bar, on the other hand, is the right choice to switch between completely independent and unrelated views—not tied together by a common piece of content.

**Did you
Know?**

Creating a Multi-View Toolbar Application

The first project that we'll be building in this chapter will create and manage multiple views from scratch. This will serve as an exercise to familiarize you with an approach to dealing with multiple views and introduce you to some new methods and properties, as well as the toolbar interface element.

Implementation Overview

Much as a single-view application uses a view controller to direct the interactions of its interface elements, a multi-view application needs a controller to help it switch between different views. In this implementation, we'll be creating a typical view-based application but will be using the default view controller (UINavigationController) to swap in and out three additional views—each with its own controller. The default controller will need to implement methods for clearing the current view and loading any of the other views—in any order, at any time.

In addition, our default view will be setting up a toolbar. We'll use the toolbar to provide quick access to view switching via a row of buttons at the bottom of the screen, as shown in Figure 12.1.

One interesting challenge that we need to overcome with this implementation is that while our main view will include the toolbar, it must be visible in all of the other views as well. We'll need to display the views “under” the toolbar so that it isn't hidden as new views are shown or removed.

**By the
Way**

FIGURE 12.1

The final application will switch between views with a toolbar.



Setting Up the Project

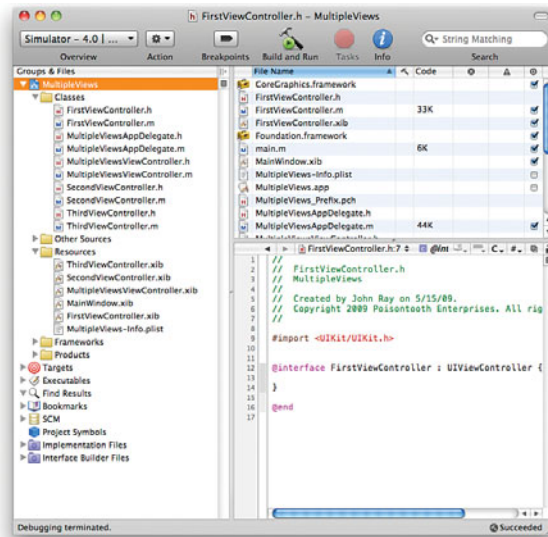
To begin, start Xcode and create a new application called **MultipleViews** using the View-Based Application template. The layout of this template should be getting very familiar by now. The `MainWindow.xib` includes a view controller that loads its view from a second XIB file, `MultipleViewsViewController.xib`. This XIB file will hold the toolbar that serves as our interface for switching between views, as well as instances of three new view controllers that will ultimately manage three new views.

Adding Views and View Controllers

Each of the views that we will be switching between needs its own view controller and XIB file. Create three new `UIViewController` subclasses (File, New File, Cocoa Touch Class, `UIViewController` subclass) and name them as follows:

- ▶ `FirstViewController`
- ▶ `SecondViewController`
- ▶ `ThirdViewController`

Be sure to check the `With XIB for User Interface` checkbox for each of the new classes that you create. After you've created the files, drag the XIB files to the Resources group. Your Xcode Classes and Resources groups should resemble Figure 12.2.

**FIGURE 12.2**

Our first multi-view application will use a total of four views and view controllers.

The goal of this project is to create a simple application that switches between independently controlled views. It is certainly possible that each of the views could share a view controller, but structurally it is a good practice to use separate controllers for views that do not serve the same function.

By the Way

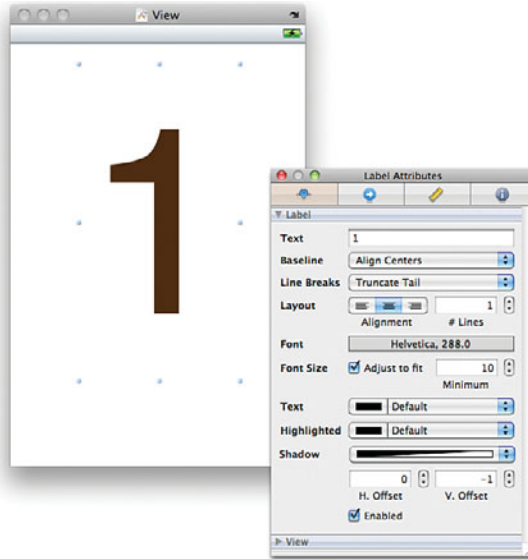
Prepping the View Content

To make sure that we know (visually) which view is which, open each of the three XIB files that correspond to the view controller classes in Interface Builder. For each view, drag a text label (UILabel) from the Library (Tools, Library) into the view. Change the text of the label to 1 in FirstViewController.xib, 2 in SecondViewController.xib, and 3 in the ThirdViewController.xib file. In the sample files, for this project, we've also set the font size to 288 points for each label by using the Attributes Inspector (Command+1), as shown in Figure 12.3.

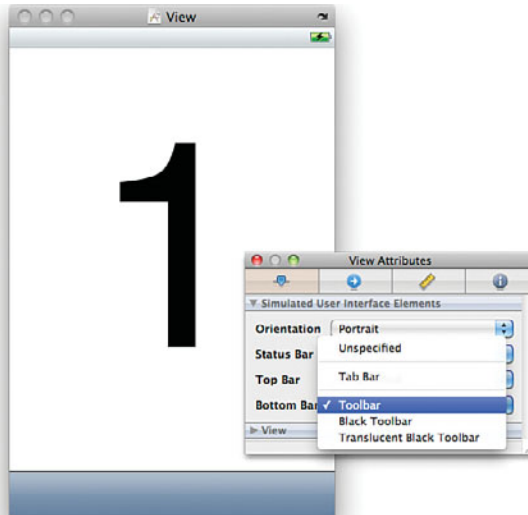
Remember that we're going to be overlaying a toolbar on each of these views, so you don't have the entire screen real estate to work with. Although we can't see the toolbar just yet, we can simulate it for the purposes of laying out the view. To add a simulated toolbar to the view, select the view itself within the Interface Builder Document window and then press Command+1 to open the View Attributes Inspector. Choose Toolbar from the Bottom Bar Simulated User Interface Elements pop-up menu, demonstrated in Figure 12.4.

FIGURE 12.3

Add labels to each view so they can be easily identified.


FIGURE 12.4

Adding a simulated toolbar to the view can help with layout since the actual toolbar isn't visible.



Instantiating the View Controllers

Your project should now contain content for each of the views and all the view controller classes it needs to function. The classes, however, still need to be instantiated so that we have actual view controllers and view objects to use in the application.

FIGURE 12.6
Associate every view controller with the appropriate XIB file.

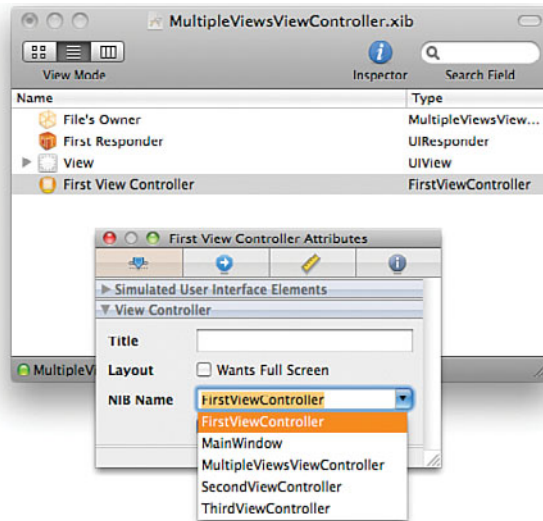
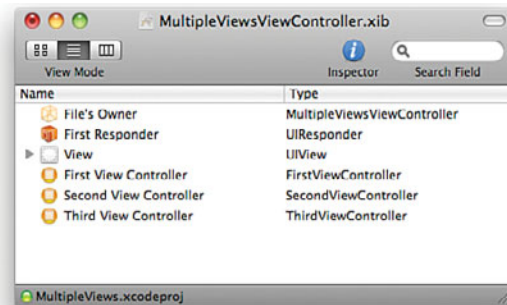


FIGURE 12.7
Add three view controller instances to the XIB file.



Adding Toolbar Controls

The MultipleViews application that we’re building now requires a single toolbar with buttons for each of the three views that we want to display. The toolbar itself will be added as a subview of the view in the MultipleViewsViewController.xib file.

If you haven’t already, open the MultipleViewsViewController.xib file in Interface Builder. The view contained in this XIB file, as you know from previous view-based applications, is what will be added to the application’s window when it first launches. Instead of providing all of the onscreen content, however, we just want this view and its view controller to manage the toolbar and the user’s interactions with it.

Open the view and, using the Library objects (Tools, Library), drag an instance of a toolbar (UIToolbar) to the bottom of the view. You should now have an empty view with a single-button toolbar visible.

Adding and Editing Toolbar Buttons

We will need three buttons for this project. Drag a bar button item (UIBarButtonItem) from the Library to the toolbar. An insertion point will appear where the button will be added. Repeat this process until there are a total of three buttons (one for each view) in the toolbar.

Double-click the button's title to switch to an editable mode. Edit each button title to correspond to one of the views that needs to be displayed: First View, Second View, Third View.

If you have difficulty selecting the buttons directly in the layout view, you may also select them using the Document window and edit their titles by accessing the Attributes Inspector (Command+1).

**Did you
Know?**

After editing the titles, you may want to resize the buttons to create a uniform appearance in the toolbar. You can use the Size Inspector (Command+3) to adjust the width numerically, or just click and drag the resize handle that appears to the right of the currently selected button.

The end result should resemble Figure 12.8.

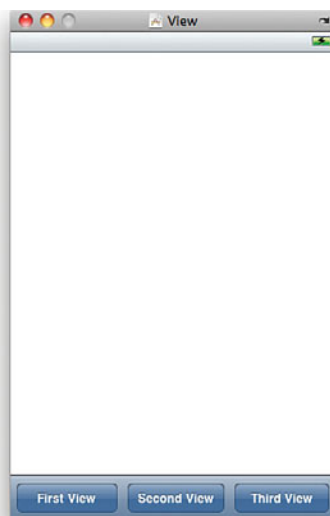


FIGURE 12.8
The final toolbar should contain three buttons with appropriate titles.

Bar button items do not have to be text-labeled buttons. Alternatively, you can set an image file to be used as the button representation in the Attributes Inspector. We will be using this feature of the tab bar UI element in the next project.

Adding Outlets and Actions

Now that all the interface elements are in place for the MultiViews application, we need to connect them to code. The `MultiViewsViewController` object will handle the switching of the views, so we need to edit the class to include outlets for each of the view controllers, as well as actions for each of the toolbar buttons, and a new method `clearView` that we'll use to clear the contents of the view as we switch between them.

Edit `MultiViewsViewController.h` to reflect the code in Listing 12.1.

LISTING 12.1

```
1: #import <UIKit/UIKit.h>
2:
3: @class FirstViewController;
4: @class SecondViewController;
5: @class ThirdViewController;
6:
7: @interface MultiViewsViewController : UIViewController {
8:     IBOutlet FirstViewController *firstViewController;
9:     IBOutlet SecondViewController *secondViewController;
10:    IBOutlet ThirdViewController *thirdViewController;
11: }
12:
13: @property (retain, nonatomic) FirstViewController *firstViewController;
14: @property (retain, nonatomic) SecondViewController *secondViewController;
15: @property (retain, nonatomic) ThirdViewController *thirdViewController;
16:
17: -(IBAction) loadSecondView:(id)sender;
18: -(IBAction) loadThirdView:(id)sender;
19: -(IBAction) loadFirstView:(id)sender;
20:
21: -(void) clearView;
22:
23: @end
```

Let's quickly run through what we've done here. Because this class needs to be aware of our other view controller classes, we first declare the view controller classes in lines 3–5.

Lines 8–10 create `IBOutlet`s for each of our view controller instances (`firstViewController`, `secondViewController`, and `thirdViewController`); we'll need to access them to switch between views.

In lines 13–15, we declare these three instances as properties.

Lines 17–19 declare three methods for switching views and expose them as IBActions for Interface Builder (loadFirstView, loadSecondView, and loadThirdView).

Finally, on line 21, a new method, clearView, is declared. It will be used to remove the old content from our view when we switch to a new view.

Connecting Outlets and Actions

Save the changes you’ve made to `MultiViewsViewController.h`, and jump back into the `MultiViewsViewController.xib` file in Interface Builder. We can now make our final connections before writing the view switching code.

From the Document window, Control-drag from the File’s Owner icon to the instance of `FirstViewController`. When prompted for an outlet, choose `firstViewController`, as shown in Figure 12.9.

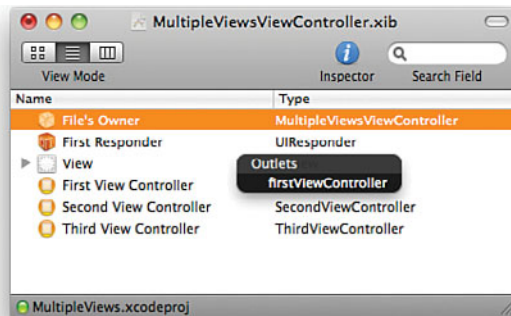


FIGURE 12.9
Connect each view controller to its outlet within the `MultipleViewsViewController` class.

Repeat this process for the `secondViewController` and `thirdViewController` instances, choosing the appropriate outlet when prompted.

Next, expand the view and toolbar hierarchy to show the three bar button items that we added earlier. Control-drag from the First View button to the File’s Owner icon. When prompted, choose the `loadFirstView` sent action.

Do the same for the two other buttons, connecting the Second View button to `loadSecondView` and the third to `loadThirdView`. The interface connections are now complete, and we can finish up the implementation of the view loading methods.

Implementing the View Switch Methods

To implement the view switching, we’ll be making use of a `UIView` instance method called `insertSubview:atIndex:`. This method inserts a view as a subview of another view—just like creating a hierarchy of views within Interface Builder. By inserting

a subview at an index of 0 into the view containing our toolbar, we will effectively “float” the toolbar view on top of the subview.

Begin the implementation by opening `MultipleViewsViewController.m` in Xcode. Import the headers from the three view controller classes so that we can properly access them in the code:

```
#import "MultipleViewsViewController.h"
#import "FirstViewController.h"
#import "SecondViewController.h"
#import "ThirdViewController.h"
```

Next, after the `@implementation` directive, use `@synthesize` to create the getters and setters for the view controller instances (`firstViewController`, `secondViewController`, `thirdViewController`):

```
@synthesize firstViewController;
@synthesize secondViewController;
@synthesize thirdViewController;
```

Create the method to load the first view, `loadFirstView`, as follows:

```
-(IBAction) loadFirstView:(id)sender {
    [self.view insertSubview:firstViewController.view atIndex:0];
}
```

This single line of code uses the `insertSubview:atIndex:` method of the `MultiViewsViewController`’s view instance (which contains our toolbar!) to add a subview that will appear below it. That’s all there is to it!

Following this pattern, implement the `loadSecondView` and `loadThirdView` methods to insert their respective view controller’s views as subviews to the toolbar view.

By the Way

If you’re confused why `self.view` is the view containing the toolbar, look at the structure of the project and the XIB files. We’re adding the `loadView` methods to the `MultiViewsViewController` class, so `self` refers to the instance of that class. The `MultiViewsViewController` has a single view with a toolbar that we added earlier, so `self.view`, within this context, is just a reference to that view.

After you’ve finished the view loading implementation, don’t forget to release the view controllers in the `dealloc` method:

```
-(void)dealloc {
    [firstViewController release];
    [secondViewController release];
    [thirdViewController release];
    [super dealloc];
}
```

Setting a View When the Application Starts

If you try to run the application now, it should work, but it probably won't do quite what you may expect. When the application first starts, it loads the initial view containing the toolbar but nothing else. Until a toolbar button is pressed, none of our three content views are visible. A much more user-friendly approach is to automatically load content as soon as the application starts.

To automatically switch to one of the views, we can simply use one of the `loadView` methods that we just defined.

Editing `MultipleViewsViewController.m`, implement the `viewDidLoad` method as follows:

```
- (void)viewDidLoad {  
    [self loadFirstView:nil];  
    [super viewDidLoad];  
}
```

By calling the `loadFirstView:` method upon successful loading of the view containing the toolbar, we ensure that some initial content is available for users without them first having to press any buttons.

Because `loadFirstView` is defined as requiring a parameter in its implementation, we must pass a parameter when using it here. Because the parameter (`sender`) is not used in the function, we can safely pass `nil` with no ill effects.

**By the
Way**

Clearing the Current View

Try building and executing the application again. This time, an initial view should load, but the application still won't perform correctly. You'll likely see sporadic behavior as you try to navigate between views or the views will overlay on top of one another, creating an onscreen mess. The problem is that while we're adding subviews as the toolbar button is pressed, we're never removing them again! What we need to do to stabilize the application's behavior is to identify and remove the current subview each time the toolbar button is pressed.

When a view is added to another as a subview (its superview), a property called `superview` is set appropriately. In other words, when `firstViewController.view` is added as a subview to our toolbar view, its `superview` property is set to the toolbar view. If a view *hasn't* been added as a subview, the property is `nil`. So, how can this help us? Easy: By testing to see whether the `superview` property is set, we can identify which view has been made active and then remove it when it's time to switch views. To remove a view from its superview, we can use the `removeFromSuperview` instance method.

Add the `clearView` method shown in Listing 12.2 to `MultipleViewsViewController.m`.

LISTING 12.2

```
-(void) clearView {  
    if (firstViewController.view.superview) {  
        [firstViewController.view removeFromSuperview];  
    } else if (secondViewController.view.superview) {  
        [secondViewController.view removeFromSuperview];  
    } else {  
        [thirdViewController.view removeFromSuperview];  
    }  
}
```

In this implementation, we test for the existence of the `superview` property in all of the view controller's views and, if we find it, we use `removeFromSuperview` to remove the view.

All that remains is to add `clearView` so that it is called before any view is loaded. A completed version of the `loadFirstView` method is shown in Listing 12.3.

LISTING 12.3

```
-(IBAction) loadFirstView:(id)sender {  
    [self clearView];  
    [self.view insertSubview:firstViewController.view atIndex:0];  
}
```

Make the same change to `loadSecondView` and `loadThirdView`, and then retest your application. It should now cleanly switch between the different views by touching the toolbar buttons, as shown in Figure 12.10.

FIGURE 12.10
Switch between views using the toolbar buttons.



In our next project, we'll implement multiple views along with another new UI element: the tab bar. In this second application, however, we'll be gaining a lot of "free" functionality that simplifies the process of switching views.

Building a Multi-View Tab Bar Application

As you've seen, it isn't difficult to manage multiple view controllers, but you'll need to overcome some peculiarities if you choose to implement the view switching yourself.

Frequently, a more expeditious approach is to use a tab bar (`UITabBar`) and tab bar controller (`UITabBarController`). This combination handles the view switching process almost entirely on its own. You supply the views and define the interface, and it makes the magic. Tab bars are similar in appearance to toolbars but are intended solely for switching views rather than executing arbitrary commands.

Implementation Overview

Earlier this hour, you built a simple multi-view application that required us to manually insert subviews, clear the view, and deal with other "overhead" activities that would ideally be performed automatically. In this project, you'll be creating another application with three views, but this time a tab bar controller will handle switching the views for us. This frees us up to add some real functionality!

If you follow along, you'll create an application for calculating areas and volumes. It will also provide a Summary view to show how many times the user has performed a calculation. This will help you understand how views, which are implemented largely independently, might exchange data.

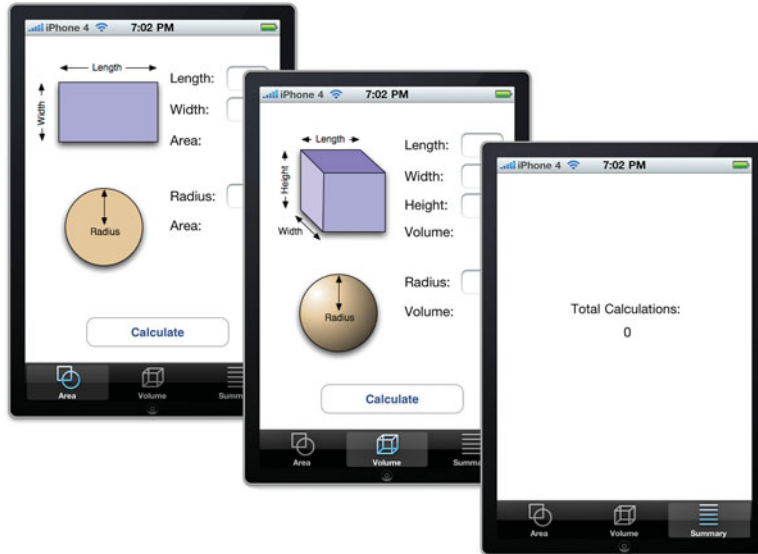
The implementation itself will require you to create an instance of a tab bar and tab bar controller and, within that, instances of each of the three view controllers that we will be using for the calculations. You'll also add icons to the tab bar, giving it a professionally designed appearance. The views themselves will be in separate XIB files and will include a number of inputs and outputs. Figure 12.11 shows the application with tab bar that we'll be implementing in this example.

Setting Up the Project

As your applications become more complex, you'll want to start using more meaningful names for the classes and XIB files that you use in your projects. In this example, we're going to be implementing a tab bar controller, but we're *not* going to be using Apple's default tab bar template.

FIGURE 12.11

This application will use a tab bar to enable easy switching between calculations.



Apple's tab bar project template creates a two-view button bar with a view controller class called `FirstViewController`. The first view is contained in the `MainWindow.xib` and the second in `SecondView.xib`. The `MainView.xib` also contains view controllers instances for both views.

This, frankly, doesn't make much sense. If you're going to separate your content views into multiple XIB files, it should be consistent. This template gives us a tab bar implementation that is scattered and difficult to use. Instead, we're going to start from scratch with a simple Window-Based Application template.

Begin by creating a new project and choosing the window-based iPhone application template. Name the project **TabbedCalculation**.

Adding Additional View Controllers and Views

Our new application will provide three views, each corresponding to a different functional area: calculating area, calculating volume, and displaying a calculation summary. We'll name our view controller classes and corresponding XIB files based on the following functions:

- ▶ `AreaViewController/AreaView.xib`
- ▶ `VolumeViewController/VolumeView.xib`
- ▶ `SummaryViewController/SummaryView.xib`

Add the three new view controller classes (UIViewController) to the project. Make sure that you've chosen to also add the XIB files for the new controllers.

Rename the newly created XIB files that will contain the view layouts to **AreaView**, **VolumeView**, and **SummaryView**. This will finish our initial setup for the view controller classes and XIBs, but we still need a tab bar controller object and instances of the three view controllers that will be managed by the tab bar.

Preparing the Application Delegate for the Tab Bar Controller

Open the `TabbedCalculationAppDelegate.h` header in Xcode. Within the `@interface` directive, include an instance variable (`tabBarController`) and `IBOutlet` for a tab bar controller (`UITabBarController`), as well as a declaration that we will conform to the `UITabBarControllerDelegate` protocol. (All the methods in this protocol are optional, meaning that we can have a fully functional tab bar without doing any additional coding!) Finally, declare `tabBarController` as a property. The final header should resemble Listing 12.4.

LISTING 12.4

```
#import <UIKit/UIKit.h>

@interface TabbedCalculationAppDelegate : NSObject
    <UIApplicationDelegate, UITabBarControllerDelegate> {
    UIWindow *window;
    IBOutlet UITabBarController *tabBarController;
}

@property (nonatomic, retain) IBOutlet UIWindow *window;
@property (nonatomic, retain) IBOutlet UITabBarController *tabBarController;

@end
```

Next, open `TabbedCalculationAppDelegate.m`, and add the `@synthesize` directive for `tabBarController` to prepare our getters/setters for the property:

```
@synthesize tabBarController;
```

Update the `application:DidFinishLaunchingWithOptions` method to add the view of the `tabBarController` instance to the window:

```
- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {

    // Override point for customization after application launch
    [window addSubview:tabBarController.view];
    [window makeKeyAndVisible];

    return YES;
}
```

Finally, make sure the tab bar controller is released in the dealloc method:

```
- (void)dealloc {
    [tabBarController release];
    [window release];
    [super dealloc];
}
```

This completes all the code additions that we need to make a tab bar controller function and switch views! Our next step is to instantiate an instance of the controller in the MainWindow.xib file along with the view controllers it will manage.

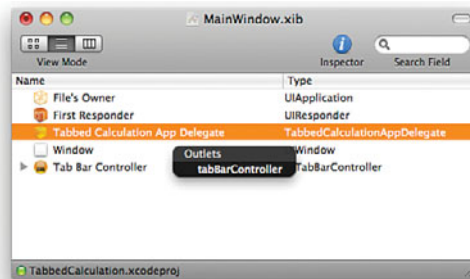
Adding a Tab Bar Controller

Open the MainWindow.xib file in Interface Builder. Because we started with a window-based application, the file should be looking a bit sparse. We can fix that pretty quickly! Open the Library (Tools, Library) and drag a tab bar controller (UITabBarController) into the Document window.

Before doing anything else, Control-drag from the Tabbed Calculation App Delegate icon to the new tab bar controller. Connect the controller instance to the tabBarController outlet, as demonstrated in Figure 12.12.

FIGURE 12.12

Connect the controller to its outlet.



Now, double-click the tab bar controller in the Document window to preview what we're creating, and then expand the controller and the objects it contains. As you can see in Figure 12.12, Apple provides us with an initial setup for the tab bar controller. Nested in the controller is the tab bar itself (UITabBar), within which are two view controllers (UIViewController) and, within them, are Tab Bar Items (UITabBarItem). In our project, we need a total of three view controllers: one for the area calculator, another for the volume calculations, and a third for a simple summary. In other words, the default controller is one view short from the three we need.

Adding New View Controllers and Tab Bar Items

There are two ways we can add a new view controller to the tab bar controller. We could drag a new view controller into the tab bar instance—this will automatically create the nested tab bar item—or, we can use the Attributes Inspector for the tab bar controller object. The Attributes Inspector is my preferred approach, so that's what we'll use here. Select the Tab Bar Controller icon in the Document window, and then press Command+1 to open the Attributes Inspector.

The inspector shows the different view controllers that are controlled by the tab bar, along with the titles of the individual tab bar items. To add a new controller (paired with a tab bar item), click the plus icon below the View Controllers list. This will create the third view controller instance that we need for the project. Now double-click the titles of each of the three view controllers and name them **Area**, **Volume**, and **Summary**, as shown in Figure 12.13.

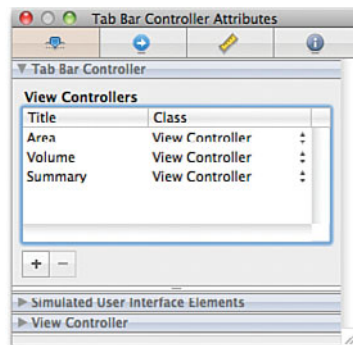


FIGURE 12.13 You can add additional view controller instances along with tab bar items in the Attributes Inspector.

Adding Tab Bar Item Images

Looking at the preview of the tab bar, you can tell that something is missing: images. Each tab bar item can have an image that is displayed along with a title. The images are 32x32 points or smaller and are automatically styled by the iPhone to appear in a monochromatic color scheme (regardless of what you choose). Simple line drawings turn out the best when creating your interface art.

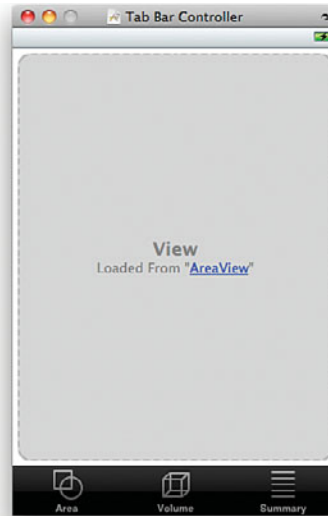
For this project, there are three tab bar images included in the project's Images folder: `Area.png`, `Volume.png`, and `Summary.png`. Open Xcode and drag these files to the Resources folder for your project.

Switching back to Interface Builder and `MainWindow.xib`, use the Document window to drill down to the individual tab bar items. Select the first item, titled **Area**, and open the Attributes Inspector (Command+1). Use the Image drop-down to choose `Area.png`.

Repeat this step for the last two tab bar items, setting their images to `Volume.png` and `Summary.png`. As the images are set, the preview should update to show the new interface. If all is going according to plan, your display should resemble Figure 12.14.

FIGURE 12.14

Your finished tab bar should have three buttons, complete with images.



**Did you
Know?**

Within the tab bar item Attributes Inspector, there is an Identifier drop-down menu. This menu can be used to configure the tab bar item to one of several different standard types, such as Favorites or History. This will automatically set the title and a default image for the item.

Configuring the View Controller Classes

The next step before we start coding is to set the view controller instances we've added to the tab bar controller so that they point to the `AreaViewController`, `VolumeViewController`, and `SummaryViewController` classes and their related views (`AreaView`, `VolumeView`, and `SummaryView`).

Select the first view controller icon in the `MainWindow.xib`. (It should contain the `Area` tab bar item.) Open the Identity Inspector (Command+4) and use the Class drop-down to choose `AreaViewController`. Without closing the inspector, switch to the Attributes view (Command+1) and use the NIB Name drop-down to select the `AreaView` XIB. Set the view controller classes and NIBs for the other two view controller instances in the project.

Implementing the Area View

Although we haven't really written any code specific to switching views or managing view controllers, the `TabbedCalculation` application can be built and executed and will happily switch views using the tab bar. No need for inserting subviews or clearing views. It just works!

We can now work with our view controller classes just as we would in any other application. The tab bar controller instance will take care of swapping the views when needed. We'll start with the area calculation view.

Adding Outlets and Actions

In the area view, the application will calculate the area of a rectangle given the length and width, and the area of a circle, given the radius. We'll need `UITextField`s for each of these values, and two `UILabel` instances for the calculation results.

The view controller will need to access the instance of the `SummaryViewController` to increment a count of the calculations performed. It will provide `calculate` and `hideKeyboard` methods to perform the calculation and hide the input keyboard when the background is tapped, respectively. All told, we'll need six `IBOutlet`s and two `IBAction`s. These are the naming conventions we've used in the sample project:

- `rectWidth (UITextField)`: Field for entering the width of a rectangle
- `rectLength (UITextField)`: Field for entering the length of a rectangle
- `circleRadius (UITextField)`: Field for entering the radius of a circle
- `rectResult (UILabel)`: The calculated area of the rectangle
- `circleResult (UILabel)`: The calculated area of the circle
- `summaryViewController (SummaryViewController)`: The instance of the Summary view
- `calculate (method)`: Performs the area calculation
- `hideKeyboard (method)`: Hides the onscreen keyboard

Got all that? Good! Within Xcode, open the `AreaViewController.h` header file and edit the contents to read as shown in Listing 12.5.

LISTING 12.5

```
1: #import <UIKit/UIKit.h>
2: #import "SummaryViewController.h"
3:
4: @interface AreaViewController : UIViewController {
5:     IBOutlet UITextField *rectWidth;
6:     IBOutlet UITextField *rectLength;
7:     IBOutlet UITextField *circleRadius;
```

LISTING 12.5 continued

```

8:     IBOutlet UILabel *rectResult;
9:     IBOutlet UILabel *circleResult;
10:    IBOutlet SummaryViewController *summaryViewController;
11: }
12:
13: @property (retain, nonatomic) UITextField *rectWidth;
14: @property (retain, nonatomic) UITextField *rectLength;
15: @property (retain, nonatomic) UITextField *circleRadius;
16: @property (retain, nonatomic) UILabel *rectResult;
17: @property (retain, nonatomic) UILabel *circleResult;
18:
19: -(IBAction)calculate:(id)sender;
20: -(IBAction)hideKeyboard:(id)sender;
21:
22: @end

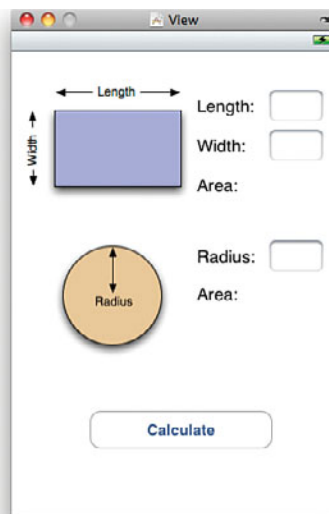
```

We'll need to access a method within the `SummaryViewController` instance, so, in line 2, we import the header for the summary class. Lines 5–10 declare the outlets for the fields, labels, and Summary view controller. Lines 13–17 then declare these as properties. Finally, lines 19–20 declare two `IBActions` that we'll be triggering based on Touch Up events in the interface.

Creating the View

Based solely on the code, you should be able to get a pretty good sense for what the view is going to look like. The finished version of our sample `AreaView` is shown in Figure 12.15.

FIGURE 12.15
Create inputs,
outputs, and a
Calculate button!



Notice that we've included two images (UIImageView) in sample application view. These serve as cues for users so that they understand what is meant by length, width, radius, and so on (hey, you never know!). If you want to add these to your version of the application, drag the CircleArea.png and RectArea.png files to your Xcode Resources folder. You can also add the SphereVolume.png and BoxVolume.png images, which are used in the volume view.

Now it's your turn to build the view. Open AreaView.xib, and begin by dragging three instances of UITextField to the view. Two should be grouped together for the length and width entry for a rectangle; the third will be for the radius. After you've added the fields to the view, select each and open the Attributes Inspector (Command+1). Set the text field traits so that the keyboard is set to a number pad, as shown in Figure 12.16.

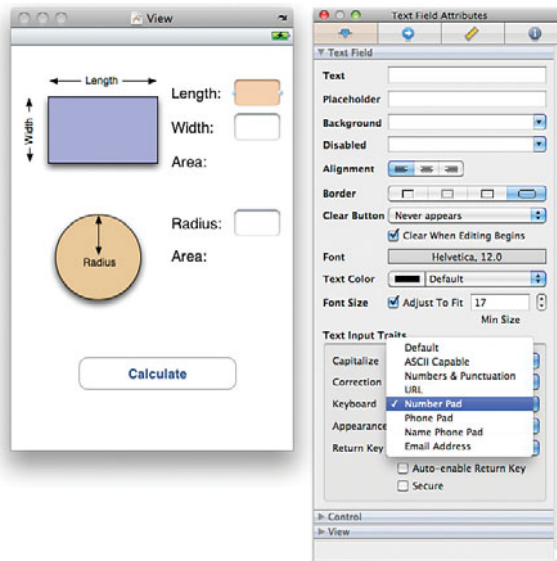


FIGURE 12.16

Because we need only numeric input, set the keyboard to be a number pad.

Drag instances of UILabel to the view and use them to label each of the fields.

The results of the area calculations need to be displayed near the entry fields, so add two additional UILabel instances to the view—one located near the fields for the rectangle, the other near the radius field. Double-click to edit and clear their contents, or set them to 0 as the default. Use two more UILabels to create Area labels. Visit all the labels and fields with the Attributes Inspector (Command+1) and set a size that is appropriate for the iPhone screen.

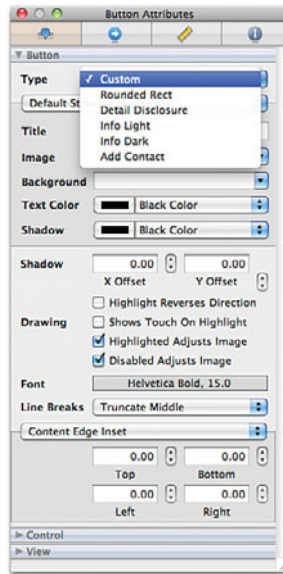
If you'd like to add the images to the view, add two image views from the library, positioning one beside the rectangle fields, the other beside the radius fields. Open

the Attributes Inspector (Command+1) for each image view and choose the RectArea.png or CircleArea.png images.

To finish the view, we need two buttons. Add the first button to the bottom of the view and name it **Calculate**. The second button traps background touches and triggers the `hideKeyboard` method. Add a button that spans the entire background. Use the Layout menu to send it to the back, or drag its icon into the Interface Builder Document window so that it falls at the top of the View hierarchy. Open the Attributes Inspector (Command+1) for the button and choose Custom for the button type to make the button invisible, as demonstrated in Figure 12.17.

FIGURE 12.17

Set a Custom button type for the large background button.



By the Way

For a quick refresher on hiding the keyboard, see Hour 7, “Working with Text, Keyboards, and Buttons.”

When you’ve finished with the view layout, you’ll have quite a few objects in the hierarchy. If you expand the Document window, it should resemble what we’ve created in Figure 12.18.

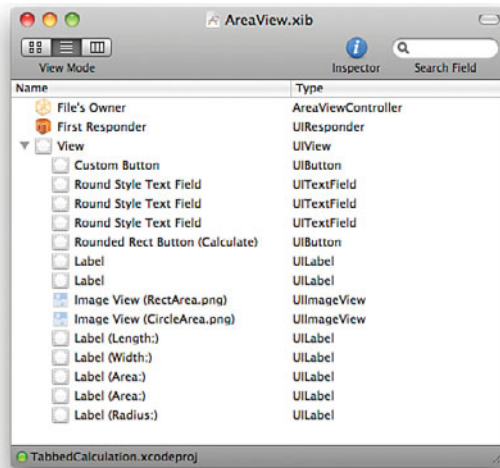


FIGURE 12.18
There are quite a few objects in the view.

Connecting Outlets and Actions

After creating an appropriate user interface for the area view, connect the objects to the instance variables that we defined earlier. Control-drag from the File's Owner icon to each of the three UITextField instances. When prompted, create the connection from the field to the correct variable.

Assign `rectResult` and `circleResult` by Control-dragging from the File's Owner icon to the two UILabels that will hold the results for the area calculations.

For the two buttons, Control-drag from the button to the File's Owner icon. Set `calculate` as the event for the Calculate button, and `hideKeyboard` for the custom background button.

Implementing the Area Calculation Logic

We have our inputs, our outputs, and a trigger for the `calculate` method. Let's tie them together to finish up the area view. Switch back to Xcode and edit the `AreaViewController.m` file.

Although it isn't quite necessary for a project this size, defining constants for commonly used values can be helpful in creating readable code. With this in mind, define a constant, `Pi`, near the top of the file. We'll use this in the calculation of the circle's area:

```
#define Pi 3.1415926
```

Next, after the `@implementation` directive, synthesize the getters/setters for all of the properties defined in the header file:

```
@synthesize rectWidth;
@synthesize rectLength;
@synthesize rectResult;
@synthesize circleRadius;
@synthesize circleResult;
```

Now for the real work—implementing the `calculate` method. Add the method definition shown in Listing 12.6 to the class.

LISTING 12.6

```
1: -(IBAction)calculate:(id)sender {
2:     float floatRectResult=[rectWidth.text floatValue]*
3:         [rectLength.text floatValue];
4:     float floatCircleResult=[circleRadius.text floatValue]*
5:         [circleRadius.text floatValue]*Pi;
6:     NSString *stringRectResult=[[NSString alloc]
7:         initWithFormat:@"%1.2f",floatRectResult];
8:     NSString *stringCircleResult=[[NSString alloc]
9:         initWithFormat:@"%1.2f",floatCircleResult];
10:    rectResult.text=stringRectResult;
11:    circleResult.text=stringCircleResult;
12:    [stringRectResult release];
13:    [stringCircleResult release];
14:
15:    [summaryViewController updateTotal];
16: }
```

We're working with the assumption that you're comfortable with the equations for calculating the area of a rectangle ($l \times w$) and a circle (πr^2), but a few pieces of the code might be unfamiliar. Lines 2–3 and 4–5 calculate the area for the rectangle and circle, respectively, and store the results in two new floating point variables (`floatRectResult`, `floatCircleResult`). The calculations take advantage of the `NSString` class method `floatValue` to provide a floating-point number from the user's input.

By the Way

The `floatValue` method will return 0.0 if the user types in gibberish. This means we always have a valid calculation to perform, even if the user enters bad information.

Lines 6–7 and 8–9 allocate and initialize two strings to hold the formatted results. Using `initWithFormat:` and the format `"%1.2f"` to create the strings, we ensure that there will always have at least one digit before the decimal and two decimal places in the result.

Lines 10–13 set the results within the view and then release the temporary strings. The last step, in line 15, uses an instance method of the `SummaryViewController`, `updateTotal`, to update the total number of calculations performed. Defining this method will be one of the last things we do this hour.

All in all, the calculation logic isn't difficult to understand. The only pieces missing are the implementation of `hideKeyboard` and releasing our objects in `dealloc`. Go ahead and define `hideKeyboard` as follows:

```
-(IBAction)hideKeyboard:(id)sender {  
    [rectWidth resignFirstResponder];  
    [rectLength resignFirstResponder];  
    [circleRadius resignFirstResponder];  
}
```

Wrap up the implementation of the area view controller by editing `dealloc` to release the objects we used:

```
-(void)dealloc {  
    [rectWidth release];  
    [rectLength release];  
    [circleRadius release];  
    [rectResult release];  
    [circleResult release];  
    [super dealloc];  
}
```

`AreaViewController` and `AreaView` are complete. Building the volume view and view controller will follow a very similar process, so we'll move quickly through the next section.

Implementing the Volume View

In the volume view, the application will accept input for the dimensions of a box (length, width, height) and a sphere (radius) and calculate the volume of the object based on these values. The interface elements will be largely identical to the area view but will require an additional field (height) for the box calculation. Begin the implementation by editing the `VolumeViewController` header.

Adding Outlets and Actions

With the exception of some terminology changes required by our switch from 2D to 3D, the outlets and actions that will be required in the volume view should be very familiar:

`boxWidth` (UITextField): Field for entering the width of a box

`boxLength` (UITextField): Field for entering the length of a box

boxHeight (UITextField): Field for entering the height of a box
 sphereRadius (UITextField): Field for entering the radius of a sphere
 boxResult (UILabel): The calculated area of the rectangle
 sphereResult (UILabel): The calculated area of the circle
 summaryViewController (SummaryViewController): The instance of the summary view
 calculate (method): Performs the area calculation
 hideKeyboard (method): Hides the onscreen keyboard

Edit the VolumeViewController.h file to include the necessary outlets and actions for the view. When finished, your code should look like Listing 12.7.

LISTING 12.7

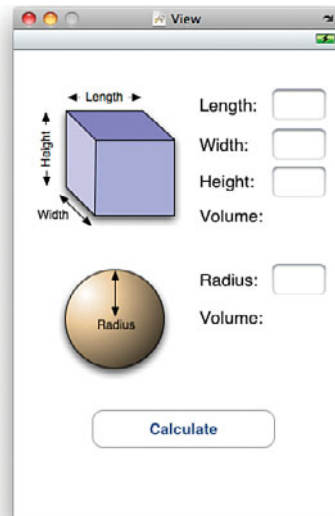
```

1: #import <UIKit/UIKit.h>
2: #import "SummaryViewController.h"
3:
4: @interface VolumeViewController : UIViewController {
5:     IBOutlet UITextField *boxWidth;
6:     IBOutlet UITextField *boxHeight;
7:     IBOutlet UITextField *boxLength;
8:     IBOutlet UITextField *sphereRadius;
9:     IBOutlet UILabel *boxResult;
10:    IBOutlet UILabel *sphereResult;
11:    IBOutlet SummaryViewController *summaryViewController;
12: }
13:
14: @property (retain, nonatomic) UITextField *boxWidth;
15: @property (retain, nonatomic) UITextField *boxHeight;
16: @property (retain, nonatomic) UITextField *boxLength;
17: @property (retain, nonatomic) UITextField *sphereRadius;
18: @property (retain, nonatomic) UILabel *boxResult;
19: @property (retain, nonatomic) UILabel *sphereResult;
20:
21: - (IBAction)calculate:(id)sender;
22: - (IBAction)hideKeyboard:(id)sender;
23:
24: @end
  
```

Because of the similarity to the area view, we won't go into detail on the individual lines. Let's move on to the volume view itself.

Creating the View

Like the layout of the area view, the volume view will collect data, provide the user with a Calculate button and, of course, display the results. Figure 12.19 shows a finished version of the view.

**FIGURE 12.19**

Once again, collect data, calculate, and provide the results!

The volume view includes images to help users identify the values that they will need to enter. If you didn't drag the `SphereVolume.png` and `BoxVolume.png` images to your Xcode resources when building the area view, this is a good time to add them!

By the Way

Open `VolumeView.xib` in Interface Builder and drag four text fields to the view. For the volume calculations, three fields should be grouped for length, width, and height of the box. A single field is all that is required for the sphere. Be sure to set the field attributes so that the keyboard displayed is a number pad. Add labels to the view to identify each of the fields for the user.

Position two additional `UILabel` instances below the box/sphere input fields—these will be used for the output of the calculations. Be sure to clear the default contents of these labels, or set them to `0`. Using the Attributes Inspector (Command+1), size all the labels and fields appropriately.

To add the images, drag image views from the Library to the view. Set the contents of the image views by opening the Attributes Inspector (Command+1) for each view and choosing the `BoxVolume.png` or `SphereVolume.png` images.

Finish the view by adding two buttons: the Calculate button at the bottom of the view and the invisible button used to hide the keyboard. Remember to expand the "hide keyboard" button to fill the view and send it to the back. Open the Attributes Inspector (Command+1) for the button, and choose Custom for the button type to make the button invisible.

Connecting Outlets and Actions

Connect the fields, labels, and buttons in Interface Builder to the appropriate outlets that you created in the VolumeViewController.h file. Control-drag from the File's Owner icon in the Document window to each of the input fields and output labels; choose the appropriate outlet when prompted.

To connect the button controls to the actions, Control-drag from the two UIButton instances to the File's Owner, choosing the fitting calculate and hideKeyboard method when prompted.

Implementing the Volume Calculation Logic

Switch back to Xcode and edit the VolumeViewController.m file. As before, define the Pi constant at the top of the file:

```
#define Pi 3.1415926
```

Next, use the @synthesize directive to create the getters and setters after the @implementation directive:

```
@synthesize boxWidth;
@synthesize boxHeight;
@synthesize boxLength;
@synthesize sphereRadius;
@synthesize boxResult;
@synthesize sphereResult;
```

Create and edit the calculate method to determine the volume of the two shapes. For the box, this is length×width×height, and for the sphere, $\frac{4}{3} \times \pi \times R^3$. Use the results to populate the boxResult and sphereResult labels in the view. Our implementation of this method is provided in Listing 12.8.

LISTING 12.8

```
-(IBAction)calculate:(id)sender {
    float floatBoxResult=[boxWidth.text floatValue]*
        [boxLength.text floatValue]*[boxHeight.text floatValue];
    float floatSphereResult=(4/3)*Pi*[sphereRadius.text floatValue]*
        [sphereRadius.text floatValue]*[sphereRadius.text floatValue];
    NSString *stringBoxResult=[[NSString alloc]
        initWithFormat:@"%1.2f",floatBoxResult];
    NSString *stringSphereResult=[[NSString alloc]
        initWithFormat:@"%1.2f",floatSphereResult];
    boxResult.text=stringBoxResult;
    sphereResult.text=stringSphereResult;
    [stringBoxResult release];
    [stringSphereResult release];

    [summaryViewController updateTotal];
}
```

Because only the logic for the calculations has changed, you should refer to the area view calculation for a detailed description of the methods used here.

**By the
Way**

Add the `hideKeyboard` method so that the user can dismiss the onscreen keyboard by touching the background of the view:

```
-(IBAction)hideKeyboard:(id)sender {
    [boxWidth resignFirstResponder];
    [boxLength resignFirstResponder];
    [boxHeight resignFirstResponder];
    [sphereRadius resignFirstResponder];
}
```

Finally, release the objects in the `dealloc` method:

```
-(void)dealloc {
    [boxWidth release];
    [boxHeight release];
    [boxLength release];
    [sphereRadius release];
    [boxResult release];
    [sphereResult release];
    [super dealloc];
}
```

Implementing the Summary View

Of all the views, the summary view is the easiest to implement. This view will provide a single count of the number of calculations performed (as determined by the number of times the Calculate button is pressed). Just a single outlet and a single counter—no problem!

Adding the IBOutlet, Instance Variable, and Method

The `SummaryViewController` class will need a single outlet, `totalCalculations`, that will be connected to a `UILabel` in the summary view and used to display the calculation summary to the user. It will also use a single integer value, `calcCount`, to internally track the number of calculations performed.

Finally, the class will implement an instance method `updateTotal` that will update the `calcCount` value. Edit the `SummaryViewController.h` file to include these requirements, as demonstrated in Listing 12.9.

LISTING 12.9

```
#import <UIKit/UIKit.h>

@interface SummaryViewController : UIViewController {
    IBOutlet UILabel *totalCalculations;
```

LISTING 12.9 continued

```
    int calcCount;  
}  
  
@property (retain, nonatomic) UILabel *totalCalculations;  
  
-(void) updateTotal;  
  
@end
```

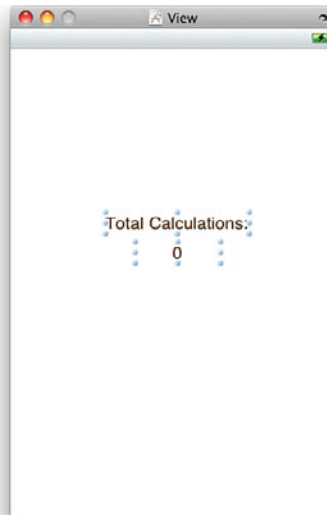
Creating the View and Connecting the Outlet

To create the summary view, open the SummaryView.xib file in Interface Builder. As promised, this view is extremely easy to set up. Drag a UILabel object to the view. This will serve as the output of the total calculation count, so set the default text of the label to 0.

Finish the view by adding another label with the text **Total Calculations:** positioned above or beside the output label. The result should be similar to the view pictured in Figure 12.20.

FIGURE 12.20

Add one label for the output value and one to serve as a description.



Connect the output label to the `totalCalculations` outlet by Control-dragging from the File's Owner icon to the UILabel instance within the Interface Builder Document view.

Connecting the Area, Volume, and Summary Views

If you recall, the previous two views call the `updateTotal` method of the summary view. For these views to have access to the `summaryViewController` instance variable, we must create two additional connections—this time in the `MainWindow.xib` file.

Open the `MainWindow.xib` Document window and expand the tab bar controller hierarchy. Control-drag from the area view controller instance to the summary view. Choose the `summaryViewController` outlet, as demonstrated in Figure 12.21.

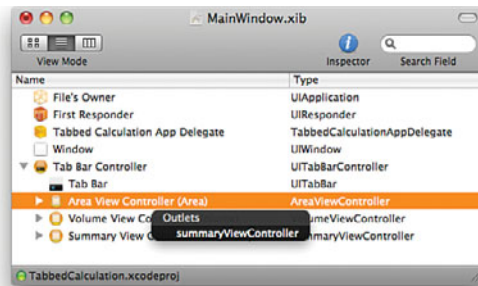


FIGURE 12.21
Connect the summary view controller to the area and volume view controllers.

Repeat this for the volume view controller. The area and volume view controllers can now successfully call the `updateTotal` method.

Implementing the Volume Calculation Logic

All that remains for the `TabbedCalculation` project is to implement the logic to track the calculation total and update the summary view. Let's open the `SummaryViewController.m` file and wrap this up! First use the `@synthesize` directive to create the getter/setter for the `totalCalculations` `UILabel`:

```
@synthesize totalCalculations;
```

Next, add the `updateTotal` method so that it will increment the `calcCount` variable when invoked:

```
-(void) updateTotal {
    calcCount++;
}
```

Now the tough part. Notice that we don't display the new total in the `updateTotal` method? The reason for this is that until the view is displayed, there aren't any `UILabel` values to update, so if we try to update before the view is shown, the count will be wrong. Subsequent views *would* work, but initially the displayed result would be incorrect.

So how do we get around this? The easiest way is to update the view before it is displayed onscreen. At that point in time, we have access to all the objects, so everything will be copacetic. Overriding the `viewWillAppear:` method will provide us with the right hook into the display process. Implement the `viewWillAppear:` method as follows:

```
- (void)viewWillAppear:(BOOL)animated {
    NSString *calcResult=[[NSString alloc] initWithFormat:@"%d",calcCount];
    totalCalculations.text=calcResult;
    [calcResult release];
    [super viewWillAppear:animated];
}
```

Nothing here should be a surprise. We format a temporary string using the `calcCount` variable, set the `totalCalculations` (UILabel) “text” property to the string, release the string, and pass the method invocation up the chain.

The code isn’t finished until the objects are released, so edit the `dealloc` method to release `totalCalculations`:

```
- (void)dealloc {
    [totalCalculations release];
    [super dealloc];
}
```

Congratulations! You just completed a tab bar-based multi-view application with basic inter-view communication! Your experience working with multiple views will open up a whole new range of applications that you can develop.

Further Exploration

By now, you should have a good idea of how to implement multiple views and switch between them either manually or through a tab bar controller. There was quite a bit of information covered in this past hour, so I recommend reviewing the topics that we covered and spending some time in the Apple documentation reviewing the classes, the properties, and their methods. Inspecting the UI elements in Interface Builder will give you additional insight into how they can be integrated into your apps.

The toolbar (UIToolbar), for example, can be customized with image-based buttons rather than the round rectangles we used in the example. Apple provides a wide range of standard toolbar images/buttons covering everything from audio/video playback controls to a camera button for starting the built-in camera. If you have a set of actions that the user should be able to choose from within a view, implementing these with a toolbar will keep your screen free from clutter and provide a convenient UI anchor that can be updated from view to view or used across multiple views (as demonstrated in the first example).

The tab bar controller (`UITabBarController`) also offers additional features beyond what we were able to cover here. If there are too many buttons to be displayed in a single tab bar, for example, the tab bar controller provides its own “more” view in the form of a navigation controller (which you’ll learn about in the next hour). This enables you to expand the user’s options beyond the buttons immediately visible onscreen. The `UITabBarControllerDelegate` protocol, which we conformed to, and the `UITabBarDelegate` can even implement optional methods to enable the user to customize the tab bar within the application. You can see this level of functionality within Apple’s iPod application.

Another area that you will eventually want to review is the loading of multiple views/view controllers. In these projects, the view controllers were instantiated when the application was loaded. In small apps, this is fine, but in larger projects with more complex views, this can add to the load time and potentially uses memory for views that a user may never select. To get around this, we can programmatically instantiate a view controller.

Apple Tutorials

MoviePlayer (accessible via the Xcode developer documentation): This example demonstrates a complex multi-view interface including a tab bar controller.

AccelerometerGraph (accessible via the Xcode developer documentation): A simple example that uses a toolbar to choose among multiple functions within an application.

Summary

In this hour, you learned how to create applications that extend beyond a single view and view controller. This will ultimately enable you to create more involved and meaningful user experiences. You also made use of the toolbar UI element (`UIToolbar`) to provide a simple button bar for common user activities within a view.

After creating a multi-view application from scratch, we examined how a tab bar controller (`UITabBarController`) can handle much of the behind-the-scenes work of switching between parallel views automatically. With so much time freed up by the tab bar, we were able to implement a multi-view calculator application that included a tab bar with images, multiple independent user interfaces, and inter-view communications.

Q&A

- Q.** *Why can’t a single view (with appropriate hiding and showing of elements) do the same thing as multiple views?*

- A. Technically, you could accomplish the same thing within a single view, but the complexity of maintaining your views, even with the drag-and-drop capabilities of Interface Builder will quickly become overwhelming in more advanced applications.
- Q. *Can tab bar be used for the same purpose as a toolbar?*
- A. No. A tab bar should always be used to switch between similar views. This is its intended purpose within the Apple UI guidelines. A toolbar, however, can serve a more general role and be used to trigger any number of events that are relevant to the current state of the application.

Workshop

Quiz

1. How many methods of the `UITabBarControllerDelegate` protocol are required to implement to gain the view-switching functionality?
2. What image should you use in a toolbar for a “rewind” control?
3. What is one way that you can implement communications between multiple view controllers?

Answers

1. None! All the `UITabBarControllerDelegate` protocol methods are optional.
2. Apple provides preset buttons for *many* common application activities. Just add a button bar item (`UIBarButtonItem`) and use the Interface Builder Attributes Inspector to set the identifier.
3. View controllers, like any other objects, can communicate if you add the appropriate `IBOutlet`s and define the connections in Interface Builder.

Activities

1. Update the `TabbedCalculation` application so that the area and volume views share user input data. In other words, when a user enters length, width, or radius in the area view, the corresponding fields should be updated in the volume view.
2. Create a new tab bar application using the provided Apple template. As mentioned earlier, this template seems to be at odds with itself in terms of the intended development direction. Even so, you can probably save yourself a few key-strokes if you learn to work around the initial configuration.

HOURL 13

Displaying and Navigating Data Using Table Views

What You'll Learn in This Hour:

- ▶ The types of table views available in iOS
- ▶ How to implement a simple table view and controller
- ▶ Ways of adding more structure and impact to a table with sections and cell images
- ▶ How to use a Navigation-Based Application template to create a hierarchy of views

So far, our explanation of iPhone development has included typical interface elements: fields, buttons, dialog boxes, views, and of course, a variety of output mechanisms. However, what's missing is the ability to present categorized information in a structured manner. Everywhere you look (websites, books, applications on your computer), you see methods for displaying information in an attractive and orderly manner. The iPhone, given the limited screen real estate, has its own convention to display this type of information. To display structured information on the iPhone, you will use a table view. This UI element, coupled with a navigation controller, gives a clean, easy-to-understand toolset for building applications that display information by categories and subcategories.

Understanding Table Views and Navigation Controllers

Let's begin by understanding what table views are, how they are used, and how they apply to the Navigation-Based Application template. This hour introduces new information and builds upon the past few hour's lessons.

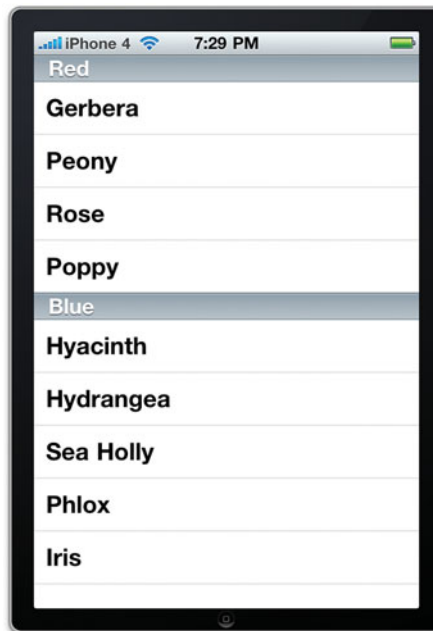
Tables

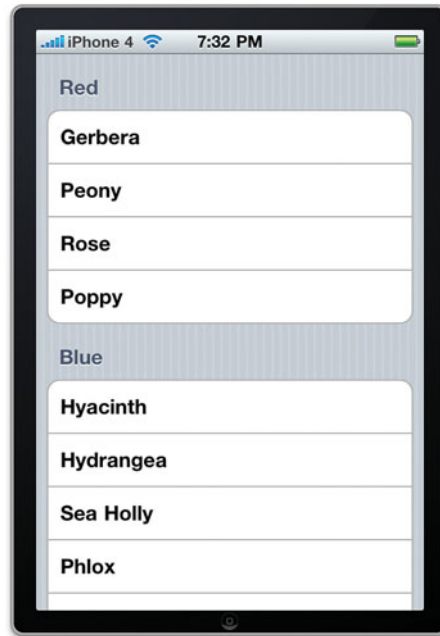
Like the other views you’ve seen in this book, a table view (UITableView) holds information. A table view’s appearance, however, is slightly counterintuitive. Instead of showing up as a true table (like an Excel worksheet), a table view displays a single list of cells onscreen. Each cell can be structured to contain multiple pieces of information but is still a single unit. In addition, the cells can be broken into sections so that the clusters of information can be communicated visually. You might, for example, list computer models by manufacturers or models of the Macintosh by year. Table views respond to touch events and allow the user to easily scroll up and down through long lists of information and select individual cells through the help of a table view controller (UITableViewController).

Types of Tables

There are two basic styles of table views: plain and grouped, demonstrated in Figures 13.1 and 13.2, respectively. Plain tables lack the clear visual separation of sections of the grouped tables but are frequently implemented with a touchable index (like the iPhone contact list). Because of this, they are sometimes called indexed tables. We will continue to refer to them by the names (plain/grouped) designated in Interface Builder.

FIGURE 13.1
Plain tables look like simple lists.



**FIGURE 13.2**

Grouped tables have emphasized sections.

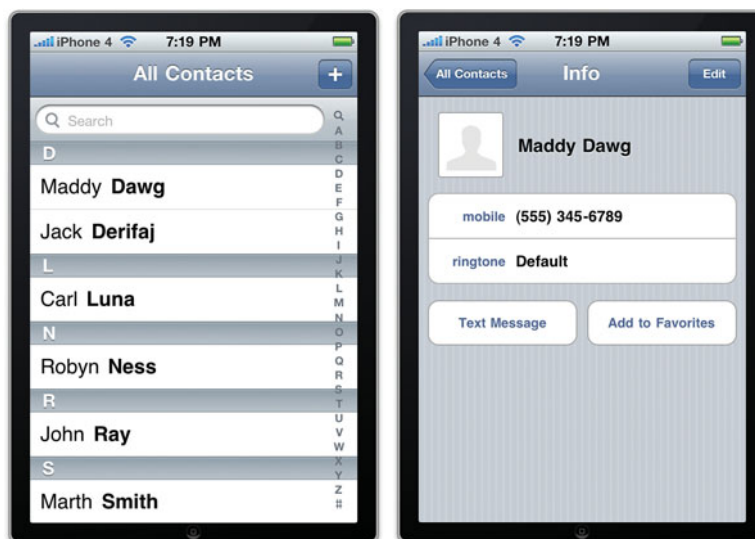
Navigation Controllers

Tables are a great tool for displaying information in lists and enabling a user to choose from the list. However, tables are rarely used on their own in an iPhone application. More frequently, they are used in conjunction with a navigation controller (`UINavigationController`). Navigation controllers provide a simple means for users to drill down through multiple views of data, as well as to return to where they started.

You might recognize navigation controllers from many other applications on the iPhone, such as the Contacts application, where a group of individuals can be chosen, then a specific person, and finally, individual contact details. At any time, the user can click a button at the top of the view (the `UINavigationController`) to return to the previous level of detail, as demonstrated in Figure 13.3.

FIGURE 13.3

Navigation controllers enable simple drill-down interfaces within an application.

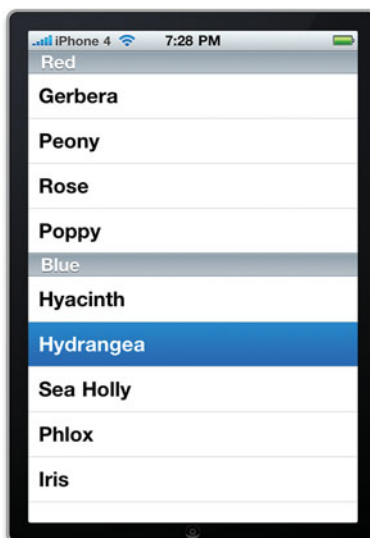


Building a Simple Table View Application

To begin this hour's tutorials, we'll create a table that lists the names of flowers under a heading that describes their colors. When the user touches an entry in the table, an alert will appear showing the chosen flower name and color. The final application will look similar to Figure 13.4.

FIGURE 13.4

In our first application, we'll create a table that can react to a user's interactions.



Implementation Overview

The skills needed to add table views to your projects are very similar to what you learned when working with pickers in Hour 11, “Making Multivalued Choices with Pickers.” A table view is created by an instance of `UITableView` and classes that implement the `UITableViewDataSource` and `UITableViewDelegate` protocols to provide the data that the table will display. Specifically, the data source needs to supply information on the number of sections in the table and the number of rows in each section. The delegate handles creating the cells within the table and reacting to the user’s selection.

Unlike the picker, where we implemented the required protocols within a standard `UIViewController`, we’ll be creating an instance of `UITableViewController`, which conforms to both of the needed protocols. This simplifies our development and keeps things as streamlined as possible. In a large project with complex data needs, you may want to create one or more new classes specifically for handling the data.

Preparing the Project

Begin by creating a new Xcode project named **FlowerColorTable** using the Window-Based iPhone Application template.

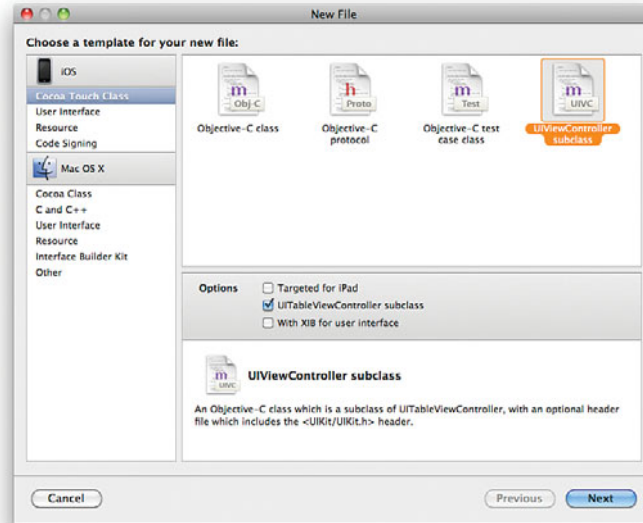
We will need a new subclass of the `UITableViewController` class to handle interactions with our table view. To add the new class, complete the following steps:

1. Create a new file in Xcode (File, New File).
2. Within the New File dialog box, select Cocoa Touch Class, `UIViewController` subclass, and then check the `UITableViewController` subclass, as seen in Figure 13.5. Note that we don’t need a separate XIB file because we’ll be generating the content of table view programmatically.
3. Click Next.
4. Type **FlowerColorTableViewController.m** as the filename, and be sure that Also Create **FlowerColorTableViewController.h** is selected.
5. Finally, click the Finish button. The new subclass will be added to your project.

The `FlowerColorTableViewController.m` will include all the method stubs you need to get your table up and running quickly. In a few minutes, we’ll add an instance of this new table view controller subclass to the `MainWindow.xib` file. This will create an instance of the `FlowerColorTableViewController` when the application launches.

FIGURE 13.5

Create the files for implementing a new subclass of `UITableView-Controller`.



Adding Outlets

Before we can make our connections in Interface Builder, we need to create an outlet for the application delegate to access the `FlowerColorTableViewController` that we're adding to the system.

Edit `FlowerColorTableAppDelegate.h` and add a line that imports the `FlowerColorTableViewController` interface file and an outlet for the instance of `FlowerColorTableViewController` that we will be creating; we'll call it `flowerColorTableViewController` for consistency.

Did you Know?

Why do we import the `FlowerColorTableViewController.h` file? If we didn't, Xcode wouldn't "know" what a `FlowerColorTableViewController` is, and we wouldn't be able to declare an instance of it.

The `FlowerColorTableAppDelegate.h` code should read as shown in Listing 13.1.

LISTING 13.1

```
1: #import <UIKit/UIKit.h>
2: #import "FlowerColorTableViewController.h";
3:
4: @interface FlowerColorTableAppDelegate : NSObject <UIApplicationDelegate> {
5:     IBOutlet FlowerColorTableViewController *flowerColorTableViewController;
6:     UIWindow *window;
7: }
8:
9: @property (nonatomic, retain) IBOutlet UIWindow *window;
10:
11: @end
```

Lines 2 and 5 are the only additions to the app delegate interface file.

Adding the View

After the view controller has been instantiated, it will need to add its subview to the application window. Make these implementation changes within the `FlowerColorTableAppDelegate` class.

Start by editing `application:didFinishLaunchingWithOptions`, using the `addSubview` method to add the `flowerColorTableViewController`'s view as a subview to the window:

```
- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {

    // Override point for customization after application launch
    [window addSubview:flowerColorTableViewController.view];
    [window makeKeyAndVisible];

    return YES;
}
```

Next, release the table view controller (`flowerColorTableViewController`) when the application is finished. Edit the `dealloc` method to read as follows:

```
- (void)dealloc {
    [flowerColorTableViewController release];
    [window release];
    [super dealloc];
}
```

Although we've already added references to a table view controller (`flowerColorTableViewController`) in our code, we haven't created the object yet. It's time to open Interface Builder and add an instance of our class.

Adding a Table View and Table View Controller Instance

Double-click the `MainWindow.xib` file to open it within Interface Builder. Open the Library, and drag the Table View Controller icon into the `MainWindow.xib` file. Double-click the table view controller within the Interface Builder Document window (Window, Documents) to show what a sample `UITableView` looks like in Interface Builder, as shown in Figure 13.6.

Okay, so we've added an instance of `UITableViewController` to the project, but that's not quite what we need! The `FlowerColorTableViewController` class is our subclass of `UITableViewController`, so that's what we want to instantiate and use in the application.

FIGURE 13.6

The sample UITableView shown by Interface Builder.



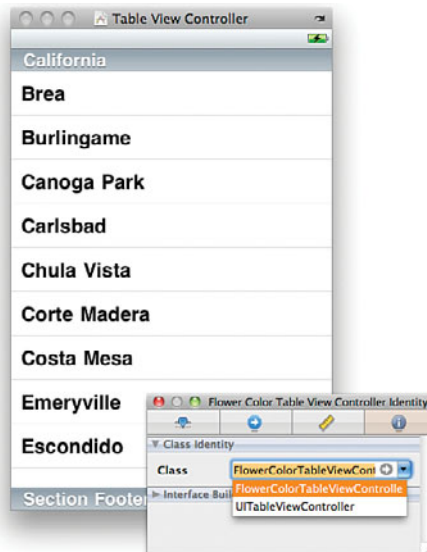
By the Way

The UITableViewController instance that you just added includes an instance of a table view (UITableView), so this is the only object needed in Interface Builder.

Select the Table View Controller icon in the XIB file, and open the Identity Inspector (Command+4). Edit the class identity to read **FlowerColorTableViewController**, as shown in Figure 13.7.

FIGURE 13.7

Update the class identity to FlowerColorTableViewController within the Identity Inspector.



The application will now instantiate our table view controller when it launches, but the controller still isn't connected to anything. To connect to the `flowerColorTableViewController` outlet created earlier, Control-drag from Flower Color Table App Delegate to the Flower Color Table View Controller icon. When the Outlets pop-up window appears, choose `flowerColorTableViewController` (see Figure 13.8).

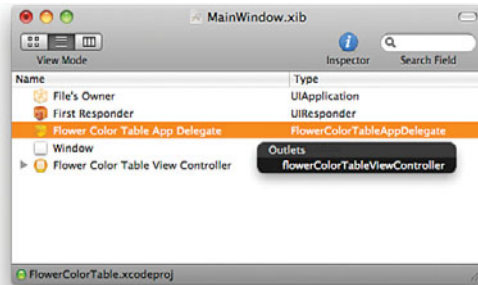


FIGURE 13.8
Connect the application delegate to the `flowerColorTableViewController`.

All the connections are in place for the table view controller and a table view. Switch back to Xcode, and click Build and Go to test the application. An empty table will appear. It's empty, but it's a table! Next step? Data!

Providing Data to the Table View

With all the structural work out of the way, the table is ready to display something. As mentioned earlier, implementing the required methods for the `UITableViewDataSource` and `UITableViewDelegate` protocols is very similar to creating a picker. For this example, we create a table that lists flowers divided into sections by color.

Creating Sample Data

To keep things simple, we'll only consider two colors: red and blue. We'll populate two arrays (`redFlowers`, `blueFlowers`) with a few appropriate flower names.

Begin by updating `FlowerColorTableViewController.h` to include the two `NSMutableArray`s we'll be using:

```
@interface FlowerColorTableViewController : UITableViewController {
    NSMutableArray *redFlowers;
    NSMutableArray *blueFlowers;
}
```

Turning to the implementation in `FlowerColorTableViewController.m`, find the `viewDidLoad` method and uncomment it. We will implement this method so that we have a convenient place to populate the arrays. Add the code in Listing 13.2 to initialize the `redFlowers` and `blueFlowers` arrays with several flowers in each.

LISTING 13.2

```
- (void)viewDidLoad {
    [super viewDidLoad];
    redFlowers = [[NSMutableArray alloc]
        initWithObjects:@"Gerbera", @"Peony", @"Rose",
        @"Poppy", @"Tulip", @"Anthurium", @"Anemone", nil];
    blueFlowers = [[NSMutableArray alloc]
        initWithObjects:@"Hyacinth", @"Hydrangea",
        @"Sea Holly", @"Phlox", @"Iris", @"Bluebell",
        @"Cyanus", nil];
}
```

As always, make sure that you release the two arrays when finished. Edit the `dealloc` method to read as follows:

```
- (void)dealloc {
    [redFlowers release];
    [blueFlowers release];
    [super dealloc];
}
```

As a last step, add constants that we can use to refer to our color sections. At the top of `FlowerColorTableViewController.m`, enter the following constant definitions:

```
#define sectionCount 2
#define redSection 0
#define blueSection 1
```

The first constant, `sectionCount`, is the number of sections that will be displayed in the table. Because we're implementing red and blue flower lists, this value is 2. The next constant, `redSection`, denotes that the listing of red flowers in the table will be shown first (section 0), while the third and final constant, `blueSection`, identifies that the blue section of flowers will appear second (section 1).

Implementing the Table View Controller Data Source Methods

Our application now has the data it needs to create a table, but it doesn't yet "understand" how to get that data into the table view itself. Thankfully, the methods that a table requires to display information are easy to understand and, more important, easy to implement. Because this example includes sections (red and blue), we need to include these three methods in `FlowerColorViewController.m` as part of the `UITableViewDataSource` protocol:

`numberOfSectionsInTableView:` Returns the number of sections within a given table

`tableView:tableViewnumberOfRowsInSection:` Returns the number of rows in a section

`tableView:titleForHeaderInSection:` Returns a string to be used as the title for a given section number

The number of sections has already been defined in the constant `sectionCount`, so implementing the first method requires nothing more than returning this constant. Add this code to `FlowerColorViewController.m`:

```
- (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
{
    return sectionCount;
}
```

The second method requires us to return the number of rows (cells) that will be displayed in a given section. Because the rows in each section will be filled with the strings in the `redFlowers` and `blueFlowers` arrays, we can return the count of elements in each array using the array count method.

Use a switch statement along with the `redSection` and `blueSection` constants that were defined earlier to return the appropriate counts for each of the two arrays. The final implementation is shown in Listing 13.3. Be sure to add this to `FlowerColorViewController.m`.

LISTING 13.3

```
- (NSInteger)tableView:(UITableView *)tableView
    numberOfRowsInSection:(NSInteger)section
{
    switch (section) {
        case redSection:
            return [redFlowers count];
        case blueSection:
            return [blueFlowers count];
        default:
            return 0;
    }
}
```

Even though it is impossible for our application to reach a section other than red or blue, it is still good practice to provide a default case to the switch statement. This ensures that even if we haven't properly identified all of our potential cases, it will still be caught by the default case.

**By the
Way**

For the third data source method, `tableView:titleForHeaderInSection`, you can turn again to the defined constants and a switch statement to very easily return an appropriate string for a given section number. Implement the method as shown in Listing 13.4.

LISTING 13.4

```

- (NSString *)tableView:(UITableView *)tableView
  titleForHeaderInSection:(NSInteger)section {
    switch (section) {
        case redSection:
            return @"Red";
        case blueSection:
            return @"Blue";
        default:
            return @"Unknown";
    }
}

```

That wraps up what needs to be provided to satisfy the `UITableViewDataSource` protocol. However, as you’ve seen, these methods don’t provide the actual data that will be visible in the table cells.

Populating the Cells

At long last, we’ve reached the method that actually makes our table display something! Both `tableView:cellForRowAtIndexPath` will do the “heavy lifting” in the application. This single method, which needs to be implemented within your table view controller, returns a cell (`UITableViewCell`) object for a given table section and row.

By the Way

The methods required for working with table views frequently use an `NSIndexPath` object to communicate row and section information. When dealing with an incoming `NSIndexPath` object in your table methods, you can use the accessors `IndexPath.section` and `IndexPath.row` to get to the current section and row.

To implement the `tableView:cellForRowAtIndexPath` method properly, we must create and return a properly formatted `UITableViewCell`.

What makes this process interesting is that as cells move on and off the screen, we don’t want to keep releasing and reallocating memory. We also don’t want to allocate memory for every single cell that the table could display. So, what is the alternative? To reuse cells that are no longer needed to generate the current display. The good news is that Apple has already set up methods and a process for this to occur automatically.

Take a close look at the method stub for `tableView:cellForRowAtIndexPath`; specifically, this snippet:

```

UITableViewCell *cell = (UITableViewCell *)[tableView
    dequeueReusableCellWithIdentifier:CellIdentifier];
if (cell == nil)
{

```

```
cell = [[UITableViewCell alloc]
        initWithFrame:CGRectZero
        reuseIdentifier:CellIdentifier] autorelease];
}
```

This code attempts to use the `dequeueReusableCellWithIdentifier` `UITableView` method to find a cell that has already been allocated but that is ready to be reused. In the event that an appropriate cell can't be found (such as the first time the table view loads its cells), a new cell is allocated and initialized. You shouldn't have any reason to change this prewritten logic for most table-based applications.

After a cell object has been appropriately allocated, the method must format the cell for the `indexPath` object provided. In other words, we must make sure that for whatever section is specified in `indexPath.section` and whatever row is passed in `indexPath.row`, the cell object is given the necessary label.

To set a cell's label to a given string, first use `textLabel` to return the `UILabel` object for the cell, then the `setText` method to update the label. For example:

```
[[cell.textLabel]setText: @"My Cell Label"]
```

Because we don't want to set a static string for the cell labels and our labels are stored in arrays, we need to retrieve the appropriate label string from the array, and then pass it to `setText`. Remember that the individual cell row that we need to return will be provided by `indexPath.row`, so we can use that to index into our array. To retrieve the current text label for a member of the `redFlowers` array, we can use the following:

```
[redFlowers objectAtIndex:indexPath.row]
```

These two lines can be combined into a single statement that sets the cell label text to the current row of the `redFlowers` array:

```
[[cell.textLabel] setText:[redFlowers objectAtIndex:indexPath.row]]
```

This is good, but not quite the solution to all our problems. We need to account for both the `redFlowers` and `blueFlowers` arrays and display each within the appropriate section. Once again, we'll turn to the `switch` statement to make this happen, this time using `indexPath.section` to determine whether the cell should be set to a member of the `redFlowers` array or the `blueFlowers` array.

Your final code, shown in Listing 13.5, should be an addition to the existing `tableView:cellForRowAtIndexPath` method stub.

LISTING 13.5

```

1: - (UITableViewCell *)tableView:(UITableView *)tableView
2:   cellForRowAtIndexPath:(NSIndexPath *)indexPath
3: {
4:     static NSString *CellIdentifier = @"Cell";
5:
6:     UITableViewCell *cell = (UITableViewCell *)[tableView
7:       dequeueReusableCellWithIdentifier:CellIdentifier];
8:     if(cell == nil)
9:     {
10:        cell = [[[UITableViewCell alloc]
11:          initWithFrame:CGRectZero
12:          reuseIdentifier:CellIdentifier] autorelease];
13:    }
14:
15:    switch (indexPath.section) {
16:        case redSection:
17:            [[cell.textLabel]
18:              setText:[redFlowers objectAtIndex:indexPath.row]];
19:            break;
20:        case blueSection:
21:            [[cell.textLabel]
22:              setText:[blueFlowers objectAtIndex:indexPath.row]];
23:            break;
24:        default:
25:            [[cell.textLabel]
26:              setText:@"Unknown"];
27:    }
28:    return cell;
29: }

```

The moment you’ve been waiting for has arrived! You should now be able to launch your application and view the result. Congratulations, you’ve just implemented a table view from scratch!

Reacting to a Row Touch Event

A table that displays information is all fine and dandy, but it would be nice if the user had a means of interacting with it. Unlike other UI elements where we’d need to define an action and make connections in Interface Builders, we can add some basic interactivity to the FlowerColorTable application by implementing a method from the UITableViewDelegate: `tableView:didSelectRowAtIndexPath`. This method is called when a table row has been touched by the user. The key to identifying the specific row and section that was selected is `indexPath`, an instance of `NSIndexPath`.

How you react to a row selection event is up to you. For the sake of this example, we’re going to use `UIAlertView` to display a message. The implementation, shown in Listing 13.6, should look very familiar by this point. Add this delegate method to the `FlowerColorTableViewController.m` file:

LISTING 13.6

```

1: - (void)tableView:(UITableView *)tableView
2:   didSelectRowAtIndexPath:(NSIndexPath *)indexPath {
3:     UIAlertView *showSelection;
4:     NSString *flowerMessage;
5:     switch (indexPath.section) {
6:     case redSection:
7:       flowerMessage=[NSString alloc]
8:         initWithFormat:
9:           @"You chose the red flower - %@",
10:          [redFlowers objectAtIndex: indexPath.row]];
11:       break;
12:     case blueSection:
13:       flowerMessage=[NSString alloc]
14:         initWithFormat:
15:           @"You chose the blue flower - %@",
16:          [blueFlowers objectAtIndex: indexPath.row]];
17:       break;
18:     default:
19:       flowerMessage=[NSString alloc]
20:         initWithFormat:
21:           @"I have no idea what you chose!";
22:       break;
23:     }
24:
25:     showSelection = [[UIAlertView alloc]
26:       initWithTitle: @"Flower Selected"
27:       message:flowerMessage
28:       delegate: nil
29:       cancelButtonTitle: @"Ok"
30:       otherButtonTitles: nil];
31:     [showSelection show];
32:     [showSelection release];
33:     [flowerMessage release];
34: }

```

Lines 3–4 declare `flowerMessage` and `showSelection` variables that will be used for the message string shown to the user and the `UIAlertView` instance that will display the message, respectively.

Lines 5–23 use a `switch` statement with `indexPath.section` to determine which flower array our selection comes from and the `indexPath.row` value to identify the specific element of the array that was chosen. A string (`flowerMessage`) is allocated and formatted to contain the value of the selection.

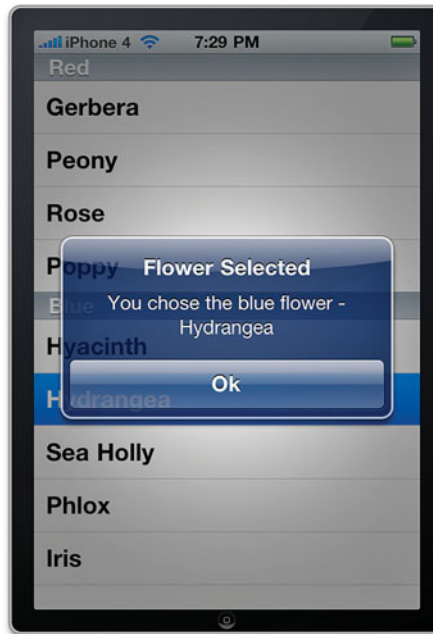
Lines 25–31 create and display an alert view instance (`showSelection`) containing the message string (`flowerMessage`).

Lines 32–33 release the instance of the alert view and the message string.

After implementing this function, build and test the application again. Touch a row, and review the result. The application will now display an alert box with the results of your selection, as shown in Figure 13.9.

FIGURE 13.9

The application now reacts to row selection and identifies the item that was selected.



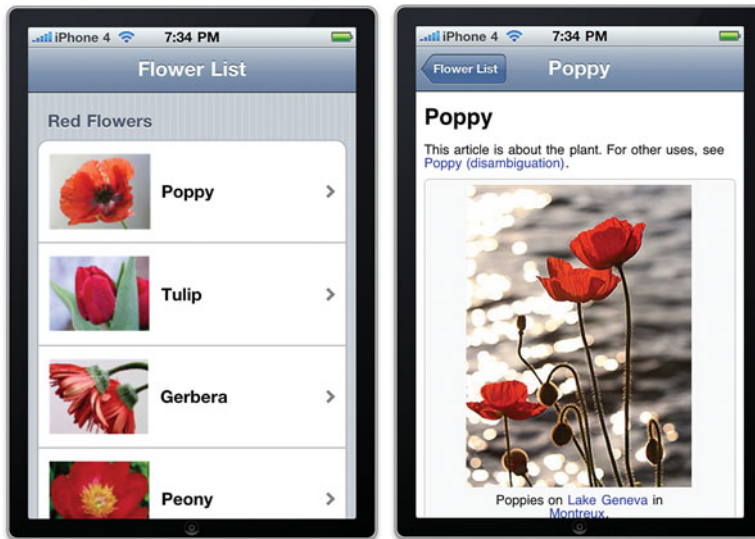
Creating a Navigation-Based Application

With a basic understanding of table controllers under our belt, we can move on to building an application that combines a table view with a navigation controller. In the last example, we created a table view controller and went through all the steps of adding its view to the Window-Based Application template. This time, we're going to take a shortcut and use a handy Apple-created template.

This tutorial will implement an app that displays a list of flowers by color, including images for each row. It will also enable the user to touch a specific flower and show a detail view. The detail view will load the content of a Wikipedia article for the selected flower. The finished application will resemble Figure 13.10.

Implementation Overview

The implementation of a navigation-based application is refreshingly simple. As a developer, the navigation controller (`UINavigationController`) frees you up to focus on writing application functionality. When you want a new view to appear, you simply “push” its view controller onto the navigation controller's stack. The new controller is instantiated and added to the stack, and the previous controller gets pushed further down the stack. When (and if) it is time to go back, the navigation controller “pops” the current view off the stack, unloading it. The previous view controller then moves to the top of the stack, becomes active again, and the user can navigate to another item.

**FIGURE 13.10**

Our navigation-based application will display flowers, including thumbnails and details about specific flower types.

To manage the data, we'll use a combination of `NSMutableDictionarys` and `NSMutableArray`s to store our data in a more easy-to-maintain format. In Hour 14, "Reading and Writing Application Data," you'll learn about persistent data storage, which will simplify the use of data even more in your future projects.

Time to code!

If you haven't encountered stacks before, don't worry; you'll catch on quickly. Imagine creating a stack of papers on your desk. To add a page to the stack, you "push" it onto the stack. You may only remove the top page at any time, by "popping" it off. The more pages you push onto the stack of paper, the more you'll have to "pop" off to get back to the first page.

A navigation controller does exactly this but with view controllers/views rather than pieces of paper.

**By the
Way**

Preparing the Project

Instead of starting with the Window-Based Application template, start Xcode and create a new project using the Navigation-Based Application template. If you want to follow along exactly with what we're doing, name the project **FlowerInfoNavigator**.

The Navigation-Based Application template does all the hard work of setting up a navigation controller and an initial table-based view. This is the "heart and soul" of many navigation-based applications and gives us a great starting point for adding functionality.

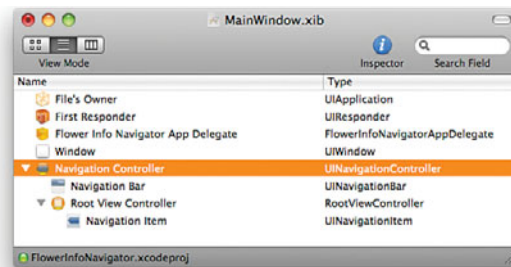
Understanding the UINavigationController Hierarchy

After creating the new project, click the Classes folder and review the contents. You should see header and implementation files for the application delegate (FlowerInfoNavigatorAppDelegate) and a subclass of UITableViewController called RootViewController. We will supplement this by creating a new detail view controller shortly.

Exploring the XIB files reveals an interesting hierarchy, as shown in Figure 13.11.

FIGURE 13.11

The MainWindow.xib contains a navigation controller along with a table controller for the root-level table view.



The MainWindow.xib file contains all the usual components but also a navigation controller (UINavigationController) with navigation bar (UINavigationController). The controller provides the functionality to push and pop other view controllers, while the UINavigationController instance creates the horizontal bar that will contain our UI elements for navigating through views.

Inside the navigation controller is the instance of the Root View Controller (a subclass of UITableViewController). This is the top-level controller that is pushed onto the navigation controller. A user cannot navigate back beyond this controller. (Note that the table view itself is loaded RootViewController.xib.)

Finally, within the Root View Controller is a navigation item (UINavigationController), which we will use to display a title in the navigation bar.

Feel free to build the app and try it out. Even though we're starting with an empty template, you'll still be able to see the navigation bar and the root table view.

Providing Data to the Application

In the previous table implementation project, we used multiple arrays and switch statements to differentiate between the different sections of flowers. This time, however, we need to track the flower sections, names, image resources, and the detail URL that will be displayed.

Creating the Application Data Structures

What the application needs to store is quite a bit of data for simple arrays. Instead, we'll make use of an `NSMutableArray` of `NSMutableDictionary`s to hold the specific attributes of each flower and a separate array to hold the names of each section. We'll index into each based on the current section/row being displayed, so no more switch statements!

To begin, edit `RootViewController.h` to read as seen in Listing 13.7.

LISTING 13.7

```
#import <UIKit/UIKit.h>

@class DetailViewController;

@interface RootViewController : UITableViewController {
    DetailViewController *detailViewController;
    NSMutableArray *flowerData;
    NSMutableArray *flowerSections;
}

-(void) createFlowerData;

@end
```

We've added two `NSMutableArray`s: `flowerData` and `flowerSection`. These will hold our flower and section information, respectively. We've also declared a method `createFlowerData`, which will be used to add the data to the arrays.

Next, open the `RootViewController.m` implementation file and add the `createFlowerData` method shown in Listing 13.8.

LISTING 13.8

```
1: - (void)createFlowerData {
2:
3:     NSMutableArray *redFlowers;
4:     NSMutableArray *blueFlowers;
5:
6:     flowerSections=[[NSMutableArray alloc] initWithObjects:
7:         @"Red Flowers",@"Blue Flowers",nil];
8:
9:     redFlowers=[[NSMutableArray alloc] init];
10:    blueFlowers=[[NSMutableArray alloc] init];
11:
12:    [redFlowers addObject:[NSMutableDictionary alloc]
13:        initWithObjectsAndKeys:@"Poppy",@"name",
14:        @"poppy.png",@"picture",
15:        @"http://en.wikipedia.org/wiki/Poppy",@"url",nil]];
16:    [redFlowers addObject:[NSMutableDictionary alloc]
17:        initWithObjectsAndKeys:@"Tulip",@"name",
18:        @"tulip.png",@"picture",
```

LISTING 13.8 continued

```

19:         @"http://en.wikipedia.org/wiki/Tulip",@"url",nil]];
20:
21:     [blueFlowers addObject:[NSMutableDictionary alloc]
22:         initWithObjectsAndKeys:@"Hyacinth",@"name",
23:         @"hyacinth.png",@"picture",
24:         @"http://en.wikipedia.org/wiki/Hyacinth_(flower)",
25:         @"url",nil]];
26:     [blueFlowers addObject:[NSMutableDictionary alloc]
27:         initWithObjectsAndKeys:@"Hydrangea",@"name",
28:         @"hydrangea.png",@"picture",
29:         @"http://en.wikipedia.org/wiki/Hydrangea",
30:         @"url",nil]];
31:
32:     flowerData=[[NSMutableArray alloc] initWithObjects:
33:         redFlowers,blueFlowers,nil];
34:
35:     [redFlowers release];
36:     [blueFlowers release];
37: }
```

Don't worry if you don't understand what you're seeing; an explanation is definitely in order! The `createFlowerData` method creates two arrays: `flowerData` and `flowerSections`.

The `flowerSections` array is allocated and initialized in lines 6–7. The section names are added to the array so that their indexes can be referenced by section number. For example, Red Flowers is added first, so it is accessed by index (and section number!) 0, Blue Flowers is added second and will be accessed through index 1. When we want to get the label for a section, we can just reference it as `[flowerSections objectAtIndex:section]`.

The `flowerData` structure is a bit more complicated. As with the `flowerSections` array, we want to be able to access information by section. We also want to be able to store multiple flowers per section and multiple pieces of data per flower. So how can we get this done?

First, let's concentrate on the individual flower data within each section. Lines 3–4 define two `NSMutableArray`s: `redFlowers` and `blueFlowers`. These need to be populated with each flower. Lines 12–30 do just that; the code allocates and initializes an `NSMutableDictionary` with key/value pairs for the flower's name (`name`), image file (`picture`), and Wikipedia reference (`url`) and inserts it into each of the two arrays.

Wait a second, doesn't this leave us with two arrays when we wanted to consolidate all of the data into one? Yes, but we're not done. Lines 32–33 create the final `flowerData` `NSMutableArray` using the `redFlowers` and `blueFlowers` arrays. What this means for our application is that we can reference the red flower array as `[flowerData objectAtIndex:0]` and `[flowerData objectAtIndex:1]` (corresponding, as we wanted, to the appropriate table sections).

Finally, lines 35–36 release the temporary `redFlowers` and `blueFlowers` arrays. The end result will be a structure in memory that resembles Figure 13.12.

flowerData (NSMutableArray)			
Index	NSMutableArray		
0	Red Flowers		
	Index	NSMutableDictionary	
	0	Name	Picture
		Poppy	poppy.png
	1	URL	http://en.wikipedia.org/wiki/Poppy
		Name	Picture
	1	Tulip	tulip.png
		URL	http://en.wikipedia.org/wiki/Tulip
1	Blue Flowers		
	Index	NSMutableDictionary	
	0	Name	Picture
		Hyacinth	Hyacinth.png
	1	URL	http://en.wikipedia.org/wiki/Hyacinth_(flower)
		Name	Picture
	1	Hydrangea	hydrangea.png
		URL	http://en.wikipedia.org/wiki/Hydrangea

FIGURE 13.12

The data structure that will populate our table view.

The data that we included in the listing of the `createFlowerData` method is a small subset of what is used in the actual project files. If you would like to use the full dataset in your code, you can copy it from the Hour 15 project files or add it manually to the method using these values:

Red Flowers

Name	Picture	URL
Gerbera	gerbera.png	http://en.wikipedia.org/wiki/Gerbera
Peony	peony.png	http://en.wikipedia.org/wiki/Peony
Rose	rose.png	http://en.wikipedia.org/wiki/Rose
Hollyhock	hollyhock.png	http://en.wikipedia.org/wiki/Hollyhock
Straw Flower	strawflower.png	http://en.wikipedia.org/wiki/Strawflower

Blue Flowers

Name	Picture	URL
Sea Holly	seaholly.png	http://en.wikipedia.org/wiki/Sea_holly
Grape Hyacinth	grapehyacinth.png	http://en.wikipedia.org/wiki/Grape_hyacinth
Phlox	phlox.png	http://en.wikipedia.org/wiki/Phlox
Pin Cushion Flower	pincushionflower.png	http://en.wikipedia.org/wiki/Scabious
Iris	iris.png	http://en.wikipedia.org/wiki/Iris_(plant)

**By the
Way**

Populating the Data Structures

The `createFlowerData` method is now ready for use. We can call it from within the `RootViewController`'s `viewDidLoad` method. Because an instance of the `RootViewController` class is calling one of its own methods, it is invoked as `[self createFlowerData]`:

```
- (void)viewDidLoad {  
    [self createFlowerData];  
    [super viewDidLoad];  
}
```

Remember, we need to release the `flowerData` and `flowerSections` when we're done with them. Be sure to add the appropriate releases to the `dealloc` method:

```
- (void)dealloc {  
    [flowerData release];  
    [flowerSections release];  
    [super dealloc];  
}
```

Adding the Image Resources

As you probably noticed when entering the data structures, the application references images that will be placed alongside the flower names in the table. In the project files provided online, find the `Flowers` folder, select all the images, and drag them into your Xcode resources folder for the project. If you want to use your own graphics, size them at 100x75 pixels (and 200x150 for @2x iPhone 4 images), and make sure the names of the images stored with the `picture` `NSMutableDictionary` key match what you add to your project.

Creating the Detail View

The next task in developing the application is building the detail view and view controller. This view has a very simple purpose: It displays a URL in an instance of a `UIWebView`. We automatically gain the ability to navigate back to the previous view through the project's navigation controller, so we can focus solely on designing this view.

Creating a New View Controller

Begin by creating a new view controller called `FlowerDetailViewController` using the `UIViewController` subclass, as follows:

1. In Xcode, choose `File, New File, Cocoa Touch Class`, and then the `UIViewController` subclass.
2. Be sure to click the `With XIB for user interface` check box.

3. Click Next.
4. Make sure that Also Create FlowerDetailViewController.m is selected.
5. Click Finish.

The implementation, header, and associated XIB for the new view controller will be added to the project.

Adding Outlets and Properties

The objects that we'll need to manipulate within the new detail view are very simple. There will need to be an outlet for accessing the `UIWebView` instance that we'll add to the XIB in a bit, as well as a place for storing and accessing the URL that the web view will display. We'll call these `detailWebView` and `detailURL`, respectively. Edit the `FlowerDetailViewController` header to read as shown in Listing 13.9.

LISTING 13.9

```
#import <UIKit/UIKit.h>

@interface FlowerDetailViewController : UIViewController {
    IBOutlet UIWebView *detailWebView;
    NSURL *detailURL;
}

@property (nonatomic, retain) NSURL *detailURL;
@property (nonatomic, retain) UIWebView *detailWebView;

@end
```

Remember to clean up by releasing the `detailWebView` and `detailURL` objects in the `FlowerDetailViewController.m` implementation file's `dealloc` method:

```
- (void)dealloc {
    [detailWebView release];
    [detailURL release];
    [super dealloc];
}
```

With this work out of the way, we can now implement the logic of the `FlowerDetailViewController` itself.

Implementing the Detail View Controller Logic

Surprisingly, the implementation of `FlowerDetailViewController` is perhaps the easiest undertaking we have in this hour. When the view is loaded, the `UIWebView` instance (`detailWebView`) should be instructed to load the web address stored within the `NSURL` object (`detailURL`).

You might remember from Hour 9, “Using Advanced Interface Objects and Views,” that loading a web page in a web view is accomplished with the `loadRequest` method. This method takes an `NSURLRequest` object as its input parameter. Because we only have an `NSURL` (`detailURL`), we also need to use the `NSURLRequest` class method `requestWithURL` to return the appropriate object type. A single line of code takes care of all of this:

```
[detailWebView loadRequest:[NSURLRequest requestWithURL:detailURL]]
```

Add this to the `viewDidLoad` method in `FlowerDetailViewController.m`:

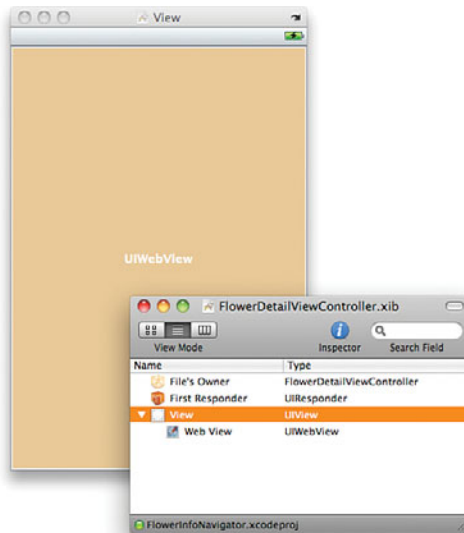
```
- (void)viewDidLoad {  
    [detailWebView loadRequest:[NSURLRequest requestWithURL:detailURL]];  
    [super viewDidLoad];  
}
```

Adding the Web View in Interface Builder

Open the `FlowerDetailViewController.xib` in Interface Builder. You should see a single view in the Document window. We could replace this view entirely with a web view, but by implementing the web view as a subview, we leave ourselves a canvas for expanding the view’s interface elements in the future.

Add a web view by opening the library (Tools, Library) and dragging a web view (`UIWebView`) onto the existing View icon. It should now appear as a subview within the view (see Figure 13.13).

FIGURE 13.13
Add a web view object as a subview of the existing view.



If you drag the web view into the view window itself, rather than onto the icon, it will not expand to take up the full size of the view. You're certainly welcome to do this, but you'll need to resize the web view manually.

**Did you
Know?**

Connect the web view to the detailWebView outlet by Control-dragging from the File's Owner icon to the Web View icon in the Document window. When prompted, choose the detailWebView outlet, as demonstrated in Figure 13.14.

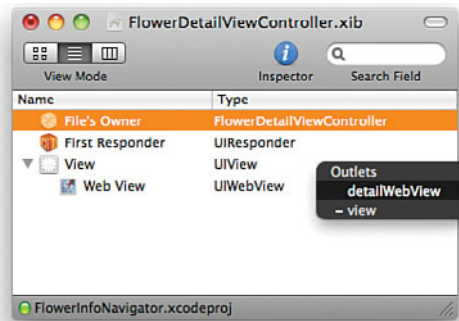


FIGURE 13.14
Connect the
file's owner
to the detail
WebView outlet.

Congratulations, the detail view is now finished! All that remains is providing data to the root view table controller and invoking the detail view through the navigation controller.

By default, the web view does not scale pages to fit the iPhone screen. You can quickly change this behavior by selecting the web view instance in Interface Builder, then opening the web view Attributes Inspector (Command+1). Check the Scale Page to Fit option in the Web View Settings group.

**Did you
Know?**

Implementing the Root View Table Controller

In the project template we're working with, Apple has provided a table view controller called `RootViewController` for us to build from.

Even though we're using a navigation controller, very little changes between how we implemented our initial table view controller and how we will be building this one. Once again, we need to satisfy the appropriate data source and delegate protocols to provide an interface to our data. We also need to react to a row touch to drill down to our detail view.

The biggest change to the implementation will be how we access our data. Because we've built a somewhat complex structure of arrays of dictionaries, we need to make absolutely sure we're referencing the data that we intend to.

Creating the Table View Data Source Methods

Instead of completely rehashing the implementation details, let's just review how we can return the needed information to the various methods.

As with the previous example, start by implementing the data source methods within `RootViewController.m`. Remember, these methods (`numberOfSectionsInTableView`, `tableView:numberOfRowsInSection`, and `tableView:titleForHeaderInSection`) must return the number of sections, the rows within each section, and the titles for the sections, respectively.

To return the number of sections, we just need the count of the elements in the `flowerSections` array:

```
[flowerSections count]
```

Retrieving the number of rows within a given section is only slightly more difficult. Because the `flowerData` array contains an array for each section, we must first access the appropriate array for the section, and then return its count:

```
[[flowerData objectAtIndex:section] count]
```

Finally, to provide the label for a given section via the `tableView:titleForHeaderInSection` method, the application should index into the `flowerSections` array by the section value and return the string at that location:

```
[flowerSections objectAtIndex:section]
```

Edit the appropriate methods in `RootViewController.m` so that they return these values.

Populating the Cells with Text and Images

The final mind-bending hurdle that we need to deal with is how to provide actual content to the table cells. As before, this is handled through the `tableView:cellForRowAtIndexPath`, but unlike the previous example, we need to dig down into our data structures to retrieve the correct results.

Recall that we will be setting the cell's label using an approach like this:

```
[[cell.textLabel] setText:@"My Cell Label"]
```

In addition to the label, however, we also need to set an image that will be displayed alongside the label in the cell. Doing this is very similar to setting the label:

```
[[cell imageView] setImage:[UIImage imageNamed:@"MyPicture.png"]]
```

To use our own labels and images, however, things get a bit more complicated. Let's quickly review the three-level hierarchy of our `flowerData` structure:

```
flowerData(NSMutableArray)? → NSMutableArray → NSMutableDictionary
```

The first level, the top `flowerData` array, corresponds to the sections within the table. The second level, another array contained within the `flowerData` array, corresponds to the rows within the section, and, finally, the `NSMutableDictionary` provides the individual pieces of information about each row. Refer to Figure 13.12 if you're still having trouble picturing how information is organized.

So, how do we get to the individual pieces of data that are three layers deep? By first using the section value to return the right array, and then, from that, using the row value to return the right dictionary, and then finally, using a key to return the correct value from the dictionary.

For example, to get the value that corresponds to the "name" key for a given section and row, we can write the following:

```
[[[flowerData objectAtIndex:indexPath.section] objectAtIndex:indexPath.row]
➔objectForKey:@"name"]
```

Likewise, we can return the image file with this:

```
[[[flowerData objectAtIndex:indexPath.section] objectAtIndex:indexPath.row]
➔objectForKey:@"picture"]
```

Substituting these values into the statements needed to set the cell label and image, we get the following:

```
[[cell.textLabel] setText:[[[flowerData objectAtIndex:indexPath.section]
➔objectAtIndex:indexPath.row] objectForKey:@"name"]]
```

and

```
[[cell.imageView] setImage:[UIImage imageNamed:[[[flowerData
➔objectAtIndex:indexPath.section] objectAtIndex:indexPath.row]
➔objectForKey:@"picture"]]]
```

Add these lines to the `tableView:cellForRowAtIndexPath` method before the statement that returns the cell.

As a final decoration, the cell can display an arrow on the right side to show that it

can be touched to drill down to a detail view. This UI element is called a “disclosure indicator” and can be added simply by setting the `accessoryType` property for the cell object:

```
cell.accessoryType=UITableViewCellAccessoryDisclosureIndicator
```

Add this line after your code to set the cell text and image. The table display setup is now complete.

By the Way

The full method implementations are left out of this section because, with the exception of how values are accessed, the code is nearly identical to the previous example. Remember that you can always review the full implementations in the hour’s project files.

Of course, the detail view doesn’t yet know how to respond to the selection of a flower in the root table view, but we’ll get there shortly.

Handling Navigation Events

In the previous example application, we handled a touch event with the `tableView:didSelectRowAtIndexPath` method and displayed an alert to the user. This time, our implementation will need to create an instance of the `FlowerDetailViewController` and set its `detailURL` property to the URL that we want the view to display. Finally, the new view controller must be pushed onto the navigation controller stack.

Putting all these pieces together, the result is shown in Listing 13.10.

LISTING 13.10

```
1: - (void)tableView:(UITableView *)tableView
2:     didSelectRowAtIndexPath:(NSIndexPath *)indexPath {
3:
4:     FlowerDetailViewController *flowerDetailViewController =
5:         [[FlowerDetailViewController alloc] initWithNibName:
6:         @"FlowerDetailViewController" bundle:nil];
7:     flowerDetailViewController.detailURL=
8:         [[NSURL alloc] initWithString:
9:         [[[flowerData objectAtIndex:indexPath.section] objectAtIndex:
10:            indexPath.row] objectForKey:@"url"]];
11:     flowerDetailViewController.title=
12:         [[[flowerData objectAtIndex:indexPath.section] objectAtIndex:
13:            indexPath.row] objectForKey:@"name"];
14:     [self.navigationController pushViewController:
15:         flowerDetailViewController animated:YES];
16:     [flowerDetailViewController release];
17: }
```

The navigationController instance that we're using in this code was created by the application template and is defined in the MainWindow.xib and application delegate files. You don't need to write any code at all to initialize or allocate it.

**By the
Way**

Lines 4–6 allocate an instance of the `FlowerDetailViewController` and load the `FlowerDetailViewController.xib` file. Lines 7–8 set the `detailURL` property of the new detail view controller to the value of the dictionary key for the selected cell's section and row.

The detail view controller instance, `flowerDetailViewController`, is now prepped and ready to be displayed. In lines 11–13, it is pushed on the navigation controller stack. Setting the `animated` parameter to "YES" implements a smooth sliding action onscreen.

You might be wondering: If we push a view controller onto the stack, shouldn't we have to pop it back off somewhere? The answer is *no*. Although there are methods available within the `UINavigationController` class that can be used to pop the view controllers off the stack, you get this basic functionality for free. As you push view controllers onto the navigation controller, the controller will automatically update the navigation bar to display a back button that is set to the title of the previous view controller. When the user touches this button, the top view controller is automatically popped off.

**By the
Way**

Tweaking the Table UI

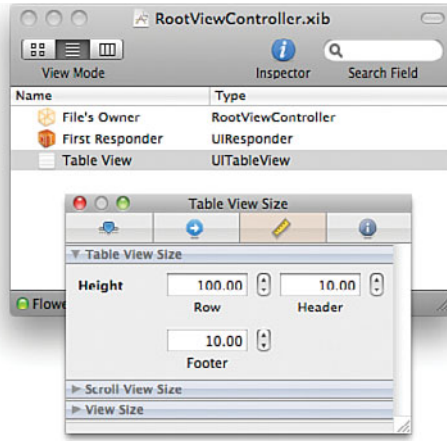
Before we can call this application “done,” we need to make a few tweaks to the interface. First, if you've run the app already, you know that the table view row just isn't large enough to accommodate the images that were provided. Second, we need to set a title to be displayed in the navigation bar for the initial table view. This title will then be used to create the label in the “back” button on the subsequent detail view.

Changing the Row Size

To update the height of the rows in the table, open the XIB file that defines the table view (`RootViewController.xib`) in Interface Builder. Open the Document window and make sure that the Table View icon is selected. Press Command+3 to open the Size Inspector window. Update the row height size to at least 100 points, as shown in Figure 13.15.

FIGURE 13.15

Update the row height to fit the size of the images that will be displayed.



Setting the Table Style

So far, both tables we’ve created use the “plain” style. To change to the more rounded “grouped” style, within the `RootViewController.xib`, select the Table View icon, and open the Attributes Inspector. Use the Style drop-down menu to switch between the Plain and Grouped options.

By the Way

If you set sizing information for one style of table, and then change the style, your previous size selections will be lost.

Setting a Navigation Bar Title

The title that appears in the navigation bar usually comes from a few different places. If a `UINavigationController` object exists in a view controller, the title property of that object will appear as the label in the center of the navigation bar. If no `UINavigationController` exists within the view controller, the controller’s title property is used as the navigation bar’s center label.

In this example application, the `MainWindow.xib` contains an instance of the table view controller (`RootViewController`) and a `UINavigationController`. To set a title that will appear in the navigation bar when the table view is present (and also in the back button of the detail view), open the `MainWindow.xib` and select the Navigation Item from the Document window. With the item selected, press `Command+1` to open the Attributes Inspector. Enter an appropriate title into the Title field, such as **Flower List**.

Make sure you save all of your files because you are finished! Build and run the `FlowerInfoNavigator` application—try tapping through a few flowers. With a reasonably minor amount of coding, we’ve created what feels like a very complex iPhone application!

Further Exploration

Table views are useful but substantially complex beasts. In the span of an hour, you’ve learned how to create a table view from scratch within an application and how to use a table view alongside a navigation controller. These are important first steps, but they’re not the “whole story.”

To continue your experience in working with tables, I suggest focusing on a few important enhancements.

The first is expanding what you can do with table cells. Review the property list for `UITableViewCell`. In addition to the `TextLabel` and `ImageView` properties, you can make numerous other customizations—including setting backgrounds, detail labels, and much, much more. In fact, if the default table cell options do not provide everything you need, Interface Builder supports visual customization of table cells by creating a customized instance of `UITableViewCell`.

Once you have a handle on the presentation of the table views, you can increase their functionality by implementing a few additional methods in your table view controller. Read the reference for `UITableViewController`, `UITableViewDataSource`, and `UITableViewDelegate`. You can quickly enable editing functionality for your table by implementing a handful of additional methods. You’ll need to spend some time thinking of what editing controls you want to use and what the intended result will be, but the basic functionality of deleting, reordering, and inserting rows (along with the associated graphic controls you’re used to seeing in iPhone applications) will come along “for free” as you implement the methods.

Apple Tutorials

Customizing table cells and views – `TableViewController` (accessible via the Xcode developer documentation): The `TableViewController` tutorial is an excellent look at how table views can be customized to suit a particular application.

Editing table cells – `EditableDetailView` (accessible via the Xcode developer documentation): The `EditableDetailView` tutorial implements row editing, including inserting, reordering, and deleting, within a table view.

Summary

This hour introduced one of the most important iPhone interface elements—the table view—along with the associated table view controller. Table views enable users to sort through large amounts of information in an orderly manner. We covered how table cells are populated, including text and images, as well as the mechanism by which cell selection occurs.

We also explored the role of navigation controllers in managing a hierarchy of different views, making drill-down functionality simple.

Coming away from this chapter, you should feel comfortable working with tables in your applications and building basic drill-down apps using a navigation controller.

Q&A

Q. *What is the most efficient way to provide data to a table?*

A. You've almost certainly come to the conclusion that there has got to be a better way to provide data to complex views rather than manually defining all the data within the application itself. Starting in Hour 14, you'll learn about persistent data and how it can be used within applications. This will become the preferred way of working with large amounts of information as you move forward.

Q. *Can a table row have more than a single cell?*

A. No, but a customized cell can be defined that presents information in a more flexible manner than the default cell. As described in the "Further Exploration" section, custom cells can be defined in Interface Builder through the `UITableViewCell` class.

Q. *Do navigation controllers have to be used with tables?*

A. No. A navigation controller can push and pop any view controller and associated view. Tables, however, are commonly associated with navigation controllers because of the drill-down functionality that can be created.

Workshop

Quiz

1. When working with the `NSIndexPath` object in the table view controller methods, which two properties will come in handy?
2. Which two protocols, both conformed to by the `UITableViewController` class, are required for a table view to be displayed?
3. Where does the title for a navigation bar come from?

Answers

1. The section property will identify the section within the table, while the row property refers to the specific cell inside of that section.
2. A table view requires methods defined within the `UITableViewDataSource` and `UITableViewDelegate` protocols in order to display information.
3. If a view controller contains a navigation item (`UINavigationController`), the title property of the navigation item will be used. If it doesn't, the view controller's title property will be substituted instead.

Activities

1. In the navigation-based application, the navigation bar does not display a title on the detail view. Update the application so that the detail view shows the name of the selected flower in the navigation bar of the detail view. You can use code very similar to what sets the `detailURL` property of the view.
2. A navigation controller can handle much more than two views in its stack. Use what you've learned about navigation controllers to create a three-level (or more) hierarchy of views.
3. Use Interface Builder to create and customize an instance of the `UITableViewCell` class.

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HOURL 14

Reading and Writing Application Data

What You'll Learn in This Hour:

- ▶ Good design principles for using application preferences
- ▶ How to store application preferences and read them later
- ▶ How to expose your application's preferences to the Settings application
- ▶ How to store data from your applications

Most substantial applications, whether on the computer or the iPhone, allow users to customize their operation to their own needs and desires. You have probably cursed an application before, only to later find a setting that removes the unholy annoyance, and you probably have a favorite application that you've customized to your exact needs so that it fits like a well-worn glove. In this hour, you'll learn how your application can use application preferences to allow the user to customize its behavior and how, in general, applications can store data on the iPhone.

Application preferences is Apple's chosen term, but you may be more familiar with other terms such as settings, user defaults, user preferences, or options. These are all essentially the same concept.

***By the
Way***

Design Considerations

The dominant design aesthetic of iOS applications is for simple, single-purpose applications that start fast and do one task quickly and efficiently. Being fun, clever, and beautiful is an expected bonus. How do application preferences fit into this design view?

You want to limit the number of application preferences by creating opinionated software. There might be three valid ways to accomplish a task, but your application should have an opinion on the one best way to accomplish it, and then should implement this one approach in such a polished and intuitive fashion that your users instantly agree it's the best way. Leave the other two approaches for someone else's application. It may seem counterintuitive, but there is a much bigger market for opinionated software than for applications that try to please everyone.

This might seem like odd advice to find in a chapter about application preferences, but I'm not suggesting that you avoid preferences altogether. There are some very important roles for application preferences. Use preferences for the choices your users must make, rather than for all the choices they could possibly make. For example, if you are connecting to the application programming interface (API) of a third-party web application on behalf of your user, and the user must provide credentials to access the service, this is something the user must do, not just something users might want to do differently, so it is a perfect case for storing as an application preference.

Another strong consideration for creating an application preference is when a preference can streamline the use of your application; for example, when users can record their default inputs or interests so that they don't have to make the same selections repeatedly. You want user preferences that reduce the amount of onscreen typing and taps that it takes to achieve the user's goal for using your application.

After you decide a preference is warranted, you have an additional decision to make. How will you expose the preference to the user? One option is to make the preference implicit based on what the user does while using the application. An example of an implicitly set preference is returning to the last state of the application. For example, suppose a user flips a toggle to see details. When the user next uses the application, the same toggle should be flipped and showing details.

Another option is to expose your application's preference in Apple's Settings application, shown in Figure 14.1. Settings is an application built in to the iPhone. It provides a single place to customize the iPhone. Everything from the hardware, built-in applications from Apple, and third-party applications can be customized from the Settings application.

A settings bundle lets you declare the user preferences of your application so that the Settings application can provide the user interface for editing those preferences. There is less coding for you to do if you let Settings handle your application's preferences, but less coding is not always the dominant consideration. A preference that is set once and rarely changes, such as the username and password for a web service, is ideal for configuring in Settings. In contrast, an option that the user might change

with each use of your application, such as the difficulty level in a game, is not appropriate for Settings.

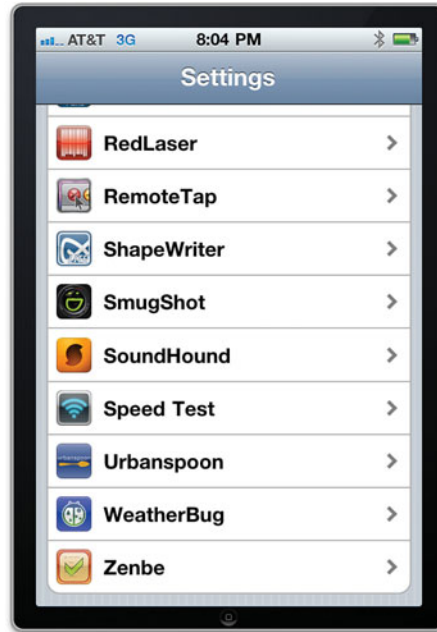


FIGURE 14.1
The Settings application.

Users will be annoyed if they have to repeatedly exit your application, launch Settings to change the preference, and then relaunch your application. Decide whether each preference belongs in the Settings application or in your own application, but it's generally not a good idea to put them in both.

**Watch
Out!**

Also keep in mind that the user interface that Settings can provide for editing your application preferences is limited. If a preference requires a custom interface component or custom validation code, it can't be set in Settings, and it must be set from within your application.

We don't strictly heed every aspect of this design advice because we are creating an application whose main purpose is to teach us about application preferences rather than to be an example of excellent product design.

**Watch
Out!**

Reading and Writing User Defaults

Application preferences is Apple's name for the overall preference system by which applications can customize themselves for the user. The application preferences system takes care of the low-level tasks of persisting preferences to the device, keeping each application's preferences separate from other applications' preferences, and backing up application preferences to the computer via iTunes so that users won't lose their preferences in case the device needs to be restored. Your interaction with the application preferences system is through an easy-to-use API that consists mainly of the `NSUserDefaults` singleton class.

The `NSUserDefaults` class works similarly to the `NSDictionary` class. The main differences are that `NSUserDefaults` is a singleton and is more limited in the types of objects it can store. All the preferences for your application are stored as key/value pairs in the `NSUserDefaults` singleton.

Did you Know?

A *singleton* is just an instance of the Singleton pattern, and a *pattern* in programming is just a common way of doing something. The Singleton pattern is fairly common in iOS, and it is a technique used to ensure that there is only one instance (object) of a particular class. Most often it is used to represent a service provided to your program by the hardware or operating system.

Creating Implicit Preferences

In our first example, we will create a (admittedly ridiculous) flashlight application. The application will have an on/off switch and will shine a light from the screen when it is on. A slider will control the brightness level of the light. We will use preferences to return the flashlight to the last state the user left it in.

Setting Up the Project

Create a new View-Based iPhone Application in Xcode and call it **Flashlight**. Click the `FlashlightViewController.h` file in the Classes group and add outlets for our on/off switch, brightness slider, and light source. Add an action called `setLightSourceAlpha` that will respond when toggling the switch or sliding the brightness control. The `FlashlightViewController.h` file should read as shown in Listing 14.1.

LISTING 14.1

```
#import <UIKit/UIKit.h>

@interface FlashlightViewController : UIViewController {

    IBOutlet UIView *lightSource;
```

```

    IBOutlet UISwitch *toggleSwitch;
    IBOutlet UISlider *brightnessSlider;
}

@property (nonatomic, retain) UIView *lightSource;
@property (nonatomic, retain) UISwitch *toggleSwitch;
@property (nonatomic, retain) UISlider *brightnessSlider;

-(IBAction) setLightSourceAlphaValue;

@end

```

Next, edit the FlashlightViewController.m implementation file and add corresponding @synthesize directives for each property, following the @implementation line:

```

@synthesize lightSource;
@synthesize toggleSwitch;
@synthesize brightnessSlider;

```

To make sure we don't forget to clean up the retained objects later, edit the dealloc method to release the lightSource, toggleSwitch, and brightnessSlider objects:

```

- (void)dealloc {
    [lightSource release];
    [toggleSwitch release];
    [brightnessSlider release];
    [super dealloc];
}

```

Now, let's lay out the UI for the flashlight.

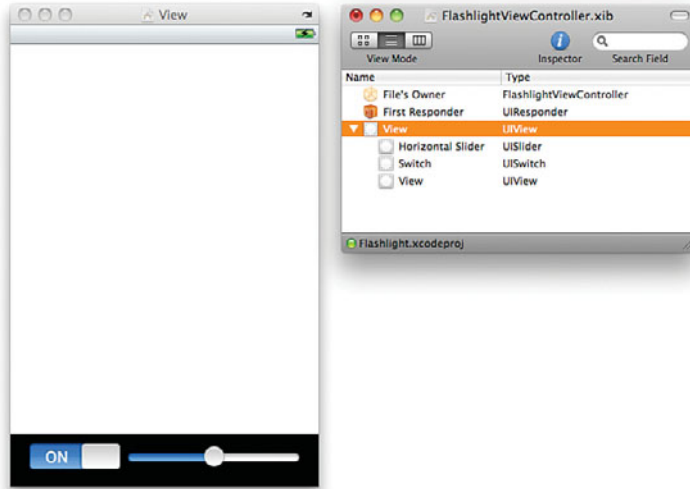
Creating the Interface

Open Interface Builder by double-clicking the FlashlightViewController.xib file in the Resources group.

1. In Interface Builder, click the empty view and open the Attributes Inspector (Command+1).
2. Set the background color of the view to black. (We want our flashlight to have a black background.)
3. Drag a UISwitch from the Library onto the bottom left of the view.
4. Drag a UISlider to the bottom right of the view. Size the slider to take up all the horizontal space not used by the switch.
5. Finally, add a UIView to the top portion of the view. Size it so that it is full width and takes up all the vertical space above the switch and slider. Your view should now look like Figure 14.2.

FIGURE 14.2

The Flashlight UI in Interface Builder.



Connect the Outlets and Action

The code we will write to operate the flashlight and deal with the application preferences will need access to the switch, slider, and light source. Control-drag from the File's Owner icon and connect the `lightSource IBOutlet` to the new `UIView`, the `toggleSwitch IBOutlet` to the `UISwitch`, and the `brightnessSlider IBOutlet` to the `UISlider`.

In addition to being able to access the three controls, our code needs to respond to changes in the toggle state of the switch and changes in the position of the slider. Select the `UISwitch` and open the Connections Inspector (Command+2). Connect the `UISwitch` to the `setLightSourceAlphaValue` method by dragging from the circle beside the Value Changed event to the File's Owner icon. Choose `setLightSource AlphaValue` when prompted to make the connection, as seen in Figure 14.3.

Repeat this process for the `UISlider`, having its Value Changed event also call the `setLightSourceAlphaValue` method. This ensures immediate feedback when the user adjusts the slider value.

Save your work, and then switch back to Xcode.

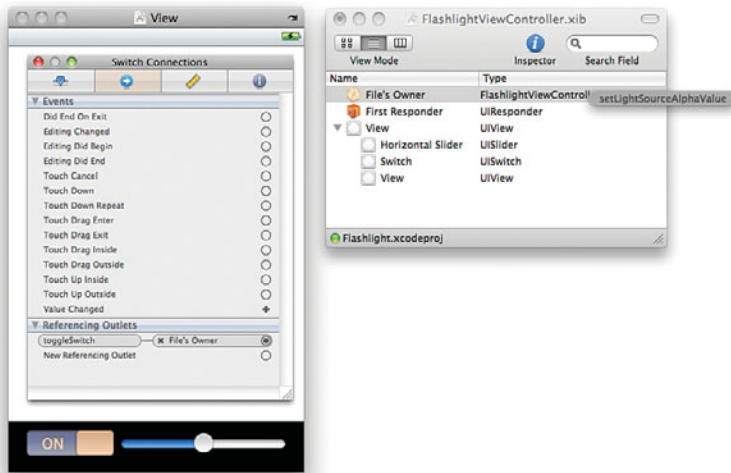


FIGURE 14.3
Connect the switch and slider to the `setLightSourceAlphaValue` method.

Implementing the Application Logic

What can I say? Flashlights don't have much logic!

When the user toggles the flashlight on or off and adjusts the brightness level, the application will respond by adjusting the alpha property of the `lightSource` view. The alpha property of a view controls the transparency of the view, with 0.0 being completely transparent and 1.0 being completely translucent. The `lightSource` view is white and is on top of the black background. When the `lightSource` view is more transparent, more of the black will be showing through and the flashlight will be darker. When we want to turn the light off, we just set the alpha property to 0.0 so that none of the white background of the `lightSource` view will be showing.

To make the flashlight work, we can add this method in Listing 14.2 to `FlashlightViewController.m`.

LISTING 14.2

```
-(IBAction) setLightSourceAlphaValue {
    if (toggleSwitch.on) {
        lightSource.alpha = brightnessSlider.value;
    } else {
        lightSource.alpha = 0.0;
    }
}
```

This simple method checks the `on` property of the `toggleSwitch` object, and, if it is on, sets the `alpha` property of the `lightSource` `UIView` to the `value` property of the slider. The slider's `value` property returns a floating-point number between 0 and 100, so this is already enough code to make the flashlight work. You can run the project yourself and see.

Storing the Flashlight Preferences

We don't just want the flashlight to work; we want it to return to its last state when the user uses the flashlight application again later. We'll store the on/off state and the brightness level as implicit preferences. First we need two constants to be the keys for these preferences. Add these constants to the top of the `FlashlightViewController.h` interface file:

```
#define kOnOffToggle @"onOff"
#define kBrightnessLevel @"brightness"
```

Then we will persist the two values of the keys in the `setLightSourceAlphaValue` event of the `FlashlightViewController`. We will get the `NSUserDefaults` singleton using the `standardUserDefaults` method and then use the `setBool` and `setFloat` methods. Because `NSUserDefaults` is a singleton, we are not creating it and are not responsible for managing its memory. We will wrap up by using the `NSUserDefaults` method `synchronize` to make sure that our settings are stored immediately.

Update the `setLightSourceAlphaValue` method, as shown in Listing 14.3.

LISTING 14.3

```
-(IBAction) setLightSourceAlphaValue {

    NSUserDefaults *userDefaults = [NSUserDefaults standardUserDefaults];
    [userDefaults setBool:toggleSwitch.on forKey:kOnOffToggle];
    [userDefaults setFloat:brightnessSlider.value forKey:kBrightnessLevel];
    [userDefaults synchronize];

    if (toggleSwitch.on) {
        lightSource.alpha = brightnessSlider.value;
    } else {
        lightSource.alpha = 0.0;
    }
}
```

Our code now saves the values for our two keys, but where do they go? The idea here is that we *don't have to know* because we are using the `NSUserDefaults` API to shield us from this level of detail and to allow Apple to change how defaults are handled in future versions of the iOS.

It can still be useful to know, however, and the answer is that our preferences are stored in a plist file. If you are an experienced Mac user you may already be familiar with plists, which are used for Mac applications, too. When running on a device, the plist will be local to the device, but when we run our application in the iPhone Simulator, the simulator uses our computer's hard drive for storage, making it easy for us to peek inside the plist.

Run the Flashlight application in the iPhone Simulator, and then use Finder to navigate to `/Users/<your username>/Library/Application Support/iPhone Simulator/<Device OS Version>/Applications`. The directories in `Applications` are generated globally unique IDs, but it should be easy to find the directory for Flashlight by looking for the most recent `Data Modified`. You'll see `Flashlight.app` in the most recently modified directory, and you'll see the `com.your-company.Flashlight.plist` inside the `./Library/Preferences` subdirectory. This is a regular Mac plist file, so when you double-click it, it will open with the Property List Editor application and show you the two preferences for Flashlight.

Reading the Flashlight Preferences

Now our application is writing out the state of the two controls anytime the user changes the flashlight settings. So, to complete the desired behavior, we need to read in and use the preferences for the state of the two controls anytime our application launches. For this, we will use the `viewDidLoad` method, which is provided for us by Xcode as a commented-out stub, and the `floatForKey` and `boolForKey` methods of `NSUserDefaults`. Uncomment `viewDidLoad` and get the `NSUserDefaults` singleton in the same way as before, but this time we will set the value of the controls from the value returned from the preference rather than the other way around.

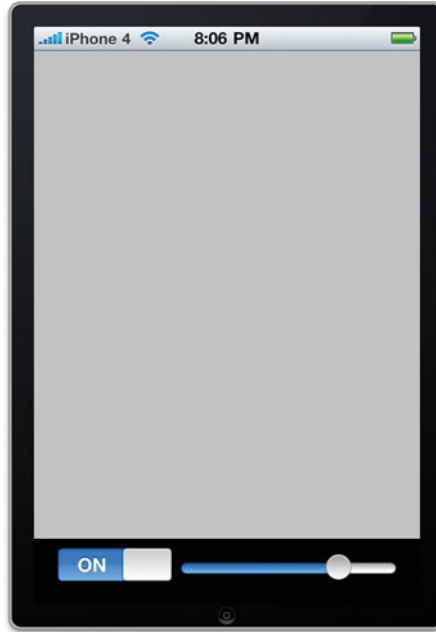
In the `FlashlightViewController.m` file in the `Classes` group, implement `viewDidLoad`, as shown in Listing 14.4

LISTING 14.4

```
- (void)viewDidLoad {
    NSUserDefaults *userDefaults = [NSUserDefaults standardUserDefaults];
    brightnessSlider.value = [userDefaults floatForKey:kBrightnessLevel];
    toggleSwitch.on = [userDefaults boolForKey:kOnOffToggle];
    if ([userDefaults boolForKey:kOnOffToggle]) {
        lightSource.alpha = [userDefaults floatForKey:kBrightnessLevel];
    } else {
        lightSource.alpha = 0.0;
    }
    [super viewDidLoad];
}
```

That's all there is to it. All we need now is a snazzy application icon, and we, too, can make millions in the App Store with our Flashlight application (see Figure 14.4).

FIGURE 14.4
Flashlight application in action.



Did you Know?

If you're running iOS 4 and press the Home button, be aware that your application won't quit; it will be suspended in the background. To fully test the flashlight app, be sure to use the iOS Task Manager to force the application completely closed, and then verify that your settings are restored when it relaunches fresh.

While we are waiting for the cash to pour in (it may be awhile), let's look at an application where the user takes more direct control of the application's preferences.

Implementing System Settings

One option to consider for providing application preferences is to use the Settings application. You do this by creating and editing a settings bundle for your application in Xcode rather than by writing code and designing a UI, so this is a very fast and easy option.

For our second application of the hour, we'll create ReturnMe, an application that tells someone who finds a lost device how to return it to its owner. The Settings application will be used to edit the contact information of the owner and to select a picture to evoke the finder's sympathy.

Setting Up the Project

As we frequently do, begin by creating a new View-based iPhone application in Xcode called **ReturnMe**.

We want to provide the finder of the lost device with a sympathy-invoking picture and the owner's name, email address, and phone number. Each of these items will be configurable as an application preference, so we'll need outlets to set the values of a UIImageView and three UILabels.

Open the ReturnMeViewController.h file in the Classes group and add outlets and properties for each control. The completed ReturnMeViewController.h file should look like Listing 14.5.

LISTING 14.5

```
#import <UIKit/UIKit.h>

@interface ReturnMeViewController : UIViewController {
    IBOutlet UIImageView *picture;
    IBOutlet UILabel *name;
    IBOutlet UILabel *email;
    IBOutlet UILabel *phone;
}

@property (nonatomic, retain) UIImageView *picture;
@property (nonatomic, retain) UILabel *name;
@property (nonatomic, retain) UILabel *email;
@property (nonatomic, retain) UILabel *phone;

@end
```

After updating the interface file, add corresponding @synthesize lines within the ReturnMeViewController.m file for each property:

```
@synthesize picture;
@synthesize name;
@synthesize email;
@synthesize phone;
```

And, of course, release all these objects in the dealloc method:

```
- (void)dealloc {
    [picture release];
    [name release];
    [email release];
    [phone release];
    [super dealloc];
}
```

We want a few images that will help goad our Good Samaritan into returning the lost device rather than selling it to Gizmodo. Drag the dog1.png, dog2.png, and

coral.png files from the project's Images folder into the Resources group. When you drag the images into Xcode, make sure you click the option to copy them into the destination group's folder so that copies of the images will be placed in your Xcode project's directory.

Did you Know?

Remember, to support the higher resolution display of the iPhone 4, all you need to do is create images with twice the horizontal and vertical resolution as your standard iPhone image resources, include a @2x suffix on the filename, and add them to your project. The developer tools and iOS take care of the rest!

I've included @2x image resources with many of the projects in this book.

Creating the Interface

Now let's lay out the ReturnMe application's UI. Open Interface Builder by double-clicking the ReturnMeViewController.xib file in the Resources group:

1. Open the XIB file's view.
2. Drag three UILabels onto the view. Click each label and open the Attributes Inspector (Command+1), and set the text to a default value of your choosing for name, email, and phone number.
3. Drag a UIImageView to the view. Size the image view to take up the majority of the iPhone's display area.
4. With the image view selected, open the Attributes Inspector (Command+1). Set the mode to be Aspect Fill, and pick one of the animal images you added to the Xcode project from the Image drop-down.
5. Add some additional UILabels to explain the purpose of the application and labels that explain each preference value (name, email, and phone number).

As long as you have the three labels and the image view in your UI, as seen in Figure 14.5, you can design the rest as you see fit. Have fun with it!

When you're finished building the interface, connect the UIImageView and three UILabels to their corresponding outlets—picture, name, email, and phone. There aren't any actions to connect, so just Control-drag from the File's Owner icon to each of these interface items, choosing the appropriate outlet when prompted.

Now that the interface is built, we'll create the Settings Bundle, which will enable us to integrate with the iPhone's Settings application.

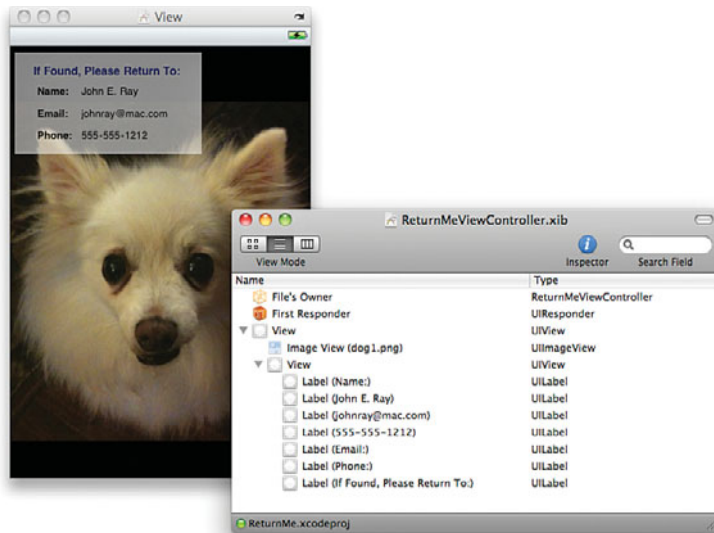


FIGURE 14.5
Create an interface with an image, labels, and anything else you'd like!

Creating the Settings Bundle

Create a new settings bundle in Xcode by selecting File, New File from the menu and selecting Settings Bundle from the iOS Resource group in the sidebar, as shown in Figure 14.6.

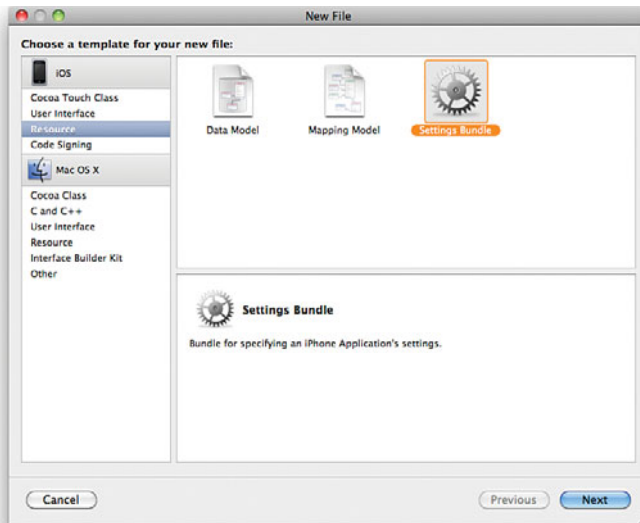


FIGURE 14.6
Settings bundle in Xcode's New File dialog.

Keep the default name of `Settings.bundle` when you create it. Drag the newly created settings bundle into the Resources group if it does not get created there.

The file that controls how our ReturnMe application will appear in the Settings application is the `Root.plist` file in the settings bundle. We can edit this file with the Property List Editor that is built in to Xcode. We will add preference types to it (see Table 14.1) that will be read and interpreted by the Settings application to provide the UI to set our application's preferences.

TABLE 14.1 Preference Types

Type	Key	Description
Text field	<code>PSTextFieldSpecifier</code>	Editable text string
Toggle switch	<code>PSToggleSwitchSpecifier</code>	On/off toggle button
Slider	<code>PSSliderSpecifier</code>	Slider across a range of values
Multivalue	<code>PSMultiValueSpecifier</code>	Drop-down value picker
Title	<code>PSTitleValueSpecifier</code>	Read-only text string
Group	<code>PSGroupSpecifier</code>	Title for a logical group of preferences
Child pane	<code>PSChildPaneSpecifier</code>	Child preferences page

The ReturnMe preferences will be grouped into three groups: Sympathy Image, Contact Information, and About. The Sympathy Image group will contain a multivalue preference to pick one of the images, the Contact Information group will contain three text fields, and the About group will link to a child page with three read-only titles.

Expand the `Settings.bundle` in Xcode and click the `Root.plist` file. You'll see a table of three columns: Key, Type, and Value. Expand the `PreferencesSpecifiers` property in the table, and you'll see a series of four dictionary properties. These are provided by Xcode as samples, and each of them will be interpreted by Settings as a preference. You will follow the simple schema in the *Settings Application Schema Reference* in the iOS Reference Library to set all the required properties, and some of the optional properties, of each preference.

Expand the first dictionary property under `PreferencesSpecifiers` called Item 0, and you'll see that its Type is `PSGroupSpecifier`. This is the correct Type to define a preference group, but change the Title property's value to **Sympathy Image** by clicking it and typing the new title. Expand the second item (Item 1) and you'll see that its Type is `PSTextFieldSpecifier`. Our Sympathy Image will be selected as a multivalue, not a text field, so change the Type to `PSMultiValueSpecifier`. Change the Title to **Image Name**, the Key to **picture**, and the `DefaultValue` to **Dog**. The remaining four keys under Item 1 apply to text fields only, so delete them by selecting them and pressing the Delete key.

The values for a multivalue picker come from two arrays, an array of item names and an array of item values. In our case, the name and value arrays will be the same, but we still must provide both of them. To add another property under `DefaultValue`, click the plus sign at the end of the row (see Figure 14.7) to add another property at the same level.

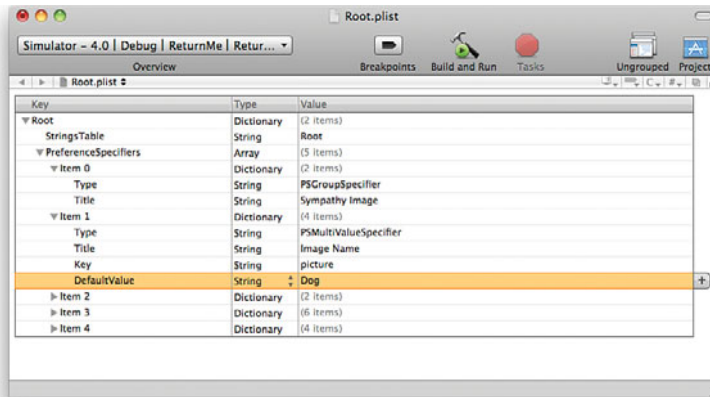


FIGURE 14.7
Add another property in Xcode's Property List Editor.

The new item will have the default name of New Item, so change that to **Values**. The Type column defaults to String, so change it to Array. Each of the three possible image names needs a property under the Values property. Expand the Values item's disclosure triangle, and notice that the plus sign at the end of the row changes to an icon with three lines (see Figure 14.8). This icon adds child properties, rather than properties at the same level. Click the icon three times to add properties that'll be called Item 0, Item 1, and Item 2.

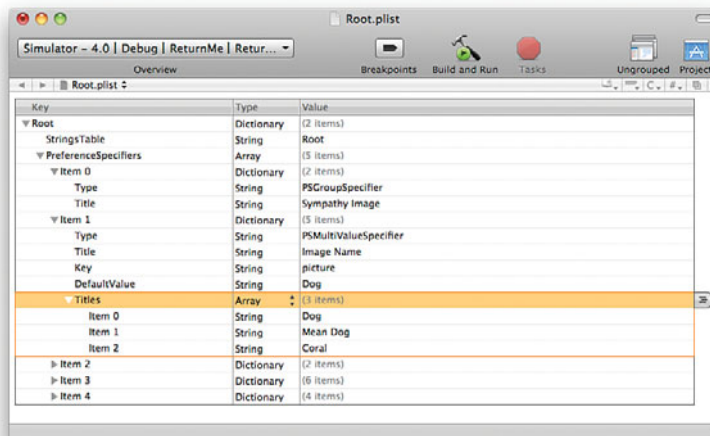
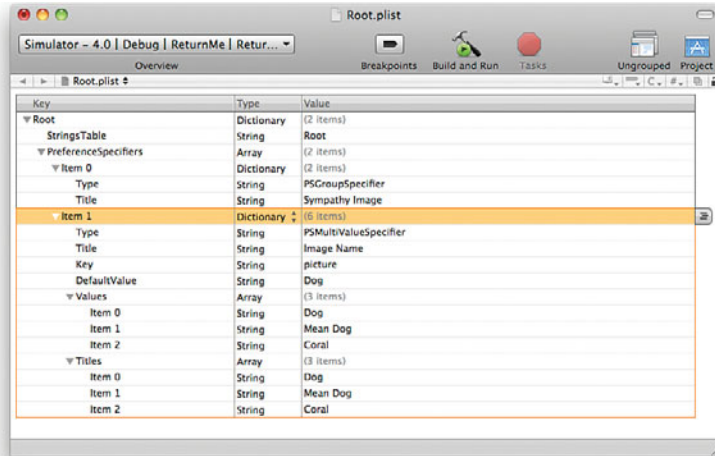


FIGURE 14.8
Add child items in Xcode's Property List Editor.

Change the Value of the three new child properties to **Dog**, **Mean Dog**, and **Coral**. Repeat this step to add a peer of Values called **Titles**. Titles is also an Array type and has the same three String type children with the same values, as shown in Figure 14.9.

FIGURE 14.9
 The completed image selector preference in Xcode's Property List Editor.



The third property (Item 2) in our plist PreferenceSpecifiers should be a **PSGroupSpecifier** with a title of **Contact Information**. Change the Type and Title of Item 2 and remove the extra items.

The fourth property (Item 3) is the name preference. Change the Type to **PSTextFieldSpecifier**, the Key to **name**, and the DefaultValue to **Your Name** with a Type of String. Add three more keys to Item 3. These should be String types and are optional parameters that set up the keyboard for text entry. Set the keys to **KeyboardType**, **AutocapitalizationType**, and **AutocorrectionType**, and the values to **Alphabet**, **Words**, and **No**, respectively.

You can test your settings so far by saving the plist, building and running the ReadMe application in the iPhone Simulator, exiting the application with the Home button, and then running the Settings application in the simulator. You should see a Settings selection for the ReturnMe application and settings for the Sympathy Image and Name.

Add two more **PSTextFieldSpecifier** preferences to the plist; mirror what you set up for the Name preference: one for email and one for phone number. Use the keys of **email** and **phone**, and change the KeyboardType to **EmailAddress** and **NumberPad**, respectively.

The final preference is **About**, and it opens a child preference pane—we'll add two more items to accomplish this. First, add a new item—Item 6—to the plist. Configure the item as a dictionary; then add a Type of `PSGroupSpecifier` and a Title of **About ReturnMe**.

Next, add Item 7, configured as a dictionary. Expand the new item and set a property with a Type of `PSChildPaneSpecifier`, a Title of **About**, and a String property with a Key of **File** and a Value of **About**. The child pane element assumes the value of **File** exists as another plist in the settings bundle. In our case, this is a file called **About.plist**.

The easiest way to create this second plist file in the settings bundle is by copying the **Root.plist** file we already have. Right-click the **Root.plist** file in Xcode, and select the **Open with Finder** menu option. This opens the plist in the external Property List Editor. Select **File**, **Save As** and change the name to **About.plist** before clicking **Save**. Xcode won't immediately notice that your settings bundle has a new plist file. Collapse and expand **Settings.bundle** to refresh the contents.

Edit **About.plist** to have one group property titled **About ReturnMe** and three `PSTitleSpecifier` properties for **Version**, **Copyright**, and **Website**. `PSTitleSpecifier` properties have four properties: **Type**, **Title**, **Key**, and **DefaultValue**. If you have any difficulties setting up your plist files, compare your preferences UI to Figure 14.10 and your plists to the plists in the settings bundle in the project's source code to see where you might have made a misstep.

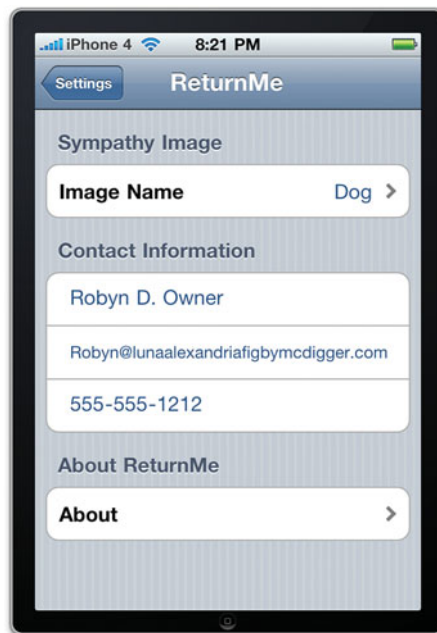


FIGURE 14.10
ReturnMe's settings in the Settings application.

Connecting Preferences to the Application

We have four preferences we want to retrieve from the preferences database: the selected image and the device owner's name, email, and alternative phone number. Add a key constant for each of these to the top of the `ReturnMeViewController.h` file in Xcode:

```
#define kName @"name"
#define kEmail @"email"
#define kPhone @"phone"
#define kReward @"reward"
#define kPicture @"picture"
```

We have now bundled up our preferences so that they can be set by the Settings application, but our `ReturnMe` application also has to be modified to use the preferences. We do this in the `ReturnMeViewController.m` file's `viewDidLoad` event. Here we will call a helper method we write called `setValuesFromPreferences`. Our code to use the preference values with the `NSUserDefaults` API looks no different from the `Flashlight` application. It doesn't matter if our application wrote the preference values or if the Settings application did; we can simply treat `NSUserDefaults` like a dictionary and ask for objects by their key.

We provided default values in the settings bundle, but it's possible the user just installed `ReturnMe` and has not run the Settings application. We should provide the same default settings programmatically to cover this case, and we can do that by providing a dictionary of default preference keys and values to the `NSUserDefaults` `registerDefaults` method. Add the methods in Listing 14.6 to the `ReturnMeViewController.m` file.

LISTING 14.6

```
- (NSDictionary *)initialDefaults {
    NSArray *keys = [[NSArray alloc] initWithObjects:
        kPicture, kName, kEmail, kPhone, nil] autorelease];
    NSArray *values = [[NSArray alloc] initWithObjects:
        @"Dog", @"Your Name", @"you@yours.com",
        @"(555)555-1212", nil] autorelease];
    return [[[NSDictionary alloc] initWithObjects: values
        forKeys: keys] autorelease];
}

- (void)setValuesFromPreferences {

    NSUserDefaults *userDefaults = [NSUserDefaults standardUserDefaults];
    [userDefaults registerDefaults: [self initialDefaults]];
    NSString *picturePreference = [userDefaults stringForKey:kPicture];
    if ([picturePreference isEqualToString:@"Dog"]) {
        picture.image = [UIImage imageNamed:@"dog1.png"];
    } else if ([picturePreference isEqualToString:@"Mean Dog"]) {
        picture.image = [UIImage imageNamed:@"dog2.png"];
    } else {
        picture.image = [UIImage imageNamed:@"coral.png"];
    }
}
```

```
}  
  
name.text = [userDefaults objectForKey:kName];  
email.text = [userDefaults objectForKey:kEmail];  
phone.text = [userDefaults objectForKey:kPhone];  
  
}
```

With this supporting code in place, we have the ability to set some default preferences, and load preferences that are configured in the iPhone Settings application. That said, we still need to load the preferences when the application starts. Edit `ReturnMeViewController.m`, implementing the `viewDidLoad` method to invoke `setValuesFromPreferences`:

```
- (void)viewDidLoad {  
    [self setValuesFromPreferences];  
    [super viewDidLoad];  
}
```

Build and run the modified `ReturnMe` application and switch back and forth between the Settings and `ReturnMe` applications. You can see that with very little code on our part we were able to provide a sophisticated interface to configure our application. The Settings application's plist schema provides a fairly complete way to describe the preference needs of our application.

Understanding the iPhone File System Sandbox

Up to this point, the applications we've built have not allowed the user to create and store a lot of new data. Quite a few types of applications, however, do need to store a substantial amount of new information. Consider some of Apple's applications, such as Notes and Contacts. These are data management applications whose main function is to reliably store and retrieve data for the user. Where does this data go when the application is not running? Just like with a desktop application, iPhone applications persist their data to the file system.

In creating the iOS SDK, Apple introduced a wide range of restrictions designed to protect users from malicious applications harming their devices. The restrictions are collectively known as the application sandbox. Any application you create with the SDK exists in a sandbox. There is no opting out of the sandbox and no way to get an exemption from the sandbox's restrictions.

Some of these restrictions affect how application data is stored and what data can be accessed. Each application is given a directory on the device's file system, and

applications are restricted to reading and writing files in their own directory. This means a poorly behaved application can, at worst, wipe out its own data but not the data of any other application.

It also turns out that this restriction is not terribly limiting. The information from Apple's applications, such as contacts, calendars, and the photo and music libraries, is for the most part already exposed through APIs in the iOS SDK. (For more information, see Hour 18, "Working with Rich Media," and Hour 19, "Interacting with Other Applications.")

Watch Out!

With each version of the iOS SDK, Apple has been steadily ramping up what you can't do because of the application sandbox, but parts of the sandbox are still enforced via policy rather than as technical restrictions. Just because you find a location on the file system where it is possible to read or write files outside the application sandbox doesn't mean you should. Violating the application sandbox is one of the surest ways to get your application rejected from the iTunes Store.

Storage Locations for Application Data

Within an application's directory, four locations are provided specifically for storing the application's data: the Library/Preferences, Library/Caches, Documents, and tmp directories.

By the Way

When you run an application in the iPhone Simulator, the application's directory exists on your Mac in `/Users/<your user>/Library/Applications Support/iPhone Simulator/<Device OS Version>/Applications`. There are any number of applications in this directory, each with a directory named after a unique application ID (a series of characters with dashes) that is provided by Xcode. The easiest way to find the directory of the current application you are running in the iPhone Simulator is to look for the most recently modified application directory. Take a few minutes now to look through the directory of a couple applications from previous hours.

You encountered the Library/Preferences directory earlier this hour. It's not typical to read and write to the Preferences directory directly. Instead, you use the `NSUserDefaults` API. The Library/Caches, Documents, and tmp directories are, however, intended for direct file manipulation. The main difference between them is the intended lifetime of the files in each directory.

The Documents directory is the main location for storing application data. It is backed up to the computer when the device is synced with iTunes, so it is important to store any data users would be upset to lose in the Documents directory.

The Library/Caches directory is used to cache data retrieved from the network or from any computationally expensive calculation. Files in Library/Caches persist between launches of the application, and caching data in the Library/Caches directory can be an important technique used to improve the performance of an application.

Lastly, any data you want to store outside of the device's limited volatile memory, but that you do not need to persist between launches of the application, belongs in the tmp directory. The tmp directory is a more transient version of Library/Caches; think of it as a scratch pad for the application.

Applications are responsible for cleaning up all the files they write, even those written to Library/Caches or tmp. Applications are sharing the limited file system space (typically 4GB to 32GB) on the device. The space an application's files take up is not available for music, podcasts, photos, and other applications. Be judicious in what you choose to persistently store, and be sure to clean up any temporary files created during the lifetime of the application.

**Watch
Out!**

File Paths

Every file in an iPhone file system has a path, which is the name of its exact location on the file system. For an application to read or write a file in its sandbox, it needs to specify the full path of the file.

Core Foundation provides a C function called `NSSearchPathForDirectoriesInDomains` that returns the path to the application's Documents or Library/Caches directory. Asking for other directories from this function can return multiple directories, so the result of the function call is an `NSArray` object. When this function is used to get the path to the Documents or Library/Caches directory, it returns exactly one `NSString` in the array, and the `NSString` of the path is extracted from the array using `NSArray's objectAtIndex` method with an index of 0.

`NSString` provides a method for joining two path fragments together called `stringByAppendingPathComponent`. By putting the result of a call to `NSSearchPathForDirectoriesInDomains` together with a specific filename, it is possible to get a string that represents a full path to a file in the application's Documents or Library/Caches directory.

Suppose, for example, your next blockbuster iPhone application calculates the first 100,000 digits of pi, and you want the application to write the digits out to a cache file so that they won't need to be calculated again. To get the full path to this file's location, you need to first get the path to the Library/Caches directory and then append the specific filename to it:


```
NSString *cacheDir =
    [NSSearchPathForDirectoriesInDomains(NSCachesDirectory,
    NSUserDomainMask, YES) objectAtIndex: 0];
NSString *piFile = [cacheDir stringByAppendingPathComponent:@"American.pi"];
```

To get a path to a file in the Documents directory, use the same approach but with `NSDocumentDirectory` as the first argument to `NSSearchPathForDirectoriesInDomains`:

```
NSString *docDir =
    [NSSearchPathForDirectoriesInDomains(NSDocumentDirectory,
    NSUserDomainMask, YES) objectAtIndex: 0];
NSString *scoreFile = [docDir stringByAppendingPathComponent:@"HighScores.txt"];
```

Core Foundation provides another C function called `NSTemporaryDirectory` that returns the path of the application's tmp directory. As before, this can be used to get a full path to a file:

```
NSString *scratchFile =
    [NSTemporaryDirectory() stringByAppendingPathComponent:@"Scratch.data"];
```

Implementing File System Storage

In our final example for this hour, we'll be creating a flash card application. The application shows the user one card at a time, initially hiding the answer, and then lets users indicate whether they got the answer right. It keeps track of how many times users answer each card right or wrong, and users can create new flash cards and delete existing flash cards. Initially, we'll put the UI and mechanics of the game together without any data persistence. Each time you run the application, you'll need to create the cards all over again. Then we'll look at how to persist the user-created flash cards between application launches using object archiving.

Setting Up the Project

Create a new view-based iPhone application in Xcode and call it **FlashCards**. As you'd suspect with an object-oriented flash card application, the first thing that's needed is a class that represents flash cards. Create a new class by selecting File, New File and then the Objective-C class template (NSObject subclass) from the iOS Cocoa Touch Class category. Name the new file **FlashCard.m**, and be sure the Also Create FlashCard.h check box is selected.

Creating the FlashCard Class Interface

A flash card object needs to keep track of four distinct pieces of information: the question, the correct answer, how often the user knew the correct answer, and how

often the user got it wrong. Create NSString properties for the question and answer, NSUInteger properties for the right and wrong counters, and a custom initializer that accepts the question and answer as arguments (see Listing 14.7).

LISTING 14.7

```
#import <Foundation/Foundation.h>

@interface FlashCard : NSObject {
    NSString *question;
    NSString *answer;
    NSUInteger rightCount;
    NSUInteger wrongCount;
}

@property (nonatomic, retain) NSString *question;
@property (nonatomic, retain) NSString *answer;
@property (nonatomic, assign) NSUInteger rightCount;
@property (nonatomic, assign) NSUInteger wrongCount;

- (id)initWithQuestion:(NSString *)thisQuestion
    answer:(NSString *)thisAnswer;

@end
```

Implementing the FlashCard Class Logic

Our next step is to implement the FlashCard class. To do this, we'll synthesize the four properties and write the initWithQuestion:answer method. The FlashCard.m implementation file is shown in Listing 14.8.

LISTING 14.8

```
#import "FlashCard.h"

@implementation FlashCard

@synthesize question, answer, rightCount, wrongCount;

- (id)initWithQuestion:(NSString *)thisQuestion answer:(NSString *)thisAnswer {

    if (self = [super init]) {
        self.question = thisQuestion;
        self.answer = thisAnswer;
        self.rightCount = 0;
        self.wrongCount = 0;
    }
    return self;
}

@end
```

Now that the FlashCard class is finished, we'll turn our attention back to our main application.

Preparing the Application Interface

Click the FlashCardsViewController.h file in the Classes group and import the FlashCard class. Add outlets for five different labels: a count of the total cards (cardCount), a count of how many times the current card has been answered rightly (rightCount) and how many times wrongly (wrongCount), and the current question (question) and answer (answer). The view controller also needs outlets for four buttons: delete (deleteButton), mark right (rightButton), mark wrong (wrongButton), and next action (actionButton). There is also some states of the application to track in the controller. Add an NSMutableArray array (flashcards) property that will hold all the flash card objects, a counter property (currentCardCounter) that tracks which flash card is currently being displayed, and a read-only property (currentCard) that uses the counter, and the array to return the currently displayed flash card object.

We also need to consider the user's actions. Users will add (addCard) and delete (deleteCard) flash cards, press the next action button to expose the flash card's answer or flip to the next card (nextAction), and they will mark whether they knew the correct answer (markRight and markWrong). Each of these five actions will be connected to the buttons of our UI.

After you've added the outlets, properties, and actions, your FlashCardsViewController.h file should look like Listing 14.9.

LISTING 14.9

```
#import <UIKit/UIKit.h>
#import "FlashCard.h"

@interface FlashCardsViewController : UIViewController {

    IBOutlet UILabel *cardCount;
    IBOutlet UILabel *wrongCount;
    IBOutlet UILabel *rightCount;
    IBOutlet UILabel *question;
    IBOutlet UILabel *answer;
    IBOutlet UIBarButtonItem *deleteButton;
    IBOutlet UIBarButtonItem *rightButton;
    IBOutlet UIBarButtonItem *wrongButton;
    IBOutlet UIBarButtonItem *actionButton;
    NSMutableArray *flashCards;
    NSUInteger currentCardCounter;
    FlashCard *currentCard;
}
```

```

@property (nonatomic, retain) UILabel *cardCount;
@property (nonatomic, retain) UILabel *wrongCount;
@property (nonatomic, retain) UILabel *rightCount;
@property (nonatomic, retain) UILabel *question;
@property (nonatomic, retain) UILabel *answer;
@property (nonatomic, retain) UIBarButtonItem *deleteButton;
@property (nonatomic, retain) UIBarButtonItem *rightButton;
@property (nonatomic, retain) UIBarButtonItem *wrongButton;
@property (nonatomic, retain) UIBarButtonItem *actionButton;
@property (nonatomic, retain) NSMutableArray *flashCards;
@property (nonatomic, assign) NSInteger currentCardCounter;
@property (nonatomic, readonly) FlashCard *currentCard;

- (IBAction) markWrong:(id)sender;
- (IBAction) markRight:(id)sender;
- (IBAction) nextAction:(id)sender;
- (IBAction) addCard:(id)sender;
- (IBAction) deleteCard:(id)sender;

@end

```

Next, add the @synthesize lines for each property to the FlashCardsViewController.m implementation file:

```

@synthesize cardCount, wrongCount, rightCount;
@synthesize question, answer;
@synthesize deleteButton, rightButton, wrongButton, actionButton;
@synthesize flashCards;
@synthesize currentCardCounter;

```

Update the dealloc method to release all the retained objects:

```

- (void)dealloc {
    [cardCount release];
    [wrongCount release];
    [rightCount release];
    [question release];
    [answer release];
    [deleteButton release];
    [rightButton release];
    [wrongButton release];
    [actionButton release];
    [flashCards release];
    [super dealloc];
}

```

Creating the Interface

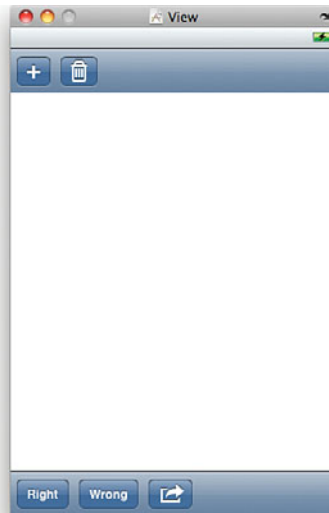
It's time to build the first part of the FlashCards interface. Double-click the FlashCardsViewController.xib file in the Resources group to open Interface Builder. Complete the following steps to lay out the UI and connect the outlets and actions:

1. Click the empty view, open the Attributes Inspector (Command+I), and then click the Background attribute's color picker and change the color to white.

2. Open the Library (Shift+Command+L) and drag a toolbar to the top of the view and another to the bottom of the view.
3. Click the Item button until just the button is selected, open the Attributes Inspector (Command+1), and choose Add from the Identifier Properties drop-down list.
4. Click the Item button in the bottom toolbar until just the button is selected, open the Attributes Inspector (Command+1), and change the Title attribute to **Right**.
5. From the Library (Shift+Command+L), drag one Bar Button item to the top toolbar and two bar button items to the bottom toolbar.
6. Click the new button until just the button is selected, open the Attributes Inspector (Command+1), and choose Trash from the Identifier Properties drop-down list.
7. Click the middle button in the bottom toolbar until it is selected, open the Attributes Inspector (Command+1), and change the Title attribute to **Wrong**.
8. Click the rightmost button in the bottom toolbar three times until just the button is selected, open the Attributes Inspector (Command+1), and choose Action from the Identifier Properties drop-down list. The view should now look like Figure 14.11.

FIGURE 14.11

Add the toolbars to the UI.



9. Within the Library (Shift+Command+L) search for “space.” Drag a Flexible Space Bar Button item from the library search results to the leftmost position in the top toolbar.

10. Drag a Fixed Space Bar Button item to the leftmost position in the bottom toolbar.
11. Drag a Flexible Space Bar Button item to the position between the Wrong and Action button in the bottom toolbar.
12. Drag the right handle on the Fixed Space Bar Button item on the bottom toolbar to the right until the Right and Wrong buttons are centered horizontally in the toolbar. The view should now look like Figure 14.12.

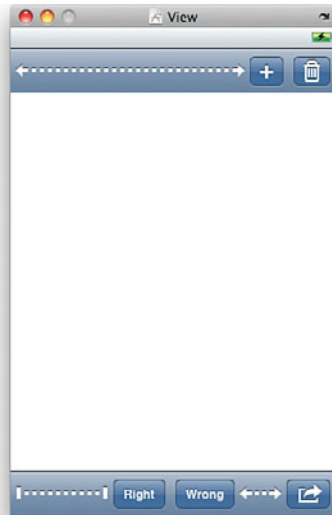


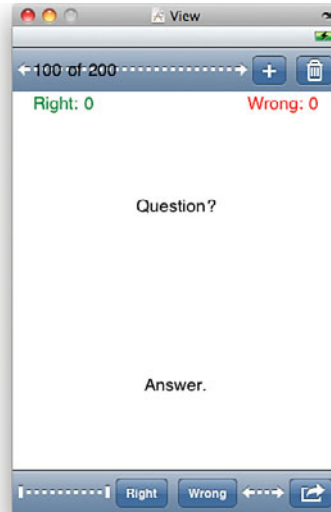
FIGURE 14.12
Lay out the toolbars.

13. Open the Library (Shift+Command+L) and search for "label."
14. Drag a label to the left-alignment guide on the top toolbar. Size the label to be as wide as the entire toolbar up to the Add button.
15. Click the new label, open the Attributes Inspector (Command+1), and change the Text attribute to **100 of 200**. This label will tell users which card they are on and how many cards they've created in total.
16. Drag four labels onto the view between the two toolbars.
17. Position one of the labels just under the top toolbar and against the left-alignment guide. Size the label wider to about the midpoint of the view. Click the label, open the Attributes Inspector (Command+1), and change the Text attribute to **Right: 0**. Click the Color attribute's color picker and change the text color to green.

18. Position another one of the labels just under the top toolbar and against the right-alignment guide. Size the label wider to about the midpoint of the view. Click the label, open the Attributes Inspector (Command+1), change the Layout attribute to Right Alignment, and change the Text attribute to **Wrong: 0**. Click the Color attribute's color picker and change the text color to red.
19. Position the third label just under the right and wrong labels and against the left-alignment guide. Size the label wider to reach all the way to the right-alignment guide. Size the label taller to reach about the midpoint of the view. Click the label, open the Attributes Inspector (Command+1), change the Layout attribute to center alignment, and change the Text attribute to **Question?**
20. Position the final label just under the question label and against the left-alignment guide. Size the label wider to reach all the way to the right-alignment guide. Size the label taller to reach the bottom toolbar. Click the label, open the Attributes Inspector (Command+1), change the Layout attribute to Center Alignment, and change the Text attribute to **Answer.** The view should now look like Figure 14.13.

FIGURE 14.13

Lay out the labels.



21. Open Document window. Connect the four button outlets (delete, right, wrong, and action) to the respective buttons in the view. Connect the five actions (addCard, deleteCard, markRight, markWrong, and nextAction) to the respective buttons in the view.

22. Connect the five label outlets (question, answer, cardCount, rightCount, and wrongCount) to the respective labels in the view, as in Figure 14.14. Save the XIB file, quit Interface Builder, and return to Xcode.

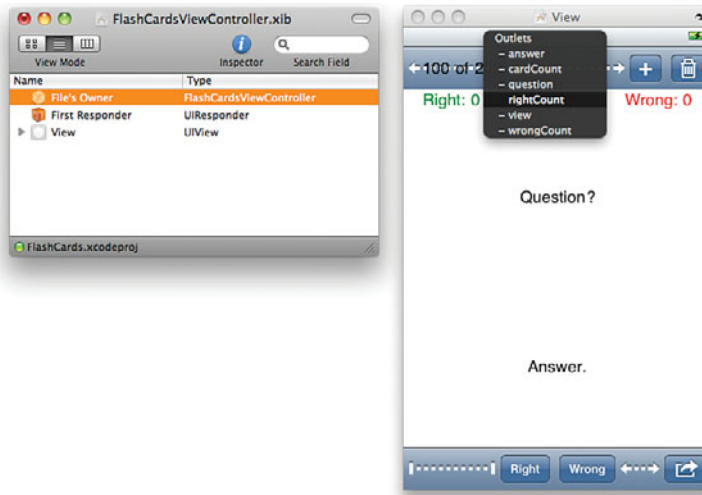


FIGURE 14.14
Connect the labels.

Adding a Create Card View Controller

We now have the complete view for using the flash cards, but users also need to be able to create new cards. When users press the Add button in the top toolbar, we'll show them another view to capture the question and answer for the new flash card. This new view will have its own controller and NIB.

Select the Classes group and then select File, New File; then the UIViewController subclass template. Make sure the Targeted for iPhone and With XIB for User Interface check boxes are selected, and click the Next button. Name the controller **CreateCardViewController**, make sure the Also Create CreateCardViewController.h check box is selected, and click the Finish button. Drag the new CreateCardController.xib file from the Classes group to the Resources group to keep the project tidy.

Preparing the Second View Controller

The new view controller needs outlets to access the two text fields that'll be on the view that will contain the question and answer the user typed. It also needs a delegate to call back to the FlashCardsViewController object when the user wants to save a new card or just dismiss the view. There will be an action for each of the user's two options: save and cancel.

Click the CreateCardViewController.h file in the Classes group. Add a CreateCardDelegate protocol with two methods: `didCancelCardCreation` and `didCreateCardWithQuestion:answer`. Both arguments to the second method are `NSString` objects. Add the save and cancel actions and add an outlet and property for the question and answer text fields and a property for the CreateCardDelegate. After you've added the delegate, outlets, actions, and properties, your CreateCardViewController.h file should look like Listing 14.10.

LISTING 14.10

```
#import <UIKit/UIKit.h>

@protocol CreateCardDelegate <NSObject>

-(void) didCancelCardCreation;
-(void) didCreateCardWithQuestion:(NSString *)question
                                answer:(NSString *)answer;

@end

@interface CreateCardViewController : UIViewController {

    IBOutlet UITextField *question;
    IBOutlet UITextField *answer;
    id cardDelegate;
}

@property (nonatomic, retain) UITextField *question;
@property (nonatomic, retain) UITextField *answer;
@property (nonatomic, assign) id<CreateCardDelegate> cardDelegate;

-(IBAction) save;
-(IBAction) cancel;

@end
```

Sorry to bug you about this, but you know what to do. Edit the CreateCardViewController.m file to include the necessary `@synthesize` lines for the properties:

```
@synthesize cardDelegate;
@synthesize question;
@synthesize answer;
```

Modify `dealloc` to include the objects that were retained:

```
-(void)dealloc {
    [question release];
    [answer release];
    [super dealloc];
}
```

Now, the user interface for creating cards.

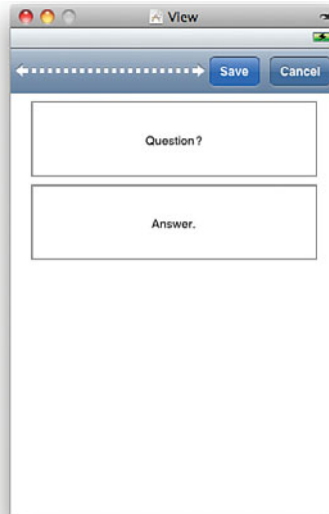
Creating the User Interface

Open Interface Builder by double-clicking the `CreateCardViewController.xib` file in the Resources group. Then complete the following steps to lay out the UI and connect the outlets and actions:

1. Open the Library (Shift+Command+L) and drag a toolbar to the very top of the view.
2. Click the Item button until just the button is selected, open the Attributes Inspector (Command+1), and choose Save from the Identifier Properties drop-down list.
3. From the Library, drag one Bar Button item to the top toolbar.
4. Click the new button until just the button is selected, open the Attributes Inspector (Command+1), and choose Cancel from the Identifier Properties drop-down list.
5. Within the Library, search for “space.” Drag a Flexible Space Bar Button item to the leftmost position in the top toolbar.
6. Drag two text fields onto the view below the toolbar.
7. Position one of the text fields under the top toolbar and against the left-alignment guide. Size the label wider to the right- and left-alignment guides and about one-third of the view. Click the text field, open the Attributes Inspector (Command+1), and change the Text attribute to **Question?**; change the alignment to centered, change the Border attribute to the leftmost style, and change the Correction Text Input Traits attribute to No.
8. Position the second text field under the first and against the left-alignment guide. Size the label wider to the left and right-alignment guides and about one-third of the view. Click the text field, open the Attributes Inspector (Command+1), and change the Text attribute to **Answer.**; change the alignment to centered, change the Border attribute to the leftmost style, and change the Correction Text Input Traits attribute to No. Your UI should now look like Figure 14.15.
9. Connect the two label outlets, `question` and `answer`, to the respective labels.
10. Connect the two actions, `cancel` and `save`, to the respective buttons in the view. Save the XIB file, quit Interface Builder, and return to Xcode.

FIGURE 14.15

The create card UI.



Implementing the Application Logic

At this point, we've defined a flash card model and two complete views, one for creating flash cards and one for using them. All that remains to have a basic flash card application is to implement the two controllers.

Show Cards and Capture Results

The class header for the `FlashCardsViewController` provides a roadmap for the implementation. It tells us we have to synthesize 11 properties and implement 5 actions. You may have noticed that we defined 12 properties in the class definition but we synthesized only 11. That's because we need to manually implement the getter for the read-only `currentCard` property. To implement this property and get the current flash card, we use the `currentCardCounter` as the index into the `flashCards` array, checking to be sure the array isn't empty. Add the `currentCard` method, shown in Listing 14.11, to the `FlashCardsViewController.m` file.

LISTING 14.11

```
-(FlashCard *) currentCard {
    if (self.currentCardCounter < 0) {
        return nil;
    }
    FlashCard *flashCard = [self.flashCards
                           objectAtIndex:self.currentCardCounter];
    return flashCard;
}
```

We've now created all 12 properties of our view controller, so let's start using them to implement the controller. When the view is first loaded, we won't have any flash cards yet, so we need to make sure the UI behaves properly with no flash cards. Consider for a moment that it's possible to get back to this same state of having no cards when the user deletes the last flash card. So it's best to handle the case of no flash cards in the normal flow of the application. Add a method to view controller called `showNextCard`, and make it able to handle populating the UI in each of the three interesting cases: when there are no flash cards, when there is a next flash card in the array, and when there is not a next flash card in the array and so we need to loop back to the beginning of the array of flash cards. Implement `showNextCard` as shown in Listing 14.12.

LISTING 14.12

```

-(void)showNextCard {

    self.rightButton.enabled = NO;
    self.wrongButton.enabled = NO;

    NSInteger numberOfCards = [self.flashCards count];

    if (numberOfCards == 0) {
        // UI State for no cards
        self.question.text = @"";
        self.answer.text = @"";
        self.cardCount.text = @"Add a flash card to get started";
        self.wrongCount.text = @"";
        self.rightCount.text = @"";
        self.deleteButton.enabled = NO;
        self.actionButton.enabled = NO;
    } else {
        self.currentCardCounter += 1;
        if (self.currentCardCounter >= numberOfCards) {
            // Loop back to the first card
            self.currentCardCounter = 0;
        }
        self.cardCount.text =
        [NSString stringWithFormat:@"%i of %i",
         (self.currentCardCounter + 1), numberOfCards];
        self.question.text = self.currentCard.question;
        self.answer.hidden = YES;
        self.answer.text = self.currentCard.answer;
        [self updateRightWrongCounters];
        self.deleteButton.enabled = YES;
        self.actionButton.enabled = YES;
    }
}

```

Because the `showNextCard` method can set up the UI, even when we have no cards, handling the initial load of the view is straightforward. We just need to create and

initialize the array that will hold the flash cards and then call the `showNextCard` method. Uncomment the `viewDidLoad` method and implement it, as shown in Listing 14.13.

LISTING 14.13

```
- (void)viewDidLoad {
    self.flashCards = [NSKeyedUnarchiver
        unarchiveObjectWithFile:[self archivePath]];
    self.currentCardCounter = -1;
    if (self.flashCards == nil) {
        self.flashCards = [[NSMutableArray alloc] init];
    }
    [self showNextCard];
    [super viewDidLoad];
}
```

The `showNextCard` method uses outlets to set values on the labels in the UI and to enable and disable the buttons as appropriate. Careful readers will have noticed that it also called a method we haven't written yet, `updateRightWrongCounters`. This method should provide the right text to the labels based on the counters in the current flash card. Add the method in Listing 14.14 to the view controller.

LISTING 14.14

```
- (void) updateRightWrongCounters {
    self.wrongCount.text =
        [NSString stringWithFormat:@"Wrong: %i",
            self.currentCard.wrongCount];
    self.rightCount.text =
        [NSString stringWithFormat:@"Right: %i",
            self.currentCard.rightCount];
}
```

Update the `FlashCardViewController.h` file in the Classes group with the two methods we just defined:

```
- (void) showNextCard;
- (void) updateRightWrongCounters;
```

There are three user actions for progressing through the set of flash cards: `nextAction`, `markWrong`, and `markRight`. `nextAction` first reveals the answer and enables the Right and Wrong buttons, and the second time `nextAction` is used on a card, it advances to the next card. Implement `nextAction` as in Listing 14.15.

LISTING 14.15

```
- (IBAction) nextAction {
    if (self.answer.hidden) {
        self.answer.hidden = NO;
    }
}
```

```

        self.rightButton.enabled = YES;
        self.wrongButton.enabled = YES;
    } else {
        [self showNextCard];
    }
}

```

The markWrong and markRight actions increment the counter for the flash card by one. They also handle disabling the button that was pressed so that the user doesn't increment twice for the same card, and they allow the user to change his mind by decrementing the previously incremented counter. Add the two methods in Listing 14.16 to the FlashCardsViewController.m file:

LISTING 14.16

```

- (IBAction) markWrong {

    // Update the flash card
    self.currentCard.wrongCount += 1;
    if (!self.rightButton.enabled) {
        // They had previously marked the card right
        self.currentCard.rightCount -= 1;
    }
    // Update the UI
    self.wrongButton.enabled = NO;
    self.rightButton.enabled = YES;
    [self updateRightWrongCounters];
}

- (IBAction) markRight {

    // Update the flash card
    self.currentCard.rightCount += 1;
    if (!self.wrongButton.enabled) {
        // They had previously marked the card right
        self.currentCard.wrongCount -= 1;
    }
    // Update the UI
    self.wrongButton.enabled = YES;
    self.rightButton.enabled = NO;
    [self updateRightWrongCounters];
}

```

Creating New Cards

We previously created a separate view and view controller to interact with the user and create a new card. Add a statement to the FlashCardsViewController.h file to import the second view controller:

```
#import "CreateCardViewController.h"
```

The addCard action that is called when the user touches the Add button instantiates an instance of our CreateCardViewController and turns control over to it with UIView's presentViewController:animated: method. Add the action to the FlashCardsViewController.m file as follows in Listing 14.17.

LISTING 14.17

```
- (IBAction) addCard {  
    // Show the create card view  
    CreateCardViewController *cardCreator =  
        [[CreateCardViewController alloc] init];  
    cardCreator.cardDelegate = self;  
  
    [self presentViewController:cardCreator animated:YES];  
    [cardCreator release];  
}
```

The addCard IBAction will now show our second view, but we still need to implement the controller for this view. The class header we created for CreateCardViewController tells us we have to synthesize three properties and implement the two actions. The actions simply need to call back to the CardCreateDelegate when the user presses the Save or Cancel buttons. Click the CreateCardViewController.m file in the Classes group and update the file as in Listing 14.18.

LISTING 14.18

```
-(IBAction) save {  
    [self.cardDelegate didCreateCardWithQuestion: question.text  
                      answer: answer.text];  
}  
  
-(IBAction) cancel {  
    [self.cardDelegate didCancelCardCreation];  
}
```

Now we need to implement the card delegate in the FlashCardsViewController. If the callback indicates the user canceled, then we need to dismiss only the modal view. When the delegate indicates a new card needs to be saved, we also must create a new FlashCard instance. After we create it, we need to insert the new flash card into the array of cards at the current spot or at the end of the array if we are on the last card. Then we show the next card in the array (which will always be the new card we just added). Click the FlashCardsViewController.m file in the Classes group, and add the two methods shown in Listing 14.19 to implement the CreateCardDelegate protocol.

LISTING 14.19

```

-(void) didCancelCardCreation {
    [self dismissModalViewControllerAnimated:YES];
}

-(void) didCreateCardWithQuestion:(NSString *)thisQuestion
    answer:(NSString *)thisAnswer {

    // Add the new card as the next card
    FlashCard *newCard = [[FlashCard alloc] initWithQuestion: thisQuestion
                                                                answer:thisAnswer];

    if (self.currentCardCounter >= [self.flashCards count]) {
        [self.flashCards addObject:newCard];
    } else {
        [self.flashCards insertObject:newCard
                                   atIndex:(self.currentCardCounter + 1)];
    }

    // Show the new card
    [self showNextCard];
    [self dismissModalViewControllerAnimated:YES];
}

```

Click the FlashCardsViewController.h file in the Classes group. To import the CreateCardViewController interface file, modify the class's @interface to indicate that we've implemented the CreateCardDelegate protocol.

```

#import <UIKit/UIKit.h>
#import "FlashCard.h"
#import "CreateCardViewController.h"

@interface FlashCardsViewController : UIViewController <CreateCardDelegate> {

```

Delete Cards

Because we wrote our showNextCard method to be flexible, deleting a card is just a matter of deleting the current card from the array and showing the next card with showNextCard. showNextCard can handle any of the circumstances that may result from this, such as there being no cards in the array or needing to loop back to the beginning of the array:

```

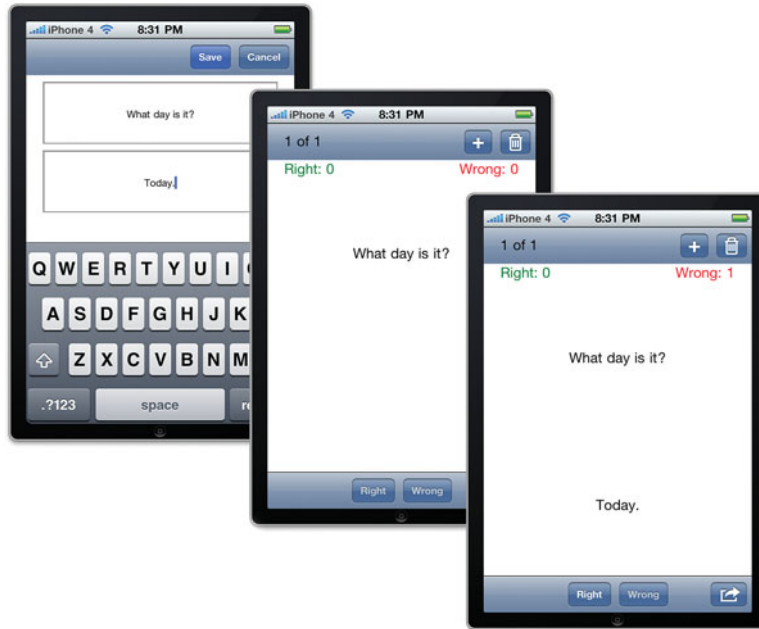
- (IBAction) deleteCard {
    [self.flashCards removeObjectAtIndex:currentCardCounter];
    [self showNextCard];
}

```

We've now put together a working flash card application that is not too shabby (see Figure 14.6). At this point, the FlashCards application does have one fatal flaw: When the application moves to the background (the iOS equivalent of “quitting”), all the flash cards the user painstakingly created are gone! In the next section, we rectify this using object archiving for data persistence.

FIGURE 14.16

The FlashCards application in action.



Implementing Object Archiving

A running iPhone application has a vast number of objects in memory. These objects are interlinked to one another with references in such a way that if you were to visualize the relationships, they would appear like a tangled spider web. This web of all the objects in an application and all the references between the objects is called an *object graph*.

A running iPhone application is not much more than the program itself (which is always the same, at least until the user installs an update) and the unique object graph that is the result of all the activity that has occurred in the running of the application up to that point. One approach to storing an application's data (so that it is available when the application is launched again in the future) is to take the object graph, or a subset of it, and store the object graph on the file system. The next time the program runs, it can read the graph of objects from the file system back into memory and pick up where it left off, executing the same program with the same object graph.

Most object-oriented development environments have a serialization mechanism that is used to stream a graph of objects out of memory and onto a file system and then back into memory again at a later time. Object archiving is the Cocoa version

of this process. There are two main parts to object archiving: `NSCoder` and `NSCoding`. An `NSCoder` object can archive (encode and decode) any object that conforms to the `NSCoding` protocol. Apple supplies `NSCoder` for most data types, and any custom objects we want to archive implement the `NSCoding` protocol. We are in luck because the `NSCoding` protocol consists of just two methods: `initWithCoder` and `encodeWithCoder`.

Let's start with `encodeWithCoder`. The purpose of `encodeWithCoder` is to encode all the instance variables of an object that should be stored during archival. To implement `encodeWithCoder`, decide which instance variables will be encoded and which instance variables, if any, will be transient (not encoded). Each instance variable you encode must be a scalar type (a number) or must be an object that implements `NSCoding`. This means all the instance variables you're likely to have in your custom objects can be encoded because the vast majority of Cocoa Touch and Core Foundation objects implement `NSCoding`. On the iPhone, `NSCoder` uses keyed encoding, so you provide a key for each instance variable you encode. The encoding for our `FlashCard` class is shown in Listing 14.20.

LISTING 14.20

```
- (void)encodeWithCoder:(NSCoder *)encoder {  
  
    [encoder encodeObject:self.question forKey:kQuestion];  
    [encoder encodeObject:self.answer forKey:kAnswer];  
    [encoder encodeInt:self.rightCount forKey:kRightCount];  
    [encoder encodeInt:self.wrongCount forKey:kWrongCount];  
  
}
```

Notice that we used the `encodeObject:forKey` method for `NSString`s and you'd use the same for any other objects. For integers, we used `encodeInt:forKey`. You can check the API reference documentation of `NSCoder` for the complete list, but a few others you should be familiar with are `encodeBool:forKey` and `encodeDouble:forKey` and `encodeBytes:forKey`. You'll need these for dealing with `Booleans`, floating-point numbers, and data.

The opposite of encoding is decoding, and for that part of the protocol there is the `initWithCoder` method. Like `encodeWithCoder`, `initWithCoder` is keyed, but rather than providing `NSCoder` an instance variable for a key, you provide a key and are returned an instance variable. For our `FlashCard` class, decoding should be implemented, as in Listing 14.21.

LISTING 14.21

```

- (id)initWithCoder:(NSCoder *)decoder {

    if (self = [super init]) {
        self.question = [decoder decodeObjectForKey:kQuestion];
        self.answer = [decoder decodeObjectForKey:kAnswer];
        self.rightCount = [decoder decodeIntForKey:kRightCount];
        self.wrongCount = [decoder decodeIntForKey:kWrongCount];
    }
    return self;
}

```

The four keys we used should be defined as constants in the FlashCard.h header file. Add them now:

```

#define kQuestion @"Question"
#define kAnswer @"Answer"
#define kRightCount @"RightCount"
#define kWrongCount @"WrongCount"

```

The last step is to update the class definition in the FlashCard.h header file to indicate that FlashCard implements the NSCodering protocol:

```

@interface FlashCard : NSObject <NSCoding> {

```

Our FlashCard class is now archivable, and an object graph that includes FlashCard object instances can be persisted to and from the file system using object archiving.

Archiving in the Flash Cards

To fix the fatal flaw in the FlashCards application, we need to store all the flash cards on the file system. Now, because FlashCard implements the NSCodering protocol, each individual flash card is archivable. Remember that object archiving is based on the notion of storing an object graph and we are not looking to store each flash card in an individual file (although we certainly could if we wanted to). We want one object graph with references to all of our flash cards so that we can archive it into a single file.

It turns out that the FlashCards application already has such an object graph in memory in the form of the FlashCardsViewController's NSMutableArray property called flashCards. The flashCards array has a reference to every flash card the user has defined, so it forms the root of an object graph that contains all the flash cards. An NSMutableArray, like all the Cocoa data structures, implements NSCodering, so we have a ready-made solution for archiving an object graph containing all the flash cards.

We need a location for the file that'll store the flash cards. We'd like the flash cards to be safely backed up each time the user syncs her device with iTunes, so we'll put the file in the application's Documents directory. We can call the file anything; object archiving doesn't put any restrictions on the filename or extension. Let's call it **FlashCards.dat**. We'll need the full path to this file both when we store the flash cards to the file system and when we read them from the file system, so let's write a simple helper function that returns the path to the file. Open the `FlashCardsViewController.m` file in the Classes group, and add the method in Listing 14.22.

LISTING 14.22

```
-(NSString *)archivePath {
    NSString *docDir =
        [NSSearchPathForDirectoriesInDomains(NSDocumentDirectory,
        NSUserDomainMask, YES) objectAtIndex: 0];
    return [docDir stringByAppendingPathComponent:@"FlashCards.dat"];
}
```

We need to archive the array of flash cards to the file before the application moves to the background and then unarchive the array of flash cards from the file when the application is loaded. To write an archive to a file, use the `archiveRootObjectToFile` method of `NSKeyedArchiver`. We'll want to do this when the `FlashCardsAppDelegate` receives the `applicationDidEnterBackground` event, so define a method in the `FlashCardsViewController.m` file that `FlashCardsAppDelegate` can call to archive the flash cards:

```
-(void)archiveFlashCards {
    [NSKeyedArchiver archiveRootObject:flashCards toFile:[self archivePath]];
}
```

Add the new method to the `FlashCardsViewController.h` file:

```
-(void)archiveFlashCards;
```

Open the `FlashCardsAppDelegate.m` file and update `applicationDidEnterBackground` so it will call the `archiveFlashCards` method of the `FlashCardsViewController`:

```
-(void)applicationDidEnterBackground:(UIApplication *)application {
    [viewController archiveFlashCards];
}
```

Each time our application enters the background, whatever flash cards are in the array will be written out to the `FlashCards.dat` file in the Documents directory. On startup, we need to read the archive of the array from the file. To unarchive an object graph, use the `unarchiveObjectWithFile` method of `NSKeyedUnarchiver`. It's possible this is the first time the application has ever been run, and there won't

yet be a FlashCards.dat file. In this case, `unarchiveObjectWithFile` returns `nil` and we can simply create a new, empty array like we did before the FlashCards application had data persistence. Update the `viewDidLoad` method of the `FlashCardsViewController.m` file as follows:

```
- (void)viewDidLoad {
    self.flashCards = [NSKeyedUnarchiver
        unarchiveObjectWithFile:[self archivePath]];

    self.currentCardCounter = -1;
    if (self.flashCards == nil) {
        self.flashCards = [[NSMutableArray alloc] init];
    }
    [self showNextCard];
    [super viewDidLoad];
}
```

That's all there is to it. When the model objects of an application all implement `NSCoding`, object archiving is a simple and easy process. With just a few lines of code, we were able to persist the flash cards to the file system. Run the application and give it a try!

Did you Know?

You may notice that, if you're running under iOS 4.x or later, you'll need to force the application to quit using the iOS Task Manager before you can fully test that data archiving is working. This is because iOS 4 doesn't quit your application; it suspends it and moves it to the background!

You'll learn more about application backgrounding in Hour 21. For now, think of the `applicationDidEnterBackground` method as the location where you'll need to put any application cleanup before it quits.

Further Exploration

There is not much about preferences that you have not been exposed to at this point. My main advice is to gain some more experience in working with preferences by going back to previous hours and adding sensible preferences to some of the example applications you have already worked on. The Application Preferences system is well documented by Apple, and you should take some time to read through it.

If you'd like to go further exploring object archiving, your next stop should be Apple's *Archives and Serializations Programming Guide for Cocoa*, but for more complex data needs, you should begin reviewing the documentation on Core Data.

Core Data is a framework that provides management and persistence for in-memory application object graphs. Core Data attempts to solve many of the challenges that face other, simpler forms of object persistence such as object archiving. Some of the

challenging areas Core Data focuses on are multilevel undo management, data validation, data consistency across independent data assessors, efficient (that is, indexed) filtering, sorting and searching of object graphs, and persistence to a variety of data repositories.

Apple Tutorials

Application Preferences in the iPhone Application Programming is a tutorial-style guide to the various parts of the Application Preference system.

Setting Application Schema References in the iPhone Reference Library is an indispensable guide to the required and optional properties for the preferences in your plist files that will be edited by the Settings application.

Core Data Tutorial for iOS is an Apple tutorial for learning the basics of Core Data. This is a good place to start for an exploration of Core Data.

Summary

In this hour, you've developed three iPhone applications, and along the way you've learned three different ways of storing the application's data. You captured the user's implicit preferences with the Flashlight application, allowed the ReturnMe application to be explicitly configured from the Settings application, and stored the FlashCards application's data through object archiving. You also learned some important design principles that should keep you from getting carried away with too many preferences and should guide you in putting preferences in the right location.

This hour explored a lot of ground, and you have covered the topic of application data storage fairly exhaustively. At this point, you should be ready for most storage needs you encounter while developing your own applications.

Q&A

Q. *What about games? How should game preferences be handled?*

A. Games are about providing the player with an immersive experience. Leaving that experience to go to the Settings application or to interact with a stodgy table view is not going to keep the player immersed. You want users to set up the game to their liking while still remaining in the game's world, with the music and graphical style of the game as part of the customization experience. For games, feel free to use the `NSUserDefaults` API but provide a custom, in-game experience for the UI.

- Q.** *I have more complex data requirements. Is there a database I can use?*
- A.** Although the techniques discussed in this hour's lesson are suitable for most applications, larger apps may want to utilize Core Data. Core Data implements a high-level data model and helps developers manage complex data requirements.

Workshop

Quiz

1. What is object archiving?
2. What is a plist file?

Answers

1. Object archiving is the ability to save complex objects to files through the process of serialization—then to read them back into memory at a later time.
2. A plist file is an XML property list file used to store the user's settings for a given application. Plist files can be edited from within Xcode and externally to Xcode with the Property List Editor application.

Activities

1. If you think through the life cycle of the Flashlight application, you may realize there is a circumstance we didn't account for. It's possible that the Flashlight application has never been run before and has no stored user preferences. To try this scenario, select Reset Content and Settings from the iPhone Simulator menu, and then build and launch the Flashlight application in the simulator. With no prior settings, it defaults to off, with the brightness turned all the way down. This is the exact opposite of what we would like to default to the first time Flashlight is run. Apply the technique we used in the RememberMe application to fix this, and default the flashlight's initial state to on and 100% brightness.
2. Return to an earlier application, such as ImageHop, and use implicit preferences to save the state of the program before it exits. When the user relaunches the application, restore the application to its original state. This is a key part of the user experience on the iPhone and something you should strive for.

HOURL 15

Building Rotatable and Resizable User Interfaces

What You'll Learn in This Hour:

- ▶ How to make an application “rotation aware”
- ▶ Ways of laying out an interface to enable automatic rotation
- ▶ Methods of tweaking interface elements' frames to fine-tune a layout
- ▶ How to swap views for landscape and portrait viewing

You can use almost every iPhone interface widget available, you can create multiple views and view controllers, add sounds and alerts, write files, and even manage application preferences, but until now, your applications have been missing a very important feature—rotatable interfaces. The ability to create interfaces that “look right” regardless of the iPhone's orientation is one of the key features that users expect in an application.

This hour's lesson explores three different ways of adding rotatable and resizable interfaces to your apps. You might be surprised to learn that *all* the apps you've built to-date can begin handling rotation with a single line of code!

Rotatable and Resizable Interfaces

Years ago, when I had my first Windows Mobile smartphone, I longed for an easy way to look at web content in landscape mode. There was a method for triggering a landscape view, but it was glitchy and cumbersome to use. The iPhone introduced the first consumer phone with on-the-fly interface rotation that feels natural and doesn't get in the way of what you're trying to do.

As you build your iPhone applications, consider how the user will be interfacing with the app. Does it make sense to force a portrait-only view? Should the view rotate to accommodate any of the possible orientations the phone may assume? The more flexibility you

give the user to adapt to their own preferred working style, the happier they'll be. Best of all, enabling rotation is a very simple process.

Enabling Interface Rotation

To allow your application's interface to rotate and resize, all that is required is a single method! When the iPhone wants to check to see if it should rotate your interface, it sends the `shouldAutorotateToInterfaceOrientation:` message to your view controller, along with a parameter that indicates which orientation it wants to check.

Your implementation of `shouldAutorotateToInterfaceOrientation` should compare the incoming parameter against the different orientation constants in iOS, returning `TRUE` (or `YES`) if you want to support that orientation.

There are four basic screen orientation constants you'll encounter:

Orientation	iPhone Orientation Constant
Portrait	<code>UIInterfaceOrientationPortrait</code>
Portrait upside-down	<code>UIInterfaceOrientationPortraitUpsideDown</code>
Landscape left	<code>UIInterfaceOrientationLandscapeLeft</code>
Landscape right	<code>UIInterfaceOrientationLandscapeRight</code>

For example, to allow your iPhone interface to rotate to either the portrait or landscape left orientations, you would implement `shouldAutorotateToInterfaceOrientation:` in your view controller with the code in Listing 15.1.

LISTING 15.1

```
- (BOOL)shouldAutorotateToInterfaceOrientation:
    (UIInterfaceOrientation)interfaceOrientation {
    return (interfaceOrientation == UIInterfaceOrientationPortrait ||
           interfaceOrientation == UIInterfaceOrientationLandscapeLeft);
}
```

The return statement handles everything! It returns the result of an expression comparing the incoming orientation parameter, `interfaceOrientation`, to `UIInterfaceOrientationPortrait` and `UIInterfaceOrientationLandscapeLeft`. If either comparison is true, `TRUE` is returned. If one of the other possible orientations is checked, the expression evaluates to `FALSE`. In other words, just by adding this simple method to your view controller, your application will automatically sense and rotate the screen for portrait or landscape left orientations!

To enable *all* possible rotation scenarios, you can simply use return YES; as your *entire* implementation of `shouldAutorotateToInterfaceOrientation:`.

**Did you
Know?**

At this point, take a few minutes and go back to some of the either chapters, adding this method to your view controller code, returning YES for all orientations. Use Build and Run to test the applications in the iPhone simulator or on your device.

While some of the applications will probably look just fine, you'll notice that others, well... don't quite "work" in the different screen orientations, as shown in Figure 15.1 (FlowerWeb, from Hour 9, "Using Advanced Interface Objects and Views").

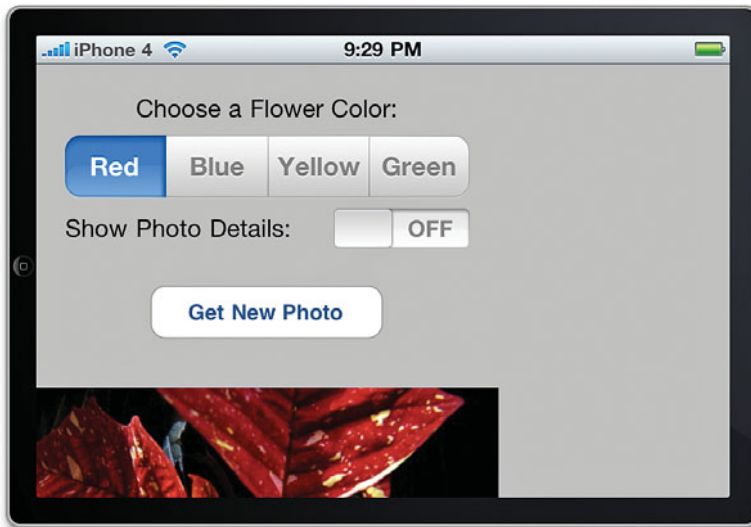


FIGURE 15.1
Allowing the screen to rotate doesn't mean your application will function perfectly in the new orientation!

Because the iPhone screen isn't square, it stands to reason that landscape and portrait views might not match up very well. Everything we've been building has been designed in portrait mode, so how can we create interfaces that look good in portrait or landscape mode? We obviously need to make some tweaks!

I Get "Rotatable," but What's with the "Resizable?"

When the iPhone rotates, the screen dimensions shift. You still have the same amount of usable space, but it is laid out differently. To make the best use of the available space, you can have your controls (buttons and so on) resize for the new orientation—thus the combination of "rotatable" and "resizable" when discussing screen rotation.

Designing Rotatable and Resizable Interfaces

In the remainder of this hour, we explore three different techniques for building interfaces that rotate and resize themselves appropriately when the user changes the iPhone's screen orientation. Before we get started, let's quickly review the different approaches and when you'd want to use them.

Autorotation and Autoresizing

Interface Builder provides tools for describing how your interface should react when it is rotated. It is possible to define a single view in interface builder that positions and sizes itself appropriately when rotated without writing a single line of code!

This should be the starting point for all interfaces. If you can successfully define portrait and landscape modes in single view in Interface Builder, your work is done.

Unfortunately, autorotation/autoresizing doesn't work well when there are many irregularly positioned interface elements. A single row of buttons? No problem! Half a dozen fields, switches, and images all mixed together? Probably not going to work.

Reframing

As you've learned, each UI element is defined by a rectangular area on the screen—its `frame` property.

To change the size or location of something in the view, you can redefine the `frame` using the Core Graphics C function `CGRectMake(x,y,width,height)`. `CGRectMake` accepts an `x` and `y` point coordinate, along with a width and height in points, and returns a new frame value.

By defining new frames for everything in your view, you have complete control of each object's placement and size. Unfortunately, you'll need to keep track of the coordinate positions for each object. This isn't difficult, per se, but it can be frustrating when you want to shift an object up or down by a few points and suddenly find yourself needing to adjust the coordinates of every other object above or below it.

Swapping Views

A more dramatic approach to changing your view to accommodate different screen orientations is to use entirely different views for landscape and portrait layouts! When the user rotates the device, the current view is replaced by another view that is laid out properly for the orientation.

This means that you can define two views in Interface Builder that look exactly the way you want—but it also means that you'll need to keep track of separate `IBOutlet`s for each view! Although it is certainly possible for elements in the views

to invoke the same IBActions, they cannot share the same outlets, so you'll potentially need to keep track of twice as many UI widgets within a single view controller.

To know *when* to change frames or swap views, you will be implementing the method `willRotateToInterfaceOrientation:toInterfaceOrientation:duration:` in your view controller. This method is called by the iPhone when it is about to change orientation.

**By the
Way**

Apple has implemented a screen-locking function in iOS 4 so that users can lock the screen in portrait orientation without it changing if the device rotates. (This can be useful for reading while lying on your side.) When the screen lock is enabled, your application will not receive notifications about a change in orientation. In other words, to support the screen lock, you don't need to do a thing!

**Did you
Know?**

Creating Rotatable and Resizable Interfaces with Interface Builder

In the first of our three tutorial projects, we'll look at ways you can use the built-in tools in Interface Builder to control how your views "adapt" to being rotated. For simple views, these features provide everything you need to create orientation-aware apps.

We'll be using a label (UILabel) and a few buttons (UIButton) as our "study subjects" for this tutorial. Feel free to swap them out with other interface elements to see how rotation and resizing is handled across the iPhone object library.

Setting Up the Project

Begin by starting Xcode and creating a new application, **SimpleSpin**, using the Apple View-Based iPhone Application template. Although all our UI work will take place in Interface Builder, we'll still need to enable interface rotation with the `shouldAutorotateToInterfaceOrientation:` method.

Open the implementation file for the view controller (`SimpleSpinViewController.m`), and then find and uncomment `shouldAutorotateToInterfaceOrientation:`. Because we're not controlling the view programmatically at all, we'll go ahead and enable all possible iPhone screen orientations by returning YES from this method.

The finished method implementation should resemble Listing 15.2.

LISTING 15.2

```
- (BOOL)shouldAutorotateToInterfaceOrientation:
    (UIInterfaceOrientation)interfaceOrientation {
    return YES;
}
```

Save the implementation file and switch to Interface Builder by opening the XIB file that defines the application's view—SimpleSpinViewController.xib. All the rest of our work for this example will take place in this file.

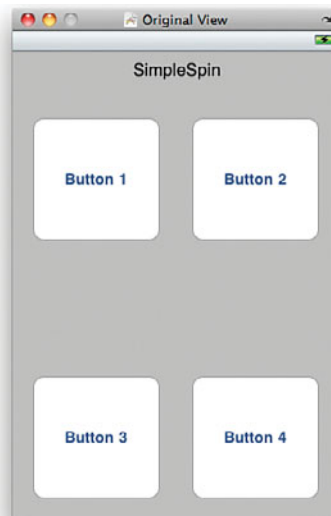
Building a Flexible Interface

Creating a rotatable and resizable interface starts out like building any other iPhone interface—just drag and drop!

Using the Library (Tools, Library), drag a label (UILabel) and four buttons (UIButton) to the SimpleSpin view. Center the label at the top of the view and title it **SimpleSpin**. Name the buttons so you can tell them apart—**Button 1**, **Button 2**, **Button 3**, and **Button 4**. Position them below the label, as shown in Figure 15.2.

FIGURE 15.2

Build your rotatable application interface the same way you would any other application.



Testing Rotation

You've now built a simple application interface, just as you have in earlier lessons. To get an idea of what the interface looks like when rotated, click the curved arrow in the upper-right corner of the Interface Builder's view window, as shown in Figure 15.3.

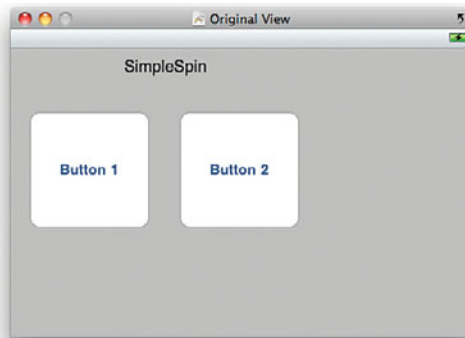


FIGURE 15.3
Use Interface Builder to immediately test the effects of rotating the view.

As you might expect, the reoriented view does not look “quite right.” The reason is that objects you add to the view are, by default, “anchored” by their upper-left corners. This means that no matter what the screen orientation is, they’ll keep the same distance from the top of the view to their top and from left of the view to their left side. Objects also, by default, are not allowed to resize within the view. As a result all elements have the exact same size in portrait or landscape orientations—even if they won’t fit in the view.

To fix our problem and create an iPhone-worthy interface, we need to use the Size Inspector.

Understanding Autosizing in the Size Inspector

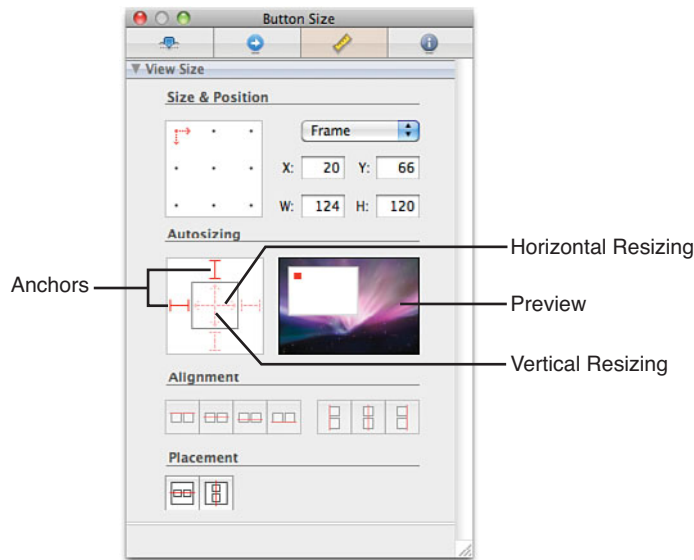
As you’ve grown more experienced building iPhone applications, you’ve gotten accustomed to using the Interface Builder Inspectors. The Attributes and Connections Inspectors have been extremely valuable in configuring the appearance and functionality of your application. The Size Inspector (Command+3), on the other hand, has remained largely on the sidelines, occasionally called on to set the coordinates of a control but never used to enable functionality—until now.

The magic of autorotating and autosizing views is managed entirely through the Size Inspector’s Autosizing settings, shown in Figure 15.4. This deceptively simple “square in a square” interface provides everything you need to tell Interface Builder where to anchor your controls and in which directions (horizontally or vertically) they can stretch.

To understand how this works, imagine that the inner square represents one of your interface elements and the outer square is the view that contains the element. The lines between the inner and outer square are the anchors. When clicked, they toggle between solid and dashed lines. Solid lines are anchors that are set. This means that those distances will be maintained when the interface rotates.

FIGURE 15.4

The Autosizing settings control anchor and size properties for any onscreen object.



Within the inner square are two double-headed arrows, representing horizontal and vertical resizing. Clicking these arrows toggles between solid and dashed lines. Solid arrows indicate that the item is allowed to resize horizontally, vertically, or both. As mentioned earlier, by default, objects are anchored on their top and left and are not allowed to resize. This configuration is visible in Figure 15.4.

Did you Know?

If you need a more “visual” means of understanding the autosizing controls, just look to the right of the two squares. The rectangle to the right shows an animated preview of what will happen to your control (represented as a red rectangle) when the view changes size around it. The easiest way to understand the relationship between anchors, resizing, and view size/orientation is to configure the anchors/resize arrows and then watch the preview to see the effect.

Applying Autosize Settings to the Interface

To modify our SimpleSpin interface with appropriate autosizing attributes, let’s analyze what we want to have happen for each element and translate that into anchors and resizing information.

As we work through the list, select each of the interface elements, and then open the Size Inspector (Commnd+3) and configure their anchors and resizing attributes as described here:

- ▶ **The SimpleSpin label:** The label should float at the top center of the view. The distance between the top of the view and the label should be maintained. The size of the label should be maintained (Anchor:Top, Resizing: None).
- ▶ **Button 1:** The button should maintain the same distance between its left side and the left side of the view, but it should be allowed to float up and down as needed. It can resize horizontally to better fit a larger horizontal space (Anchor: Left, Resizing: Horizontal).
- ▶ **Button 2:** The button should maintain the same distance between its right side and the right side of the view, but it should be allowed to float up and down as needed. It can resize horizontally to better fit a larger horizontal space (Anchor: Right, Resizing: Horizontal).
- ▶ **Button 3:** The button should maintain the same distance between its left side and the left side of the view, as well as its bottom and the bottom of the view. It can resize horizontally to better fit a larger horizontal space (Anchor: Left and Bottom, Resizing: Horizontal).
- ▶ **Button 4:** The button should maintain the same distance between its right side and the right side of the view, as well as its bottom and the bottom of the view. It can resize horizontally to better fit a larger horizontal space (Anchor: Right and Bottom, Resizing: Horizontal).

After you've worked through one or two of the UI objects, you'll realize that it took longer to describe what we needed to do than it did to do it! Once the anchors and resize settings are in place, the application is ready for rotation! Click the rotate arrow in the Interface Builder's view window and review the result. Your view should now resize and resemble Figure 15.5.

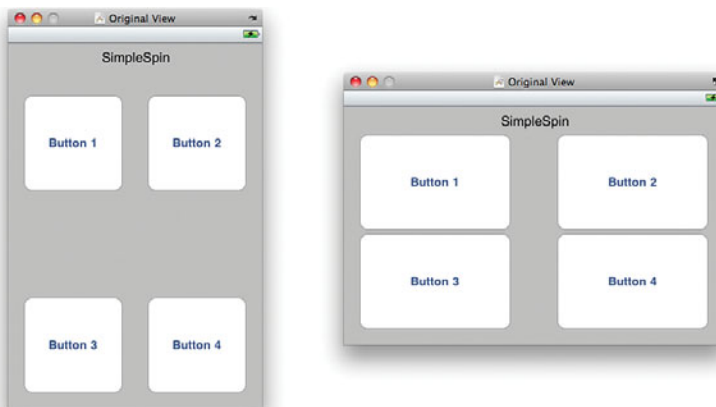


FIGURE 15.5
The finished view now properly positions itself when rotated into a landscape orientation.

You can, if you choose, save the `SimpleSpinViewController.xib` changes, and then return to Xcode and click Build and Run to test the application in the iPhone Simulator or on your device. Because we haven't modified anything programmatically in the view, it should behave exactly the same as what you've seen in Interface Builder.

Reframing Controls on Rotation

In the previous example, you learned how Interface Builder can help quickly create interface layouts that look as good horizontally as they do vertically. Unfortunately, there are plenty of situations that Interface Builder can't quite accommodate. Irregularly spaced controls and tightly packed layouts will rarely work out the way you expect. You may also find yourself wanting to tweak the interface to look completely different—positioning objects that were at the top of the view down by the bottom, and so on.

In either of these cases, you'll likely want to consider reframing the controls to accommodate a rotated iPhone screen. The logic is simple—when the phone interface rotates, we'll identify which orientation it will be rotating *to*, and then set new frame properties for everything in the UI that we want to reposition or resize. You'll learn how to do this now.

Setting Up the Project

Unlike the previous example, we can't rely on Interface Builder for everything, so there is a small amount of code in this tutorial. Once again, create a new view-based iPhone application project and name it **Reframe**.

Adding Outlets and Properties

In this exercise, you'll manually resize and reposition three UI elements: two buttons (`UIButton`) and one label (`UILabel`). Because we'll need to access these programmatically, we'll first edit the interface and implementation files to include outlets and properties for each of these objects.

Open the `ReframeViewController.h` file, and edit it to include `IBOutlet` declarations and `@property` directives for `buttonOne`, `buttonTwo`, and `viewLabel`, as shown in Listing 15.3.

LISTING 15.3

```
#import <UIKit/UIKit.h>

@interface ReframeViewController : UIViewController {
    IBOutlet UIButton *buttonOne;
```

```

    IBOutlet UIButton *buttonTwo;
    IBOutlet UILabel *viewLabel;
}

@property (nonatomic,retain) UIButton *buttonOne;
@property (nonatomic,retain) UIButton *buttonTwo;
@property (nonatomic,retain) UILabel *viewLabel;

@end

```

Save your changes, then edit `ReframeViewController.m`, adding the appropriate `@synthesize` directives for `buttonOne`, `buttonTwo`, and `viewLabel`, immediately following the `@implementation` line:

```

@synthesize buttonOne;
@synthesize buttonTwo;
@synthesize viewLabel;

```

Releasing the Objects

Edit the `dealloc` method in `ReframeViewController.m` to release the label and button we've retained:

```

- (void)dealloc {
    [buttonOne release];
    [buttonTwo release];
    [viewLabel release];
    [super dealloc];
}

```

Enabling Rotation

Even when you aren't going to be taking advantage of the autosizing/autorotation capabilities in Interface Builder, you must still enable rotation in the `shouldAutorotateToInterfaceOrientation:` method. Update `ReframeViewController.m` to include the implementation you added in the earlier lesson:

```

- (BOOL)shouldAutorotateToInterfaceOrientation:
    (UIInterfaceOrientation)interfaceOrientation {
    return YES;
}

```

With the exception of the logic to detect and handle the reframing of our interface elements, that finishes the setup of our application. Now, let's create the default view that will be displayed when the application first loads.

Creating the Interface

We've now reached the point in the project where the one big caveat of reframing becomes apparent—keeping track of interface coordinates and sizes. Although we have

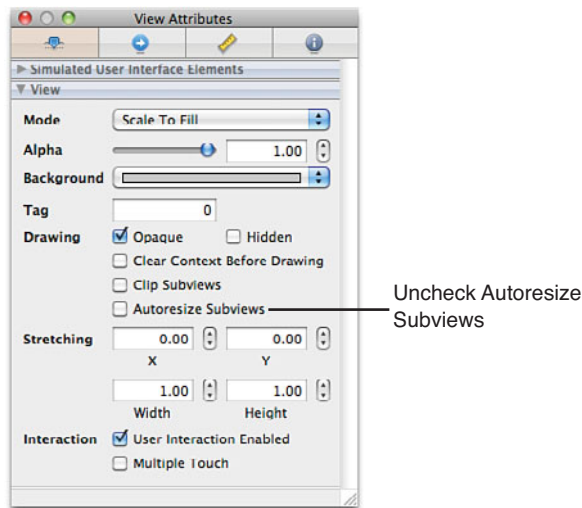
the opportunity to lay out the interface in Interface Builder, we'll need to make note of where all of the different elements *are*. Why? Because each time the screen changes rotation, we'll be resetting their positions in the view. There is no "return to default positions" method, so even the initial layout we create will have to be coded using x,y coordinates and sizes so that we can call it back up when needed. Let's begin.

Open the `ReframeViewController.xib` file and its view in Interface Builder.

Disabling Autosizing

Before doing anything else, click within the view to select it, and then open the Attributes Inspector (Command+1). Within the View settings section, uncheck the `Autosize Subviews` check box, as shown in Figure 15.6.

FIGURE 15.6
Disabling
autosizing
when manually
resizing and
positioning
controls.



If you forget to disable the `autosize` attribute in the view, your application code will manually resize/reposition the UI elements at the same time the iOS tries to do it for you. The result can be a jumbled mess and several minutes of head scratching!

Laying Out the View... Once

Your next step is to lay out the view exactly as you would in any other app. Recall that we added outlets for two buttons and a label; using the Library, click and drag those elements into your view now. Title the label **Reframing** and position it at the top of the view. Set the button titles to **Button 1** and **Button 2** and place them under the label. Your final layout should resemble Figure 15.7.



FIGURE 15.7
Start by laying out the view like a normal application.

When you have the layout you want, you'll need to determine what the current frame attributes are for each of your objects. You can get this information from the Size Inspector.

Start by selecting the label and opening the Size Inspector (Command+3). Click the dot in the upper-right corner of the Size & Position settings to set it as the origin point for measuring coordinates. Next, make sure that the drop-down menu is set to Frame, as shown in Figure 15.8.

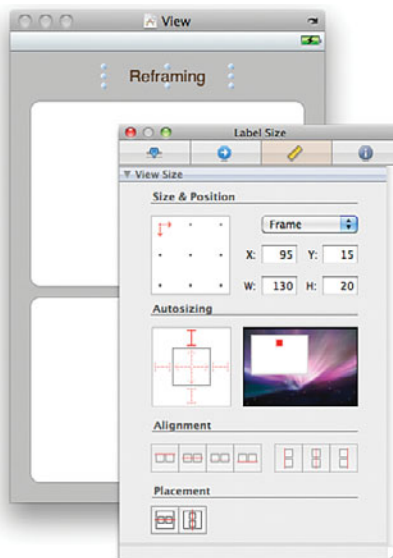


FIGURE 15.8
Configure the Size & Position settings to show the information you need to collect.

Now, write down the X, Y, W (width), and H (height) attributes for the label. This represents the frame property of the object within your view. Repeat this process for the two buttons. You should end up with a list of four values for each of your objects. Our frame values are listed here for comparison:

- ▶ **Label:** X: 95.0, Y: 15.0, W: 130.0, H: 20.0
- ▶ **Button 1:** X: 20.0, Y: 50.0, W: 280.0, H: 190.0
- ▶ **Button 2:** X: 20.0, Y: 250.0, W: 280.0, H: 190.0

Before doing anything else, *save your view!* We'll be making some changes in the next section that you'll want to undo.

Did you Know?

If you want to follow our example *exactly*, feel free to enter the X, Y, W, and H point values we've provided for the values of your objects in the Size Inspector. Doing this will resize and reposition your view elements to match the one here!

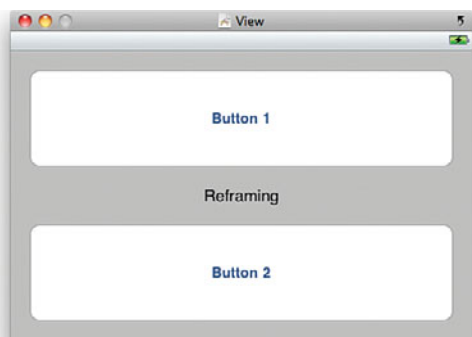
Laying Out the View... Again

Your next step is to lay out the view exactly as you would in any other app. Wait a sec; this sounds very familiar. Why do we want to lay out the view again? The answer is simple. We've collected all of the frame properties that we'll need to configure the portrait view, but we haven't yet defined where the label and buttons will be in the *landscape* view. To get this information, we'll lay the view out again in landscape mode, collect all the location and size attributes, and then discard those changes.

The process is identical to what you've already done—the only difference is that you need to click the rotate arrow in Interface Builder to rotate the view. Once rotated, resize and reposition all the existing elements so that they look the way you want them to appear when in landscape orientation on your iPhone. Because we'll be setting the positions and sizes programmatically, the sky is the limit for how you arrange the display. To follow our example, stretch Button 1 across the top of the view and Button 2 across the bottom. Position the Reframing label in the middle, as shown in Figure 15.9.

As before, when the view is exactly as you want it to appear, use the Size Inspector (Command+3) to collect the x,y coordinates and height and width of all of the UI elements. Our landscape frame values are provided here for comparison:

- ▶ **Label:** X: 175.0, Y: 140.0, W: 130.0, H: 20.0
- ▶ **Button 1:** X: 20.0, Y: 20.0, W: 440.0, H: 100.0
- ▶ **Button 2:** X: 20.0, Y: 180.0, W: 440.0, H: 100.0

**FIGURE 15.9**

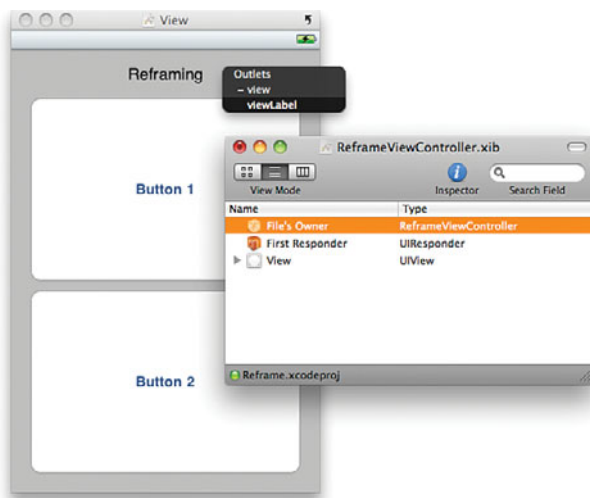
Lay the view out as you'd like it to appear in landscape mode.

When you've collected the landscape frame attributes, undo the changes by using Edit, Undo (Command+Z), or close ReframeViewController.xib (*not* saving the changes).

Connecting the Outlets

Before jumping back into Xcode to finish the implementation, we still need to connect the label and buttons to the outlets (`viewLabel`, `buttonOne`, and `buttonTwo`) that we added at the start of the project. Open ReframeViewController.xib again (if you closed it in the last step), and make sure that the view window and Document window are both visible onscreen.

Next, Control-drag from the File's Owner icon to the label and two buttons, choosing `viewLabel`, `buttonOne`, and `buttonTwo` as appropriate. Figure 15.10 demonstrates the connection from the Reframing label to the `viewLabel` outlet.

**FIGURE 15.10**

Finish up the interface by connecting the label and buttons to their corresponding outlets.

Save the XIB file and return to Xcode to finish up the project!

Implementing the Reframing Logic

Now that you've built the view and captured the values for the label and button frames in both portrait and landscape views, the only thing that remains is detecting when the iPhone is ready to rotate and reframing appropriately.

The `willRotateToInterfaceOrientation:toInterfaceOrientation:duration:` method is invoked automatically whenever the iPhone interface needs to rotate. We'll compare `toInterfaceOrientation` parameter to the different iPhone orientation constants to identify whether we should be using the frames for a landscape or portrait view.

Open the `ReframeViewController.m` file in Xcode and add the method shown in Listing 15.4.

LISTING 15.4

```

1: -(void)willRotateToInterfaceOrientation:
2: (UIInterfaceOrientation)toInterfaceOrientation
3: duration:(NSTimeInterval)duration {
4:
5:     [super willRotateToInterfaceOrientation:toInterfaceOrientation
6:           duration:duration];
7:
8:     if (toInterfaceOrientation == UIInterfaceOrientationLandscapeRight ||
9:         toInterfaceOrientation == UIInterfaceOrientationLandscapeLeft) {
10:         viewLabel.frame=CGRectMake(175.0,140.0,130.0,20.0);
11:         buttonOne.frame=CGRectMake(20.0,20.0,440.0,100.0);
12:         buttonTwo.frame=CGRectMake(20.0,180.0,440.0,100.0);
13:     } else {
14:         viewLabel.frame=CGRectMake(95.0,15.0,130.0,20.0);
15:         buttonOne.frame=CGRectMake(20.0,50.0,280.0,190.0);
16:         buttonTwo.frame=CGRectMake(20.0,250.0,280.0,190.0);
17:     }
18: }
```

The logic is straightforward. To start, we need to make sure that any parent objects are notified that the view is about to rotate. So, in lines 5–6, we pass the same `willRotateToInterfaceOrientation:toInterfaceOrientation:duration:` message to the parent object `super`.

In lines 8–12 we compare the incoming parameter `toInterfaceOrientation` to the landscape orientation constants. If either of these match, we reframe the label and buttons to their landscape layouts by assigning the frame property to the output of the `CGRectMake()` function. The input to `CGRectMake()` is nothing more than the X, Y, W, and H values we collected earlier in Interface Builder.

Lines 13–16 handle the “other” orientation: portrait orientation. If the iPhone isn’t rotated into a landscape orientation, the only other possibility is portrait. Again, the frame values that we assign are nothing more than the values identified using the Size Inspector in Interface Builder.

And with this simple method, the Reframe project is now complete! You now have the capability of creating interfaces that rearrange themselves when users rotate their phones.

We still have one more approach to cover. In this final project, instead of rearranging a view in landscape orientation, we’ll replace the view altogether!

Swapping Views on Rotation

Some applications display entirely different user interfaces depending on the iPhone’s orientation. The iPod application, for example, displays a scrolling list of songs in portrait mode and a “flickable” Cover Flow view of albums when held in landscape. You, too, can create applications that dramatically alter their appearance by simply switching between views when the phone is rotated. Our last tutorial this hour will be short, sweet, and give you the flexibility to manage your landscape and portrait views all within the comfort of Interface Builder.

Setting Up the Project

Create a new project named **Swapper** using the View-Based iPhone Application template. Although this includes a single view already (which we’ll use for the default portrait display), we need to supplement it with a second landscape view.

Adding Outlets and Properties

This application won’t implement any real user interface elements, but we will need to access two `UIView` instances programmatically.

Open the `SwapperViewController.h` file and edit it to include `IBOutlet` declarations and `@property` directives for `portraitView`, and `landscapeView`. The result should match Listing 15.5.

LISTING 15.5

```
#import <UIKit/UIKit.h>

@interface ReframeViewController : UIViewController {
    IBOutlet UIView *portraitView;
    IBOutlet UIView *landscapeView;
}
```


LISTING 15.5 continued

```
#property (nonatomic,retain) UIView *portraitView;
@property (nonatomic,retain) UIView *landscapeView;

@end
```

You know the routine. Save your changes, then edit `SwapperViewController.m` implementation file, adding the appropriate `@synthesize` directives immediately following the `@implementation` line:

```
@synthesize portraitView;
@synthesize landscapeView;
```

Releasing the Objects

Edit the `dealloc` method in `ReframeViewController.m` to release the two views we've retained.

```
- (void)dealloc {
    [landscapeView release];
    [portraitView release];
    [super dealloc];
}
```

Enabling Rotation

Once more, we need to enable rotation in order for the iPhone to properly react when it changes orientation. Unlike the previous two implementations of `shouldAutorotateToInterfaceOrientation:`, this time, we'll only allow rotate between the two landscape modes and upright portrait.

Update `ReframeViewController.m` to include the implementation in Listing 15.6.

LISTING 15.6

```
- (BOOL)shouldAutorotateToInterfaceOrientation:
    (UIInterfaceOrientation)interfaceOrientation {
    return (interfaceOrientation == UIInterfaceOrientationPortrait ||
            interfaceOrientation == UIInterfaceOrientationLandscapeRight ||
            interfaceOrientation == UIInterfaceOrientationLandscapeLeft);
}
```

The incoming `interfaceOrientation` parameter is compared to the `UIInterfaceOrientationPortrait`, `UIInterfaceOrientationLandscapeRight`, and `UIInterfaceOrientationLandscapeLeft`. If it matches, rotation is allowed. As you might surmise, this covers all of the possible orientations except upside-down portrait (`UIInterfaceOrientationPortraitUpsideDown`)—which we'll disable this time around.

Adding a Degree to Radians Constant

Later in this exercise, we're going to need to call a special Core Graphics method to define how to rotate views. The method requires a value to be passed in radians rather than degrees. In other words, rather than saying we want to rotate the view 90 degrees, we have to tell it we want to rotate 1.57 radians. To help us handle the conversion, we will define a constant for the conversion factor. Multiplying degrees by the constant gets us the resulting value in radians.

To define the constant, add the following line after the `#import` line in `SwapperViewController.m`:

```
#define deg2rad (3.1415926/180.0)
```

Creating the Interface

When swapping views, the sky is the limit for the design. You build them exactly as you would in any other application. The only difference is that if you have multiple views handled by a single view controller, you'll need to define outlets that encompass all the interface elements.

In this example, we'll just demonstrate how to swap views, so our work in Interface Builder will be a piece of cake.

Creating the Views

Open `SwapperViewController.xib` and drag a new instance of the `UIView` object from the Library to the Document window. Don't put the `UIView` inside the existing view. It should be added as a new separate view within the XIB file, as shown in Figure 15.11.

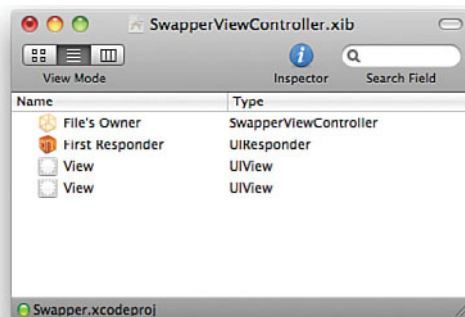
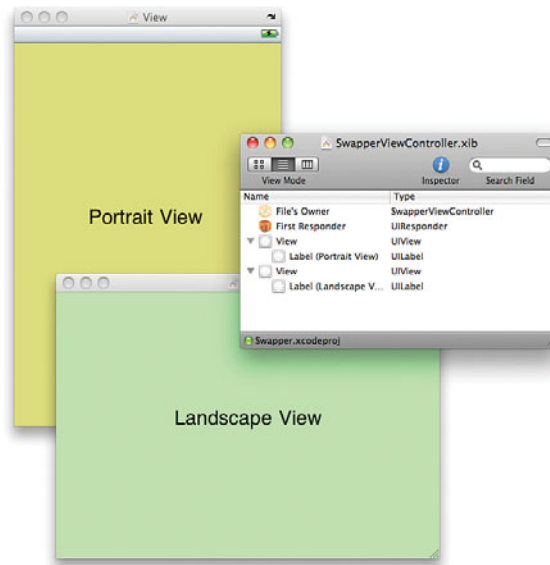


FIGURE 15.11
Add a second view to the XIB file.

Now, open each of the views and add a label to tell them apart. We've set the background color of each view to be different as well. You're welcome to add other controls and design the view as you see fit. Our finished landscape and portrait views are seen in Figure 15.12.

FIGURE 15.12

Edit the two views so that you can tell them apart.



Did you Know?

To differentiate between the two views within the Interface Builder Document window, you can edit the name of each view just like you would edit a filename in the Finder!

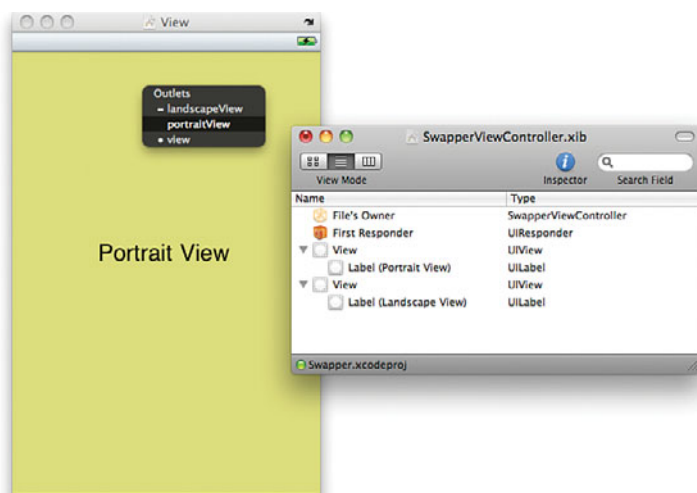
Connecting the Outlets

To finish up in Interface Builder, Control-drag from the File's Owner icon to each of the views. Connect the portrait view to the portraitView outlet, as shown in Figure 15.13, and the landscape view to landscapeView.

Save the XIB file and return to Xcode to finish up the Swapper implementation.

Implementing the View-Swapping Logic

For the most part, swapping views is actually easier than the reframing logic we implemented in the last project—with one small exception. Even though we designed one of the views to be in landscape view, it doesn't "know" that it is supposed to be displayed in a landscape orientation. Before we can display it, we need to rotate it and define how big it is.

**FIGURE 15.13**

Connect the views to their corresponding outlets.

Understanding the View-Rotation Logic

Each time we change orientation, we'll go through three steps—swapping the view, rotating the view to the proper orientation through the transform property, and setting the view's origin and size via the bounds property.

For example, assume we're rotating to landscape right orientation:

1. First, we swap out the view by assigning `self.view`, which contains the current view of the view controller, to the `landscapeView` instance variable. If we left things at that, the view would properly switch, but it wouldn't be rotated into the landscape orientation. A landscape view displayed in a portrait orientation isn't a pretty thing! For example:

```
self.view=landscapeView;
```

2. Next, to deal with the rotation, we define the transform property of the view. This property determines how the view will be altered before it is displayed. To meet our needs, we'll have to rotate the view 90 degrees to the right (for landscape right), -90 degrees to the left (for landscape left), and 0 degrees for portrait. As luck would have it, the Core Graphics C function, `CGAffineTransformMakeRotation()`, accepts a rotation value in radians, and provides an appropriate structure to the transform property handle the rotation. For example:

```
self.view.transform=CGAffineTransformMakeRotation(deg2rad*(90));
```

By the Way

Note that we multiply the rotation in degrees (90, -90, and 0) by the constant `deg2rad` that we defined earlier so that `CGAffineTransformMakeRotation()` has the radian value it expects.

3. The final step is to set the bounds property of the view. The bounds define the origin point and size of the view after it undergoes the transformation. A portrait iPhone view has an original point of 0,0 and a width and height of 320.0 and 460.0. A landscape view has the same origin point (0,0) but a width of 480.0, and a height of 300.0. As with the frame property, we can set bounds using the results of `CGRectMake()`. For example:

```
self.view.bounds=CGRectMake(0.0,0.0,480.0,320.0);
```

What Happened to 320×480? Where Are the Missing 20 Points?

The missing 20 points are taken up by the iPhone status bar. When the phone is in portrait mode, the points come off of the large (480) dimension. In landscape orientation, however, the status bar eats up the space on the smaller (320) dimension.

Now that you understand the steps, let's take a look at the actual implementation.

Writing the View-Rotation Logic

As with the Reframing project, all this magic happens within a single method: `willRotateToInterfaceOrientation:toInterfaceOrientation:duration:`.

Open the `SwapperViewController.m` implementation file and implement the method as shown in Listing 15.7.

LISTING 15.7

```
1: -(void)willRotateToInterfaceOrientation:
2:     (UIInterfaceOrientation)toInterfaceOrientation
3:     duration:(NSTimeInterval)duration {
4:
5:     [super willRotateToInterfaceOrientation:toInterfaceOrientation
6:         duration:duration];
7:
8:     if (toInterfaceOrientation == UIInterfaceOrientationLandscapeRight) {
9:         self.view=landscapeView;
10:        self.view.transform=CGAffineTransformMakeRotation(deg2rad*(90));
11:        self.view.bounds=CGRectMake(0.0,0.0,480.0,320.0);
12:    } else if (toInterfaceOrientation ==
    UIInterfaceOrientationLandscapeLeft) {
```

```
13:         self.view=landscapeView;
14:         self.view.transform=CGAffineTransformMakeRotation(deg2rad*(-90));
15:         self.view.bounds=CGRectMake(0.0,0.0,480.0,320.0);
16:     } else {
17:         self.view=portraitView;
18:         self.view.transform=CGAffineTransformMakeRotation(0);
19:         self.view.bounds=CGRectMake(0.0,0.0,300.0,460.0);
20:     }
21: }
```

Lines 5–6 pass the interface rotation message up to the parent object so that it can react appropriately.

Lines 8–11 handle rotation to the right (landscape right). Lines 12–15 deal with rotation to the left (landscape left). Finally, lines 16–19 configure the view for the default orientation, portrait.

Save the implementation file, and then choose Build and Run to test the application. As you rotate the phone or the iPhone simulator, your views should be swapped in and out appropriately.

Although we used an if-then-else statement in this example, you could easily use a switch structure instead. The `toInterfaceOrientation` parameter and orientation constants are integer values, which means they can be evaluated directly in a switch statement.

**Did you
Know?**

Further Exploration

Although we covered several different ways of working with rotation in the iPhone interface, there are additional features you may want to explore outside of this hour's lesson. Using the Xcode documentation tool, review the `UIView` instance methods. You'll see that there are additional methods that you can implement, such as `willAnimateRotationToInterfaceOrientation:duration:`, which is used to set up a single-step or an animated rotation sequence. Even more advanced transitions can be accomplished with the `willAnimateFirstHalfOfRotationToInterfaceOrientation:duration:` and `willAnimateSecondHalfOfRotationFromInterfaceOrientation:duration:` methods, which implement a two-stage animated rotation process.

In short, there is more to learn about how to smoothly change from one interface layout to another. This hour gave you the basics to begin implementation, but as your needs grow, there are additional rotation capabilities in the SDK just waiting to be tapped.

Summary

The iPhone is all about the user experience—a touchable display, intuitive controls, and now, rotatable and resizable interfaces. Using the techniques described in this hour’s lesson, you can adapt to almost any type of rotation scenario. To handle simple interface size changes, for example, you can take advantage of the autosizing attributes in Interface Builder. For more complex changes, however, you might want to redefine the frame properties for your onscreen elements, giving you complete control over their size and placement. Finally, for the ultimate in flexibility, you can create multiple different views and swap them as the phone rotates.

By implementing rotation-aware applications, you give your users the ability to use their devices in the way that feels most comfortable to them.

Q&A

Q. *Why don’t many applications implement the upside-down portrait mode?*

A. Although there is no problem implementing the upside-down portrait orientation using the approaches described in this hour, it isn’t recommended. When the iPhone is upside-down, the Home button and sensors are not in the “normal” location. If a call comes in or the user needs to interact with the phone’s controls, the user will need to rotate the phone 180 degrees—a somewhat complicated action to perform with one hand.

Q. *I implemented the first exercise, but the buttons overlapped one another. What did I do wrong?*

A. Probably nothing! Make sure that your anchors are set correctly, and then try shifting the buttons up or down a bit in the view. Nothing in Interface Builder prevents elements from overlapping. Chances are, you just need to tweak the positions and try again.

Workshop

Quiz

1. The iPhone interface can rotate through three different orientations. True or false?
2. How does an application communicate which rotation orientations it supports?
3. What was the purpose of the `deg2rad` constant that we defined in the final exercise?

Answers

1. False. There are four primary interface orientations: landscape right, landscape left, portrait, and upside-down portrait.
2. By implementing the `shouldAutorotateToInterfaceOrientation:` method in the view controller, the application identifies which of the four orientations it will operate in.
3. We defined the `deg2rad` constant to give us an easy way of converting degrees to radians for the Core Graphics C function `CGAffineTransformMakeRotation()`.

Activities

1. Edit the Swapper example so that each view presents and processes user input. Keep in mind that because both views are handled by a single view controller, you'll need to add all the outlets and actions for *both* views to the view controller interface and implementation files.
2. Return to an earlier lesson and revise the interface to support multiple different orientations. Use any of the techniques described in this hour's exercises for the implementation.

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HOURL 16

Using Advanced Touches and Gestures

What You'll Learn in This Hour:

- ▶ The multitouch gesture-recognition architecture
- ▶ How to detect taps
- ▶ How to detect swipes
- ▶ How to detect pinches
- ▶ How to detect rotations
- ▶ How to use the built-in shake gesture

A multitouch screen allows applications to use a wide variety of natural finger gestures for operations that would otherwise be hidden behind layers of menus, buttons, and text. From the very first time you use a pinch to zoom in and out on a photo, map, or web page, you realize that's exactly the right interface for zooming. Nothing is more human than manipulating the environment with your fingers.

The iOS provides advanced gesture-recognition capabilities that you can easily implement within your applications. This hour shows you how!

For most applications in this book, using the iPhone Simulator is perfectly acceptable, but the simulator cannot re-create all the gestures you can create with your fingers. For this hour, be sure to have a physical device provisioned for development. To run this hour's applications on your device, follow the steps in Hour 1, "Preparing Your System and iPhone for Development."

***Watch
Out!***

Multitouch Gesture Recognition

As you've been working through the book's examples, you've gotten used to responding to events, such as Touch Up Inside, for onscreen buttons. Gesture recognition is a bit different. Consider a "simple" swipe. The swipe has direction, it has velocity, and it has a certain number of touch points (fingers) that are engaged. It would be impractical for Apple to implement events for every combination of these variables, and at the same time, it would be extremely taxing on the system to just detect a "generic" swipe event and force you, the developer, to check the number of fingers, direction, and so on each time the event was triggered.

To make life simple, Apple has created "gesture recognizer" classes for almost all the common gestures that you will want to implement in your applications, as follows:

Tapping (UITapGestureRecognizer): Tapping one or more fingers on the screen.

Pressing (UILongPressGestureRecognizer): Pressing one or more fingers to the screen.

"Long" Pressing (UILongPressGestureRecognizer): Pressing one or more fingers to the screen for a specific period of time.

Pinching (UIPinchGestureRecognizer): Pinching to close or expand something.

Rotating (UIRotationGestureRecognizer): Sliding two fingers in a circular motion.

Swiping (UISwipeGestureRecognizer): Swiping with one or more fingers in a specific direction.

Panning (UIPanGestureRecognizer): Touching and dragging.

Shaking: Physically shaking the iOS device.

In earlier versions of the iOS, developers had to read and recognize low-level touch events to determine whether, for example, a pinch was happening: Are there two points represented on the screen? Are they moving toward each other?

In iOS 4 and later, you define what type of recognizer you're looking for, add the recognizer to a view (UIView), and you automatically receive any multitouch events that are triggered. You even receive values such as velocity and scale for gestures such as "pinch."

Did you Know?

Shaking is not a multitouch gesture and will require a slightly different approach. Note that it doesn't have its own recognizer class.

Using Gesture Recognizers

In this hour's tutorial, you will implement five gesture recognizers (tap, swipe, pinch, rotate, and shake), along with the feedback those gestures prompt. Each gesture will update a text label with information about the gesture that has been detected.

Pinch, rotate, and shake will take things a step further by scaling, rotating, or resetting an image view in response to the gestures.

Perhaps the most surprising element of what you're about to do is just how *easy* it is. I know I say that frequently throughout the book, but gesture recognizers are one of those rare features that "just works." Follow along and find out what I mean!

Implementation Overview

This application, which we'll name *Gestures*, will display a screen with four embedded views (UIView), each assigned a different gesture recognizer within the `viewDidLoad` method. When you perform an action within one of the views, it will call a corresponding method in our view controller to update a label with feedback about the gesture, and depending on the gesture type, update an onscreen image view (UIImageView), too.

The final application is shown in Figure 16.1.



FIGURE 16.1
The application will detect and act upon a variety of gestures.

Setting Up the Project

Start Xcode and create a new View-Based iPhone application called **Gestures**. Next, open up the `GesturesViewController.h` interface file and add outlets and properties for four `UIViews`: `tapView`, `swipeView`, `pinchView`, and `rotateView`. These are the views to which we'll attach gesture recognizers. Add two additional outlets and properties, `outputLabel` and `imageView`, of the classes `UILabel` and `UIImageView`, respectively. These will be used to provide feedback to the user.

Listing 16.1 shows the finished interface file.

LISTING 16.1

```
#import <UIKit/UIKit.h>

@interface GesturesViewController : UIViewController {
    IBOutlet UIView *tapView;
    IBOutlet UIView *swipeView;
    IBOutlet UIView *pinchView;
    IBOutlet UIView *rotateView;
    IBOutlet UILabel *outputLabel;
    IBOutlet UIImageView *imageView;
}

@property (nonatomic, retain) UIView *tapView;
@property (nonatomic, retain) UIView *swipeView;
@property (nonatomic, retain) UIView *pinchView;
@property (nonatomic, retain) UIView *rotateView;
@property (nonatomic, retain) UILabel *outputLabel;
@property (nonatomic, retain) UIImageView *imageView;

@end
```

To keep things nice and neat, edit the implementation file (`GesturesViewController.m`) to include `@synthesize` directives after the `@implementation` line:

```
@synthesize tapView;
@synthesize swipeView;
@synthesize pinchView;
@synthesize rotateView;
@synthesize outputLabel;
@synthesize imageView;
```

Finish off these preliminary steps by releasing each of these objects in the `dealloc` method of the view controller:

```
- (void)dealloc {
    [tapView release];
    [swipeView release];
    [pinchView release];
    [rotateView release];
}
```

```

[outputLabel release];
[imageView release];
[super dealloc];
}

```

Adding the Image Resource

Before you can create your application's gesture-aware interface, you need to add an image to the project. We will use this to provide visual feedback to the user. Included in this hour's project's Images folder is `flower.png`. Drag this file onto the Resources group for your project, choosing to copy it to the project, if needed, as shown in Figure 16.2.

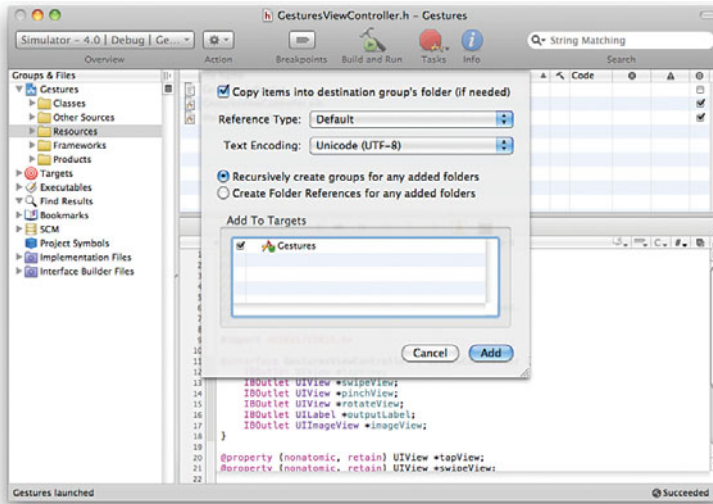


FIGURE 16.2

Copy the `flower.png` image resource to the project. This will provide visual feedback to users.

Creating the Interface

Open the `GesturesViewController.xib` file in Interface Builder. It's time to create our UI.

As I mentioned when we started, we don't have to concern ourselves with any of the typical actions or events in this project. We'll add some objects, and then connect their outlets.

To build the interface, start by dragging four `UIView` instances to the main view. Size the first to a small rectangle in the upper-right portion of the screen; it will capture taps. Make the second a long rectangle beside the first (for detecting swipes). Size the other two views as large rectangles below the first two (for pinches and rotations). Use the Attributes Inspector (Command+1) to set the background of each view to be something unique.

Did you Know?

The views you are adding are convenient objects that we can attach gestures to. In your own applications, you can attach gesture recognizers to your main application view or the view of any onscreen object.

Did you Know?

Gesture recognizers work based on the starting point of the gesture, not where it ends. In other words, if a user uses a rotation gesture that starts in a view but ends outside the view, it will work fine. The gesture won't "stop" just because it crosses a view's boundary.

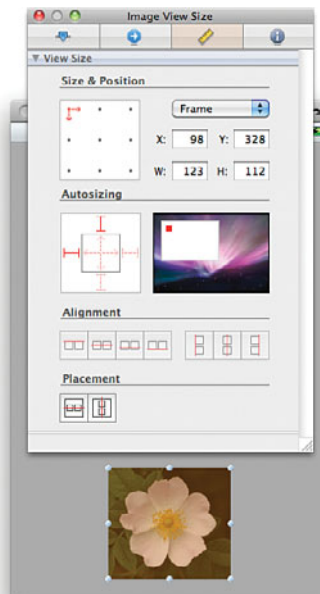
For you, the developer, this is a big help for making multitouch applications that work well on a small screen.

Next, drag labels into each of the four views. The first label should read **Tap Me!**. The second should read **Swipe Me!**. The third label should read **Pinch Me!**. The fourth label should read **Rotate Me!**.

Drag a fifth UILabel instance to the main view, and center it at the top of the screen. Use the Attributes Inspector to set it to align center. This will be the label we use to provide feedback to the user. Change the label's default text to **Do something!**.

Finally, add a UIImageView to the bottom center of the screen. Use the Attributes Inspector (Command+1) and Size Inspector (Command+3) to set the image to flower.png and the size and location to X: 98.0, Y:328.0, W:123.0, H:112.0, as shown in Figure 16.3.

FIGURE 16.3
Size and position the UIImageView as shown here.



The finished view should resemble Figure 16.4.

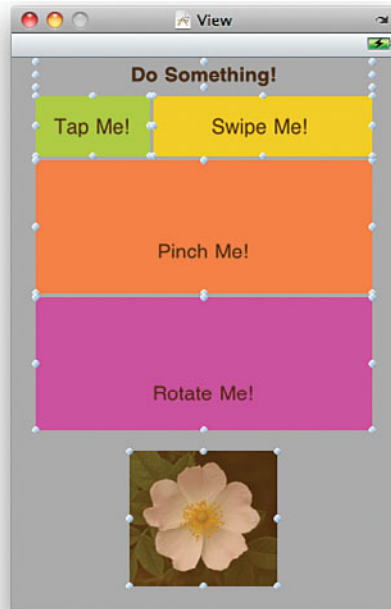


FIGURE 16.4
Your final view should look like this.

Connecting the Outlets

To access our gesture views and feedback objects from the main application, we need to connect the outlets defined earlier. Starting with the top-left view, Control-drag from the File's Owner icon to the view. Choose the `tapView` outlet when prompted, as shown in Figure 16.5.

Repeat this process, connecting the top-right view to the `swipeView` outlet, the bottom-left view to `pinchView`, and the bottom-right view to `rotateView`. Connect the top `UILabel` to `outputLabel` and the bottom `UIImageView` to `imageView`.

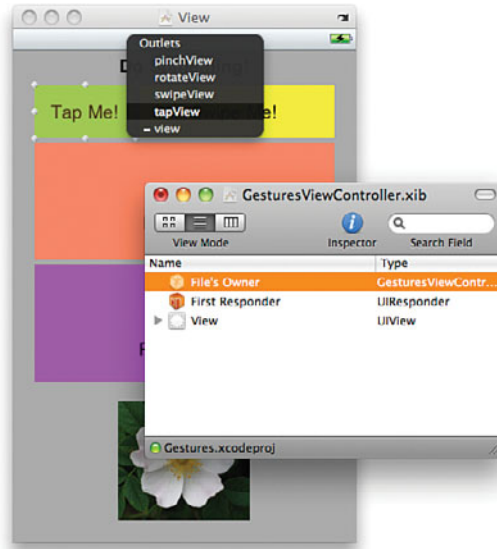
We can now close the XIB file and exit Interface Builder. It's time to connect our gesture recognizers.

Implementing the Tap Gesture Recognizer

We're going to start implementing the gesture recognizer logic by implementing the "tap" recognizer. What you'll quickly discover is that after you've added one recognizer, the pattern is very, very similar for the others.

FIGURE 16.5

Connect the four views, labels, and image views to their outlets.



Creating the Recognizer

The first thing to consider is this: Where do we want to instantiate a gesture recognizer? For this project, it makes sense that the user can start inputting gestures as soon as the application starts and the views are visible. So the `viewDidLoad` method is a good spot. Update the `GesturesViewController.m` file so that the `viewDidLoad` reads as displayed in Listing 16.2.

LISTING 16.2

```

1: - (void)viewDidLoad {
2:     [super viewDidLoad];
3:
4:     //Taps
5:     UITapGestureRecognizer *tapRecognizer;
6:     tapRecognizer=[[UITapGestureRecognizer alloc]
7:                   initWithTarget:self
8:                   action:@selector(foundTap:)];
9:     tapRecognizer.numberOfTapsRequired=1;
10:    tapRecognizer.numberOfTouchesRequired=1;
11:    [tapView addGestureRecognizer:tapRecognizer];
12:    [tapRecognizer release];
13: }
```

Line 5 kicks things off by declaring an instance of the `UITapGestureRecognizer` object, `tapRecognizer`. In line 6, `tapRecognizer` is allocated and initialized with `initWithTarget:action`. Working backward, the action is the method that will be called when the tap occurs. Using `@selector(foundTap:)`, we tell the recognizer

that we want to use a method called `foundTap` to handle our taps. The target we specify, `self`, is the object where `foundTap` lives. In this case, it will be our view controller (`GestureViewController`) object, or `self`.

Lines 9–10 set two properties of the tap gesture recognizer:

`NumberOfTapsRequired`: The number of times the object needs to be tapped before the gesture is recognized

`NumberOfTouchesRequired`: The number of fingers that need to be down on the screen before the gesture is recognized

In this example, we're defining a "tap" as one finger tapping the screen once. Feel free to play with these properties as much as you like!

In Line 11, we use the `UIView` method `addGestureRecognizer` to add the `tapRecognizer` to the `tapView`. Our view is now tap-aware, and we can release `tapRecognizer` in line 12.

The next step is to add the code to respond to a tap event.

Responding to the Recognizer

Responding to the tap gesture recognizer is just a matter of implementing the `foundTap` method. Add this new method to the `GestureViewController.m` file, as follows:

```
- (void)foundTap:(UITapGestureRecognizer *)recognizer {  
    outputLabel.text=@"Tapped";  
}
```

Ta da! Your first gesture recognizer is done! We'll repeat this process for the other four, and we'll be finished before you know it!

If you want to get the coordinate where a tap gesture (or a swipe) takes place, you add code like this to the gesture handler (replacing `<the view>` with the name of the recognizer's view):

```
CGPoint location = [recognizer locationInView:<the view>];
```

This will create a simple structure named `location`, with members `x` and `y`, accessible as `location.x` and `location.y`.

**Did you
Know?**

Implementing the Swipe Gesture Recognizer

The swipe gesture recognizer will be implemented in almost the same manner as the tap recognizer. Instead of being able to choose the number of taps, however, you

can determine in which direction the swipes can be made. There are a total of four direction constants that you can specify:

```
UISwipeGestureRecognizerDirectionLeft: Swipe to the left
UISwipeGestureRecognizerDirectionRight: Swipe to the right
UISwipeGestureRecognizerDirectionUp: Swipe Up
UISwipeGestureRecognizerDirectionDown: Swipe down
```

By using a bitwise OR between the constants (that is, `UISwipeGestureRecognizerDirectionLeft | UISwipeGestureRecognizerDirectionRight`), you can create a recognizer that detects swipes in multiple directions. Let's do that now.

Add the following code fragment to `viewDidLoad` method (immediately following the tap gesture recognizer is fine):

```
1:     UISwipeGestureRecognizer *swipeRecognizer;
2:     swipeRecognizer=[[UISwipeGestureRecognizer alloc]
3:         initWithTarget:self
4:         action:@selector(foundSwipe:)];
5:     swipeRecognizer.direction=UISwipeGestureRecognizerDirectionLeft |
6:         UISwipeGestureRecognizerDirectionRight;
7:     swipeRecognizer.numberOfTouchesRequired=1;
8:     [swipeView addGestureRecognizer:swipeRecognizer];
9:     [swipeRecognizer release];
```

The exact same pattern is followed, this time using the `UISwipeGestureRecognizer` class. Lines 1–2 declare, initialize, and allocate the `swipeRecognizer` `UISwipeGestureRecognizer` instance and identify the method `foundSwipe` to be invoked when the gesture is recognized.

Lines 5–6 set the `direction` property to the allowed swipe directions—either left or right, in this example.

Line 7 sets the number of finger touches that need to be “seen” for the gesture to be detected.

Lines 8–9 add the gesture recognizer to the `swipeView` object and then release the recognizer.

Responding to the Recognizer

We'll respond to the swipe recognizer in the same way we did with the tap recognizer. Implement the `foundSwipe` method as follows:

```
- (void)foundSwipe:(UISwipeGestureRecognizer *)recognizer {
    outputLabel.text=@"Swiped";
}
```

If you want to differentiate between different swipe directions, you must implement multiple swipe gesture recognizers. By adding a recognizer with multiple allowed directions, you're saying that all the directions are equivalent, that they aren't differentiated as separate gestures.

So far, so good! Next up, the pinch gesture. You should really start seeing the pattern now, so we won't spend too much time on the setup.

Implementing the Pinch Gesture Recognizer

Taps and swipes are simple gestures; they either happen or they don't. Pinches and rotations are slightly more complex, returning additional values to give you greater control over the user interface. A pinch, for example, includes a velocity property (how quickly the pinch happened) and scale (a fraction that is proportional to change in distance between your fingers). If you move your fingers 50% closer together, the scale is .5, for example. If you move them twice as far apart, it is 2.

To better show what this means visually, we're going to be scaling `imageView` (`UIImageView`). We'll want to reset this to the original size/location later, so before we do anything else, add these lines after the `#import` line in `GesturesViewController`:

```
#define originWidth 330.0
#define originHeight 310.0
#define originX 218.0
#define originY 679.0
```

These are the original width, height, and x and y locations of the `UIImageView` that was added to the interface in the initial project setup.

Now add the pinch gesture recognizer code fragment to `viewDidLoad` method (placing it after the swipe recognizer is fine):

```
UIPinchGestureRecognizer *pinchRecognizer;
pinchRecognizer=[[UIPinchGestureRecognizer alloc]
                initWithTarget:self
                action:@selector(foundPinch:)];
[pinchView addGestureRecognizer:pinchRecognizer];
[pinchRecognizer release];
```

As you can see, there's even less going on than with tapping and swiping because we aren't worried about direction or the number of fingers touching the screen. The code sets `foundPinch` as the method that will handle the gesture and then adds the recognizer to `pinchView`.

Responding to the Recognizer

You've made it to the most complex piece of code in this hour's lesson! The `foundPinch` method will accomplish several things. It will reset the `UIImageView`'s rotation (just in case it gets out of whack when we set up the rotation gesture), create a feedback string with the scale and velocity values returned by the recognizer, and actually scale the image view so that there is immediate visual feedback for the user.

Enter the `foundPinch` method as shown in Listing 16.3.

LISTING 16.3

```
1: - (void)foundPinch:(UIPinchGestureRecognizer *)recognizer {
2:     NSString *feedback;
3:     double scale;
4:     scale=recognizer.scale;
5:     imageView.transform = CGAffineTransformMakeRotation(0.0);
6:     feedback=[NSString alloc]
7:         initWithFormat:@"Pinched, Scale:%1.2f, Velocity:%1.2f",
8:         recognizer.scale,recognizer.velocity];
9:     outputLabel.text=feedback;
10:    imageView.frame=CGRectMake(originX,
11:                               originY,
12:                               originWidth*scale,
13:                               originHeight*scale);
14:    [feedback release];
15: }
```

Let's walk through this method to make sure we understand what's going on. Lines 2–3 declare a string object, `feedback`, and a floating-point value `scale`. These are used to store a feedback string to the user and the scaling value returned by the pinch gesture recognizer, respectively.

Line 4 sets `scale` to the recognizer's `scale` property.

Line 5 resets the `imageView` object to a rotation of `0.0` (no rotation at all) by setting its `transform` property to the transformation returned by the Core Graphics `CGAffineTransformMakeRotation` function. This function, when passed a value in radians, will return the necessary transformation to rotate a view.

Lines 6–8 allocate and initialize the feedback string to show that a pinch has taken place, and output the values of the recognizer's `scale` and `velocity` properties. Line 9 sets the `outputLabel` in the UI to the feedback string.

For the scaling of the image view itself, lines 10–13 do the work. All that needs to happen is for the `imageView` object's `frame` to be redefined to the new size. To do this, we can use `CGRectMake` to return a new frame rectangle. The top-left coordinates (`originx`, `originy`) stay the same, but we multiply `originWidth` and

originHeight by the scale factor to increase or decrease the size of the frame according to the user's pinch.

Line 14 cleans up by releasing the feedback string.

Building and running the application will now let you enlarge (even beyond the boundaries of the screen) or shrink the image using the pinch gesture within the pinchView object, as shown in Figure 16.6.



FIGURE 16.6

Enlarge or shrink the image in a pinch (ha ha).

Implementing the Rotation Gesture Recognizer

The last multitouch gesture recognizer that we'll add is the rotation gesture recognizer. Like the pinch gesture, rotation returns some useful information that we can apply visually to our onscreen objects, notably velocity and rotation. The rotation returned is the number of radians that the user has rotated his or her fingers, clockwise or counterclockwise.

Most of us are comfortable talking about rotation in “degrees,” but the Cocoa classes usually use radians. Don't worry. It's not a difficult translation to make. If you'd like, you can calculate degrees from radians using the following formula:

$$\text{Degrees} = \text{Radians} \times 180 / \text{Pi}$$

There's not really any reason we need to do this in this project, but in your own applications, you may want to provide a degree reading to your users.

***Did you
Know?***

One last time, edit the `viewDidLoad` method and add the following code fragment for the rotation recognizer:

```
UIRotationGestureRecognizer *rotationRecognizer;
rotationRecognizer=[[UIRotationGestureRecognizer alloc]
    initWithTarget:self
    action:@selector(foundRotation:)];
[rotateView addGestureRecognizer:rotationRecognizer];
[rotationRecognizer release];
```

The rotation gesture recognizer is added to the `rotateView` and set to trigger `foundRotation` when a gesture is detected.

Responding to the Recognizer

I'd love to tell you how difficult it is to rotate a view and about all the complex math involved, but I pretty much gave away the trick to rotation in the `foundPinch` method earlier. A single line of code will set the `UIImageView`'s `transform` property to a rotation transformation and visually rotate the view. Of course, we will also need to provide a feedback string to the user, but that's not nearly as exciting, is it?

Add the `foundRotation` method in Listing 16.5 to your `GesturesViewController.m` file.

LISTING 16.4

```
1: - (void)foundRotation:(UIRotationGestureRecognizer *)recognizer {
2:     NSString *feedback;
3:     double rotation;
4:     rotation=recognizer.rotation;
5:     feedback=[[NSString alloc]
6:         initWithFormat:@"Rotated, Radians:%1.2f, Velocity:%1.2f",
7:         recognizer.rotation,recognizer.velocity];
8:     outputLabel.text=feedback;
9:     imageView.transform = CGAffineTransformMakeRotation(rotation);
10:    [feedback release];
11: }
```

Again, we declare a feedback string and a floating-point value, this time `rotation`, in lines 2–3. Line 4 sets the rotation value to the recognizer's rotation property. This is the rotation in radians detected in the user's gesture.

Line 5 creates the feedback string showing the radians rotated and the velocity of the rotation, while line 8 sets the output label to the string.

Line 9 handles the rotation itself, creating a rotation transformation and applying it to the `imageView` object's `transform` property.

Line 10 finishes up by releasing the feedback string.

Build and Run to test your application now. You should be able to freely spin the image view using a rotation gesture in the rotate view, as shown in Figure 16.7.

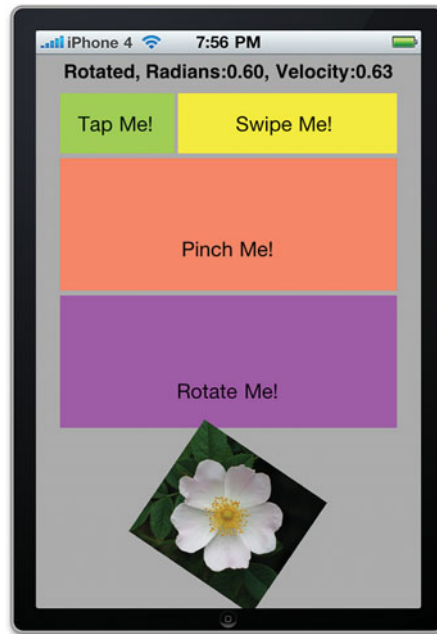


FIGURE 16.7
Spin the image
view using the
rotation gesture.

Although it might seem like we've finished, there's still one gesture we need to cover: a shake.

Implementing the Shake Recognizer

Dealing with a shake is a bit different from the other gestures covered this hour. We must intercept a `UIEvent` of the type `UIEventTypeMotion`. To do this, our view controller or view must be the first responder in the responder chain and must implement the `motionEnded:withEvent` method.

Let's tackle these requirements one at a time.

Becoming First Responder

For our view controller to be a first responder, we have to allow it and then ask for it. Add the following two methods to the `GesturesViewController.m` file:

```
- (BOOL)canBecomeFirstResponder {  
    return YES; // For the shake event  
}  
  
- (void)viewDidAppear:(BOOL)animated {  
    [self becomeFirstResponder]; // For the shake event  
    [super viewDidAppear: animated];  
}
```


Our view controller is now prepared to become the first responder and receive the shake event. All we need to do now is implement `motionEnded:withEvent` to trap and react to the shake itself.

Reacting to a Shake

To react to a shake, implement the `motionEnded:withEvent` method as shown in Listing 16.5.

LISTING 16.5

```
1: - (void)motionEnded:(UIEventSubtype)motion withEvent:(UIEvent *)event {
2:     if (motion==UIEventSubtypeMotionShake) {
3:         outputLabel.text=@"Shaking things up!";
4:         imageView.transform = CGAffineTransformMakeRotation(0.0);
5:         imageView.frame=CGRectMake(originX,originY,originWidth,originHeight);
6:     }
7: }
```

First things first: In line 2, we check to make sure that the `motion` value we received (an object of type `UIEventSubtype`) is, indeed, a motion event. To do this, we just compare it to the constant `UIEventSubtypeMotionShake`. If they match, the user just finished shaking the device!

Lines 3–4 react to the shake by setting the output label, rotating the image view back to its default orientation, and setting the image view's frame back to the original size. In other words, shaking the iPhone will reset the image to its default state. Pretty nifty, huh?

You can now run the application and use all the gestures that we implemented this hour. Although not a useful app in and of itself, it does illustrate many techniques that you can use in your own applications.

Further Exploration

In addition to the four gestures discussed this hour, there are two other recognizers that you should be able to immediately add to your apps: `UIPressGestureRecognizer` and `UIPanGestureRecognizer`. The `UIGestureRecognizer` class is the parent to all the gesture recognizers that you've learned about in this lesson and offers additional base functionality for customizing gesture recognition.

We humans do a lot with our fingers, such as draw, write, play music, and more. Each of these possible gestures has been exploited to great effect in third-party applications. Explore the App Store to get a sense of what's been done with the iPhone's multitouch screen.

You also might want to learn more about the lower-level handling of touches on iOS. See the “Event Handling” section of the *iPhone Application Programming Guide* for more information.

Finally, for another set of gesture examples, be sure to look at the SimpleGesture Recognizers tutorial project, found within the Xcode documentation. This project provides many additional examples of implementing gestures on the iOS platform.

Summary

In this hour, we’ve given the gesture recognizer architecture a good workout. Using the gesture recognizers provided through iOS, you can easily recognize and respond to taps, swipes, pinches, rotations, and more—without any complex math or programming logic.

You also learned how to make your applications respond to shaking: Just make them first responders and implement the `motionEnded:withEvent` method. Your ability to present your users with interactive interfaces just increased dramatically!

Q&A

- Q.** *Why don’t the rotation/pinch gestures include configuration options for the number of touches?*
- A.** The gesture recognizers are meant to recognize common gestures. Although it is possible that you could manually implement a rotation or pinch gesture with multiple fingers, it wouldn’t be consistent with how users expect their applications to work, and isn’t included as an option with these recognizers.

Workshop

Quiz

1. What gesture recognizer detects the user briefly touching the screen?
2. How can you respond to multiple swipe directions in a single gesture recognizer?
3. The rotation recognizer returns a rotation in degrees. True or false?
4. Adding shake sensing to your application is as simple as adding any other gesture recognizer.

Answers

1. The `UITapGestureRecognizer` is used to trap and react to one or more fingers tapping the screen.
2. You can't. You can trap multiple swipe directions in a single recognizer, but you should consider those directions to be *single* gestures. To react differently to different swipes, they should be implemented as different recognizers.
3. False. Most Cocoa classes dealing with rotation (including the rotation gesture recognizer) work with radians.
4. False. The shake gesture requires that your view or view controller become the first responder and trap motion `UIEvents`.

Activities

1. Expand the Gestures application to include panning and pressing gestures. These are configured almost identically to the gestures you used in this hour's tutorial.
2. Improve upon the user experience by adding the pinch and rotation gesture recognizers to the `UIImageView` object itself, enabling users to interact directly with the image rather than another view.

HOOR 17

Sensing Orientation and Motion

What You'll Learn in This Hour

- ▶ How to determine the iPhone's orientation
- ▶ How to measure tilt and acceleration
- ▶ How to measure rotation

The Nintendo Wii introduced motion sensing as an effective input technique for mainstream consumer electronics. Apple applied this technology with great success to the iPhone, iPod Touch, and the iPad. Apple's devices are equipped with an accelerometer that can be used to determine the orientation, movement, and tilt of the device. With the iPhone's accelerometer, a user can control applications by simply adjusting the physical orientation of the device and moving it in space. In addition, Apple has introduced a gyroscope in the iPhone 4. This enables the device to sense rotation motions that aren't against the force of gravity. In short, if a user moves an iPhone 4, there are ways that your applications can detect and react to that movement.

The motion-input mechanism is exposed to third-party applications in iOS through a framework called Core Motion. In Hour 16, "Using Advanced Touches and Gestures," you saw how the accelerometer provides the shake gesture. Now you will learn how to take direct readings from iOS for determining orientation, acceleration, and rotation. For all the magic that a motion-enabled application appears to exhibit, you will see that using these features is surprisingly simple.

Understanding iPhone Motion Hardware

All iOS devices, to date, can sense motion through the use of the accelerometer hardware. This capability was supplemented with a gyroscope in the iPhone 4 and presumably will be expanded to other hardware in the future. To get a better sense for what this means to your applications, let's review what information each of these pieces of hardware can provide.

**Did you
Know?**

For most applications in this book, using the iPhone Simulator is perfectly acceptable, but the simulator does not simulate the accelerometer or gyroscope hardware. So for this chapter, you'll want to be sure to have a physical device provisioned for development. To run this hour's applications on your device, follow the steps in Hour 1, "Preparing Your System and iPhone for Development."

Accelerometer

An accelerometer uses a unit of measure called a g, which is short for gravity. 1g is the force pulling down on something resting at sea level on earth ($9.8 \text{ meters/second}^2$). You don't normally notice the feeling of 1g (that is until you trip and fall, and then 1g hurts pretty bad). You are familiar with g-forces higher and lower than 1g if you've ever ridden on a roller coaster. The pull that pins you to your seat at the bottom of the roller coaster hill is a g-force greater than 1, and the feeling of floating up out of your seat at the top of a hill is negative g-force at work.

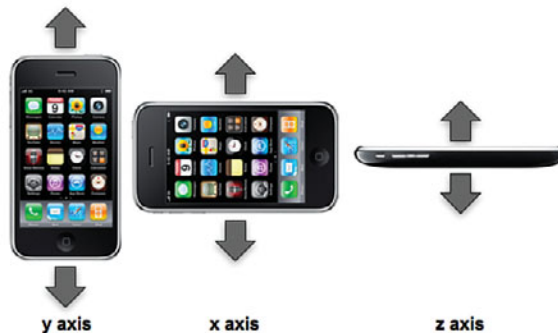
**By the
Way**

An accelerometer measures acceleration relative to a free fall—meaning that if you dropped your iPhone into a sustained free fall, say off the Empire State Building, its accelerometer would measure 0g on the way down. (Just trust me; don't try this out.) The accelerometer of an iPhone sitting in your lap, on the other hand, measures 1g along the axis it is resting on.

The measurement of the 1g pull of earth's gravity on the device while it's at rest is how the iPhone accelerometer can be used to measure the orientation of the phone. The accelerometer provides a measurement along three axes, called x, y, and z (see Figure 17.1).

FIGURE 17.1

The three measurable axes.



Depending on how your iPhone is resting, the 1g of gravity will be pulling differently on the three possible axes. If your device is standing straight up on one of its edges or is flat on its back or on its screen, the entire 1g will be measured on one axis. If the device is tilted at an angle, the 1g will be spread across multiple axes (see Figure 17.2).



FIGURE 17.2
The 1g of force on an iPhone at rest.

Gyroscope

Think about what we've just learned about the accelerometer hardware. Is there anything it can't do? It might seem, at first, that using the measurements from the accelerometer we can make a good guess as to what the user is doing, no matter what. Unfortunately, that's not quite the case.

The accelerometer measures the force of gravity distributed across your iPhone. Imagine, however, that your iPhone is lying face up on a table. We can detect this with the accelerometer, but what we *can't* detect is if you start spinning the iPhone around in a rousing game of "spin the bottle... err... iPhone." The accelerometer will still register the same value regardless of how the phone is spinning.

The same goes for if the iPhone is standing on one of its edges and rotates. The accelerometer can be used only if the iPhone is changing orientation with respect to gravity, but the gyroscope can determine if, in any given orientation, the iPhone is also rotating.

When querying the iPhone's gyroscope, the hardware will report back with a rotation value along x, y, and z axes. The value is a measurement, in radians, of the speed of rotation along that axis. If you don't remember your geometry, rotating 2 radians is a complete circle, so a reading of 2 on any of the gyroscope's 3 axes would indicate that the device is spinning once per second, along that axis, as shown in Figure 17.3.

FIGURE 17.3

A reading of 2.0 from the gyroscope indicates that the iPhone is rotating (spinning in a complete circle) at a rate of one revolution per second.



Accessing Orientation and Motion Data

To access orientation and motion information, we use two different approaches. First, to determine and react to distinct changes in orientation, we can request that our iOS device send notifications to our code as the orientation changes. We'll be able to compare the messages we receive to constants representing all possible device orientations—including face up and face down—and determine what the user has done. Second, we'll take advantage of a framework called Core Motion to directly access the accelerometer and gyroscope data on scheduled intervals. Let's take a closer look before starting this hour's projects.

Requesting Orientation Notifications Through UIDevice

Although it is possible to read the accelerometer and use the values it returns to determine a device's orientation, Apple has made the process much simpler for developers. The singleton instance `UIDevice` (representing our device) includes a method `beginGeneratingDeviceOrientationNotifications` that will tell the iOS to begin sending orientation notifications to the notification center (`NSNotificationCenter`). Once the notifications start, we can register with an `NSNotificationCenter` instance to have a method of our choosing automatically be invoked with the device's orientation changes.

Besides just knowing that an orientation event occurred, we need some reading of what the orientation is. We get this via the `UIDevice` orientation property. This property, of type `UIDeviceOrientation`, can be one of six predefined values:

`UIDeviceOrientationFaceUp`: The device is laying on its back, facing up.

`UIDeviceOrientationFaceDown`: The device is laying on its front, with the back facing up.

`UIDeviceOrientationPortrait`: The device is in the “normal” orientation, with the home button at the bottom.

`UIDeviceOrientationPortraitUpsideDown`: The device is in portrait orientation with the home button at the top.

`UIDeviceOrientationLandscapeLeft`: The device is lying on its left side.

`UIDeviceOrientationLandscapeRight`: The device is lying on its right side.

By comparing the property to each of these values, we can determine the orientation and react accordingly.

How Is This Different from Adapting to Interface Rotation Events?

The interface-related events that you learned about in Hour 15, “Building Rotatable and Resizable User Interfaces,” are just that: interface related. We first tell the device what orientations our interface supports, and then we can programmatically tell it what to do when the interface needs to change. The method we are using now is for getting instantaneous orientation changes regardless of what the interface supports. The constants `UIDeviceOrientationFaceUp` and `UIDeviceOrientationFaceDown` are also meaningless with regard to the interface-managing methods we covered.

Reading the Accelerometer and Gyroscope with Core Motion

You work with the accelerometer and gyroscope a bit differently. First, you'll need to add the Core Motion framework to your project.

Within your code, you'll create an instance of the Core Motion motion manager: `CMMotionManager`. The motion manager should be treated as a singleton—one instance can provide accelerometer and gyroscope motion services for your entire application.

By the Way

Recall that a singleton is a class that is instantiated once in the lifetime of your application. The services of the iPhone's hardware provided to your application are often provided as singletons. Because there is only one accelerometer and gyroscope in the device, it makes sense that they are accessed via a singleton. Multiple instances of the `CMMotionManager` objects existing in your application wouldn't add any extra value and would have the added complexity of managing their memory and lifetime, both of which are avoided with a singleton.

Unlike orientation notifications, the Core Motion motion manager enables you to determine how frequently you receive updates (in seconds) from the accelerometer and gyroscope and allows you to directly define a *handler block* that executes each time an update is ready.

Did you Know?

You need to decide how often your application can benefit from receiving motion updates. You should decide this by experimenting with different update values until you come up with an optimal frequency. Receiving more updates than your application can benefit from can have some negative consequences. Your application will use more system resources, which might negatively impact the performance of the other parts of your application and can certainly affect the battery life of the device. Because you'll probably want fairly frequent updates so that your application responds smoothly, you should take some time to optimize the performance of your `CMMotionManager`-related code.

Setting up your application to use `CMMotionManager` is a simple three-step process of initializing and allocating the motion manager, setting an updating interval, and then requesting that updates begin and be sent to a handler block via `startAccelerometerUpdatesToQueue:withHandler`.

Consider the following code snippet:

```
1:  motionManager = [[CMMotionManager alloc] init];
2:  motionManager.accelerometerUpdateInterval = .01;
3:  [motionManager startAccelerometerUpdatesToQueue:[NSOperationQueue
    ↳currentQueue]
```

```
4:         withHandler:^(CMAccelerometerData *accelData, NSError *error) {  
5:             //Do something with the acceleration data here!  
6:         }];
```

In line 1, the motion manager is allocated and initialized—you’ve seen code like this dozens of times.

Line 2 requests that the accelerometer send updates every .01 seconds—or 100 times per second.

Lines 3–6 start the accelerometer updates and define a handler block that is called for each update.

The handler block can be confusing looking, so I urge you to look at the `CMMotionManager` documentation to better understand the format. In essence, it’s like a new method being defined within the `startAccelerometerUpdatesToQueue:withHandler` invocation.

The accelerometer handler is passed two parameters: `accelData`, an object of type `CMAccelerometerData`; and `error`, of type `NSError`. The `accelData` object includes an `acceleration` property of the type `CMAcceleration`. This will be the information we are interested in reading and includes acceleration values along x, y, and z axes. It is up to the code defined within the handler (currently just a comment in this snippet) to do something with this incoming data.

Gyroscope updates work *almost exactly* the same way but require you to define a `gyroUpdateInterval` for the Core Motion motion manager and begin receiving updates with `startGyroUpdatesToQueue:withHandler`. The gyroscope’s handler receives an object, `gyroData` of type `CMGyroData` and, like the accelerometer handler, an `NSError` object. We’re interested in the `rotation` property of `gyroData`—data of the type `CMRotationRate`. The `rotation` property provides rotation rates along the x, y, and z axes.

Because only the iPhone 4 (and latest iPods) currently support the gyroscope, you can check for its presence using the `CMMotionManager` Boolean property `gyroAvailable`. If YES, it exists and can be used.

**Did you
Know?**

When we are done processing accelerometer and gyroscope updates, we can stop receiving them with the `CMMotionManager` methods `stopAccelerometerUpdates` and `stopGyroUpdates`, respectively.

Feeling confused? Not to worry—it makes much more sense seeing the pieces come together in code.

**By the
Way**

We've skipped over an explanation of the chunk of code that refers to the `NSOperationQueue`. An operations queue maintains list of operations that need to be dealt with (such as accelerometer and gyroscope readings). The queue you need to use already exists, and we can access it with the code fragment `[NSOperationQueue currentQueue]`. As long as you follow along, there's no need to worry about managing operation queues manually.

Sensing Orientation

As our first introduction to detecting motion, we'll create the Orientation application. Orientation won't be wowing users, it's simply going to say which of six possible orientations the iPhone is currently in. The Orientation application will detect standing-up, upside-down, left-side, right-side, face-down, and face-up orientations.

Setting Up the Project

Create a new view-based iPhone application in Xcode and call it **Orientation**. Click the `OrientationViewController.h` file in the Classes group and add an outlet property (`orientationLabel`) for an orientation label. The `OrientationViewController.h` file should read as shown in Listing 17.1.

LISTING 17.1

```
#import <UIKit/UIKit.h>

@interface OrientationViewController : UIViewController {
    IBOutlet UILabel *orientationLabel;
}

@property (nonatomic, retain) UILabel *orientationLabel;

@end
```

Add the appropriate `@synthesize` directive following the `@implementation` line:

```
@synthesize orientationLabel;
```

Finally, release the label in the implementation file's `dealloc` method:

```
- (void)dealloc {
    [orientation release];
    [super dealloc];
}
```

Preparing the Interface

Orientation's UI is simple (and very stylish), just a yellow text label in a field of black, which we'll construct as follows:

1. Open Interface Builder by double-clicking the `OrientationViewController.xib` file in the Resources group.
2. Click the empty view and open the Attributes Inspector (Command+1).
3. Click the Background attribute and change the view's background to black.
4. Open the Library (Shift+Command+L) and drag a label (UILabel) to the center of the view; expand the size the label to the edge sizing guidelines on each side of the view. Set the label's text to read **Face Up**.
5. With the label selected, open the Attributes Inspector (Command+1).
6. Click the Color attribute and change the label's text color to yellow, use the Alignment attribute to center the label's text, and then update the Font attribute to change the font size to 36 points.

Now would be good time to put into practice the techniques you learned in Hour 15, to keep the text centered on screen while the iPhone rotates. It isn't necessary for the completion of the project, but it is good practice!

***Did you
Know?***

The finished view should look like Figure 17.4.



FIGURE 17.4
The Orientation application's UI in Interface Builder.

Our application will need to be able to change the text of the label when the accelerometer indicates that the orientation of the device has changed. To do this, we'll need to connect the outlet we created earlier to the label.

Control-drag from the File's Owner icon in the Document window to the label in the view. Choose the `orientationLabel` outlet when prompted. Save the XIB file and return to Xcode.

Reacting to Changes in Orientation

When our custom view is shown, we need to register a method in our application to receive `UIDeviceOrientationDidChangeNotification` notifications from iOS. We also need to tell the device itself that it should begin generating these notifications so that we can react to them. All of this setup work can be accomplished in the `Orientation.m` `viewDidLoad` method. Let's implement that now. Uncomment and edit the `viewDidLoad` method to read as shown in Listing 17.2.

LISTING 17.2

```
1: - (void)viewDidLoad {
2:
3:     [[UIDevice currentDevice]beginGeneratingDeviceOrientationNotifications];
4:
5:     [[NSNotificationCenter defaultCenter]
6:         addObserver:self selector:@selector(orientationChanged:)
7:         name:@"UIDeviceOrientationDidChangeNotification"
8:         object:nil];
9:
10:    [super viewDidLoad];
11: }
```

In line 3, we use the method `[UIDevice currentDevice]` to return an instance of `UIDevice` that refers to the iPhone our application is running on. We then use the `beginGeneratingDeviceOrientationNotifications` to tell the device that we're interested in hearing about it if the user changes the orientation of his or her phone.

Lines 5–8 tell the `NSNotificationCenter` object that we are interested in subscribing to any notifications with the name `UIDeviceOrientationDidChangeNotification` that it may receive. We also tell that the class that is interested in the notifications is `OrientationViewController` by way of the `addObserver:self` message, and, finally, we use `@selector(orientationChanged:)` to say that we will be implementing a method called `orientationChanged`. In fact, coding up `orientationChanged` is the only thing left to do!

Determining Orientation

To determine the orientation of the device, we'll use the `UIDevice` property `orientation`. Unlike other values we've dealt with in the book, the `orientation` property is of the type `UIDeviceOrientation` (simple constant, not an object). This means that we can check each possible orientation via a simple switch statement and update the `orientationLabel` in the interface as needed.

Implement the `orientationChanged` method as shown in Listing 17.3.

LISTING 17.3

```
1: - (void)orientationChanged:(NSNotification *)notification {
2:
3:     UIDeviceOrientation orientation;
4:     orientation = [[UIDevice currentDevice] orientation];
5:
6:     switch (orientation) {
7:         case UIDeviceOrientationFaceUp:
8:             orientationLabel.text=@"Face Up";
9:             break;
10:        case UIDeviceOrientationFaceDown:
11:            orientationLabel.text=@"Face Down";
12:            break;
13:        case UIDeviceOrientationPortrait:
14:            orientationLabel.text=@"Standing Up";
15:            break;
16:        case UIDeviceOrientationPortraitUpsideDown:
17:            orientationLabel.text=@"Upside Down";
18:            break;
19:        case UIDeviceOrientationLandscapeLeft:
20:            orientationLabel.text=@"Left Side";
21:            break;
22:        case UIDeviceOrientationLandscapeRight:
23:            orientationLabel.text=@"Right Side";
24:            break;
25:        default:
26:            orientationLabel.text=@"Unknown";
27:            break;
28:    }
29: }
```

Run the application when complete. Your results should resemble Figure 17.5.

FIGURE 17.5
Orientation in
action.



Detecting Tilt and Rotation

In the Orientation application, we ignored the precise values coming from the accelerometer and instead just allowed iOS to make an all-or-nothing orientation decision. The gradations between these orientations, such as the device being somewhere between its left side and straight up and down, are often interesting to an application.

Imagine you are going to create a car racing game where the device acts as the steering wheel when tilted left and right and the gas and brake pedals when tilted forward and back. It is very helpful to know how far the player has turned the wheel and how hard the user is pushing the pedals to know how to make the game respond.

Likewise, consider the possibilities offered by the gyroscope's rotation measurements. Applications can now tell if the iPhone is rotating, even if there is no change in tilt. Imagine a turn-based game that switches between players just by rotating the iPhone around while it is lying on a table or sitting in an iPhone charging dock.

Setting Up the Project

In our next example application, ColorTilt, we take a solid color and make it progressively more transparent as the user tilts the device left or right or as they rotate the iPhone faster. We'll add two toggle switches (UISwitch) to the view to enable/disable the accelerometer and gyroscope.

It's not as exciting as a car racing game, but it is something we can accomplish in an hour, and everything learned here will apply when you get down to writing a great iPhone motion-enabled application.

Begin by creating a new View-Based iPhone Application in Xcode and calling it ColorTilt.

Adding the Core Motion Framework

Because this project relies directly on Core Motion, we'll need to add the Core Motion framework for our code to work. Right-click the Frameworks group in Xcode, and choose Add, Existing Frameworks.

Choose CoreMotion.framework from the list that appears, and then click the Add button, as shown in Figure 17.6.

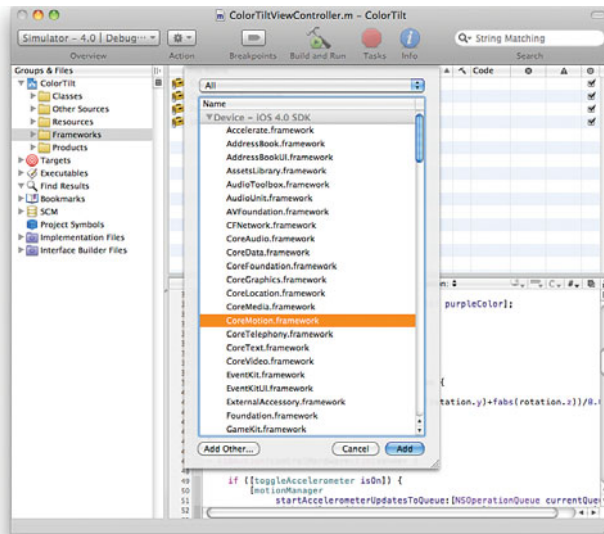


FIGURE 17.6
Add the Core Motion framework to the group.

Adding Outlets, Actions, and Properties

Our next step is to update the `ColorTiltViewController.h` file with the appropriate outlets and actions that we'll need for the application.

Specifically, you should add an outlet for a `UIView` that will change colors—`colorView`, as well as two `UISwitch` instances—`toggleAccelerometer` and `toggleGyroscope`. We'll also need an instance variable for our `CMMotionManager` object, which we'll call `motionManager`.

Create corresponding `@property` declarations for each of these so we can access them easily from our application. As a final step, add an `IBAction` called `controlHardware` that will be used to enable or disable accelerometer and gyroscope readings.

The `ColorTiltViewController.h` file should read as shown in Listing 17.4.

LISTING 17.4

```
#import <UIKit/UIKit.h>
#import <CoreMotion/CoreMotion.h>

@interface ColorTiltViewController : UIViewController {
    IBOutlet UISwitch *toggleAccelerometer;
    IBOutlet UISwitch *toggleGyroscope;
    IBOutlet UIView *colorView;
    CMMotionManager *motionManager;
}

- (IBAction)controlHardware:(id)sender;

@property (nonatomic, retain) CMMotionManager *motionManager;
@property (nonatomic, retain) UISwitch *toggleAccelerometer;
@property (nonatomic, retain) UISwitch *toggleGyroscope;
@property (nonatomic, retain) UIView *colorView;

@end
```

For each of the @property declarations, we need a corresponding @synthesize line in the ColorTiltViewController.m implementation file. Add the following lines immediately following the @implementation line:

```
@synthesize motionManager;
@synthesize toggleAccelerometer;
@synthesize toggleGyroscope;
@synthesize colorView;
```

Next, let's make sure we clean up after ourselves by releasing these objects in the ColorTiltViewController.m's dealloc method:

```
- (void)dealloc {
    [motionManager release];
    [toggleAccelerometer release];
    [toggleGyroscope release];
    [colorView release];
    [super dealloc];
}
```

Preparing the Interface

Like the Orientation application, the ColorTilt application's interface isn't a work of art. It requires a few switches, labels, and a view. Open the ColorTiltViewController.xib file in Interface Builder by double-clicking it.

Lay out the user interface as follows:

1. Add two UISwitch instances at the top-right of the view, one above the other. Use the Attributes Inspector (Command+1) to set each switch to Off by default.

2. Add two labels (UILabel), **Accelerometer** and **Gyroscope**, to the view, positioned beside each switch.
3. Drag a UIView instance into the view and size it to fit in the view below the switches and labels. Use the Attributes Inspector to change the view's background to green.

Your view should now resemble Figure 17.7. If you feel like arranging the controls differently, feel free!

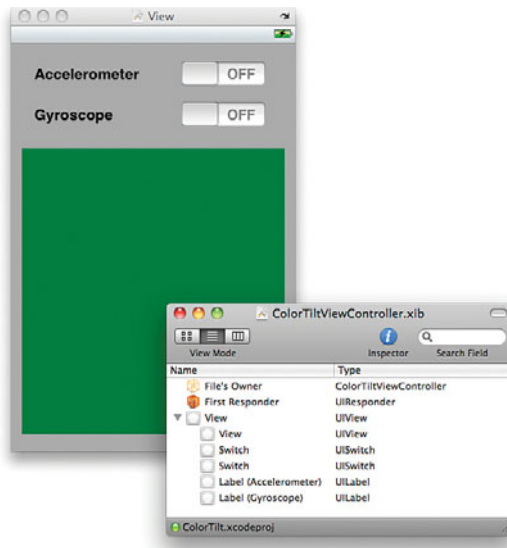


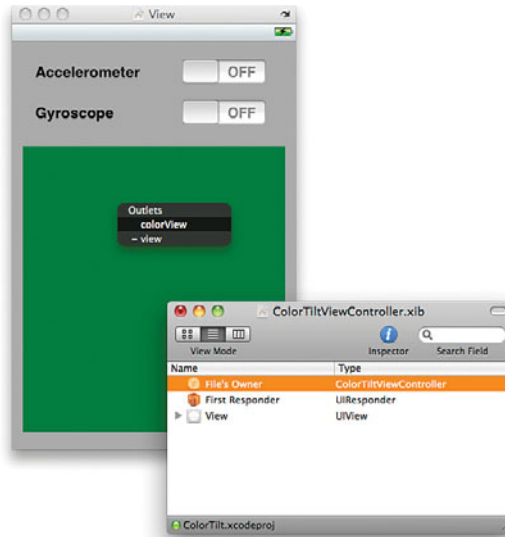
FIGURE 17.7
Create a layout that includes two switches, two labels, and a color view.

To connect the interface to the outlets defined earlier, begin by Control-dragging from the File's Owner icon to the UIView, as shown in Figure 17.8. Choose `colorView` when prompted. Repeat the process for the two switches, connecting `toggleAccelerometer` to the switch beside the Accelerometer label and `toggleGyroscope` to the switch by the Gyroscope label.

To finish the interface, the two switches need to be configured to invoke the `controlHardware` method when their `Value Changed` event occurs. Open the Document window so that the File's Owner icon is visible. Next, select each switch, open the Connections Inspector (Command+2), and then drag from the circle beside `Value Changed` to the File's Owner icon and choose `controlHardware` when prompted. (Yes, both switches connect to the same action!)

Save the XIB file and return to Xcode when finished.

FIGURE 17.8
Connect the objects to outlets you defined.



Implementing Motion Events

There are a few different things that we'll need to take care of to see our application work:

1. Initialize and configure the Core Motion motion manager (CMMotionManager).
2. Manage events to toggle the accelerometer/gyroscope on and off (toggleHardware), registering a handler block when the hardware is turned on.
3. React to the accelerometer/gyroscope readings, updating the background color and alpha transparency values appropriately.

Let's work our way through these different pieces of code now.

Initializing the Core Motion Motion Manager

When the ColorTilt application launches, we need to allocate and initialize the Core Motion motion manager (CMMotionManager) instance, `motionManager`. Next, we'll set two properties of the motion manager, `accelerometerUpdateInterval` and `gyroUpdateInterval` to match the frequency (in seconds) with which we want to get updates from the hardware. We'll update at 100 times a second, or an update value of `.01`.

Uncomment and update the `viewDidLoad` method to match these requirements:

```
- (void)viewDidLoad {

    motionManager = [[CMMotionManager alloc] init];
    motionManager.accelerometerUpdateInterval = .01;
    motionManager.gyroUpdateInterval = .01;

    [super viewDidLoad];
}
```

The next step is to implement our action, `toggleHardware`, so that when one of the `UISwitch` instances is turned on or off, it tells the motion manager to begin or end readings from the accelerometer/gyroscope.

Managing Accelerometer and Gyroscope Updates

The logic behind the `toggleHardware` method is simple. If the accelerometer switch is toggled on, the `CMMotionManager` instance, `motionManager`, is asked to start monitoring the accelerometer. Each update is processed by a handler block that, to make life simple, will call a new method `doAcceleration`. If the switch is toggled off, monitoring of the accelerometer stops.

The same pattern will be implemented for the gyroscope, but our gyroscope handler block will be invoking a new method called `doGyroscope` whenever there is an update.

Implement the `controlHardware` method, as shown in Listing 17.5.

LISTING 17.5

```
1: - (IBAction)controlHardware:(id)sender {
2:
3:     if ([toggleAccelerometer isOn]) {
4:         [motionManager
5:          startAccelerometerUpdatesToQueue:[NSOperationQueue currentQueue]
6:          withHandler:^(CMAccelerometerData *accelData, NSError *error) {
7:              [self doAcceleration:accelData.acceleration];
8:          }];
9:     } else {
10:        [motionManager stopAccelerometerUpdates];
11:    }
12:
13:    if ([toggleGyroscope isOn] && motionManager.gyroAvailable) {
14:        [motionManager
15:         startGyroUpdatesToQueue:[NSOperationQueue currentQueue]
16:         withHandler:^(CMGyroData *gyroData, NSError *error) {
17:             [self doRotation:gyroData.rotationRate];
18:         }];
19:    } else {
20:        [toggleGyroscope setOn:NO animated:YES];
21:        [motionManager stopGyroUpdates];
22:    }
23: }
```

Let's step through this method to make sure we're all still on the same page.

Line 3 checks to see whether the toggle switch (UISwitch) is set to On for the accelerometer. If it is, lines 4–8 tell the motion manager to start sending updates for the accelerometer and define a code block to handle each update. The code block consists of a single line (line 7) that will call the `doAcceleration` method and send it the acceleration property of the `CMAccelerometerData` object received by the handler. This is a simple structure with x, y, z components, each containing a reading of the acceleration on that axis.

Lines 9–11 handle the case of the accelerometer being toggled Off, using the motion manager's `stopAccelerometerUpdates` method to end accelerometer readings.

In line 13, this exact same process begins for the gyroscope, with minor exceptions. In the conditional statement in line 13, we also check the `motionManager` (`CMMotionManager`) `gyroAvailable` property. This is a Boolean to indicate whether the device has a gyroscope at all. If it doesn't, we shouldn't try to read it—so we toggle the switch back off in line 20.

Another difference from the accelerometer code is that when handling updates from the gyroscope (line 17) we will call a method, `doRotation`, with the gyroscope's rotation data; available in a simple structure, `rotationRate` with x, y, z components that indicate the rotation rate, in radians, along each axis.

Finally, when the gyroscope is toggle off, the motion manager's `stopGyroUpdates` method is called (line 21).

We now have the code in place to prepare our motion manager, start and stop updates, and invoke the `doAccelerometer` and `doGyroscope` methods with the appropriate data from our iPhone hardware. The last step? Actually implementing `doAccelerometer` and `doGyroscope`.

Reacting to Accelerometer Updates

We'll start with `doAccelerometer` because it is the more complicated of the two. This method should do two things. First, it should change the color of `colorView` if the user moves the phone suddenly. Next, if the user gently tilts the phone along the x-axis, it should progressively make the current color more solid.

To change colors, we need to sense motion. One way to do this is to look for g-forces greater than 1g along each of our x, y, and z axes. This is good for detecting quick, strong movements. A more subtle approach is to implement a filter to calculate the difference between gravity and the force the accelerometer is measuring. We'll go with the former for our implementation.

To set the alpha value as the phone tilts, we only pay attention to the x-axis. The closer the x-axis is to being on edge (a reading of 1.0 or -1.0), the more solid (1.0 alpha) we'll make the color. The closer the x-axis reading is to 0 (the phone standing upright), the more transparent (0.0 alpha) the color. We'll use the C function `fabs()` to get the absolute value of the reading because for this example we don't care whether the device is tilting left edge or right.

Implement `doAccelerometer` as shown in Listing 17.6.

LISTING 17.6

```
1: - (void)doAcceleration:(CMAcceleration)acceleration {
2:
3:     if (acceleration.x > 1.3) {
4:         colorView.backgroundColor = [UIColor greenColor];
5:     } else if (acceleration.x < -1.3) {
6:         colorView.backgroundColor = [UIColor orangeColor];
7:     } else if (acceleration.y > 1.3) {
8:         colorView.backgroundColor = [UIColor redColor];
9:     } else if (acceleration.y < -1.3) {
10:        colorView.backgroundColor = [UIColor blueColor];
11:    } else if (acceleration.z > 1.3) {
12:        colorView.backgroundColor = [UIColor yellowColor];
13:    } else if (acceleration.z < -1.3) {
14:        colorView.backgroundColor = [UIColor purpleColor];
15:    }
16:
17:    double value = fabs(acceleration.x);
18:    if (value > 1.0) { value = 1.0;}
19:    colorView.alpha = value;
20: }
```

The logic is surprisingly simple. Lines 3–15 check the acceleration along each of the three axes to see if it is greater (or less than) 1.3—that is, greater than the force of gravity on the device. If it is, the `colorView` `UIView`'s `backgroundColor` attribute is set to one of six different predefined colors. In other words, if you jerk the phone in any direction, the color will be different.

A little experimentation shows that $\pm 1.3g$ is a good measure of an abrupt movement. Try it out yourself with a few different values, and you may decide another value is better.

**Did you
Know?**

Line 17 declares a double-precision floating-point variable `value` that stores the absolute value of the acceleration along the x-axis (`acceleration.x`). This is the measurement used to lighten or darken the color when the phone tilts gently.

If `value` is greater than 1.0, it is reset to 1.0 in line 18.

Line 19 sets the alpha property of colorView to value to finish the implementation.

Not that bad, right? The gyroscope implementation is even easier.

Reacting to Gyroscope Updates

The gyroscope handling is even easier than the accelerometer because we don't need to change colors—only alter the alpha property of colorView as the user spins the phone. Instead of forcing the user to rotate the phone in one direction to get the alpha channel to change, we'll combine the rotation rates along all three axes.

Implement doRotation as shown in Listing 17.7.

LISTING 17.7

```
1: - (void)doRotation:(CMRotationRate)rotation {
2:
3:     double value = (fabs(rotation.x)+fabs(rotation.y)+fabs(rotation.z))/8.0;
4:     if (value > 1.0) { value = 1.0; }
5:     colorView.alpha = value;
6:
7: }
```

Line 3 declares value as a double-precision floating-point number and sets it to the sum of the absolute values of the three axis rotation rates (rotation.x, rotation.y, and rotation.z), divided by eight.

By the Way

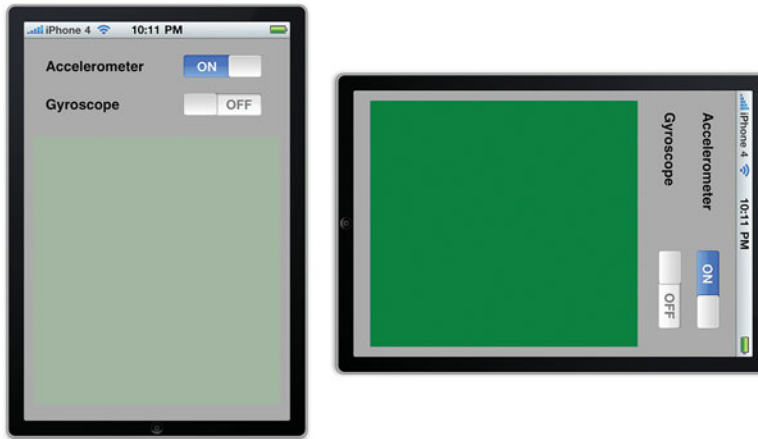
Why are we dividing by 8.0? Because an alpha value of 1.0 is a solid color, and a rotation rate of 1 (1 radian) means that the device is rotating at one-half of a rotation a second. In practice, this just seems too slow a rotation rate to get a good effect; barely turning the phone at all gives us a solid color.

By dividing by 8.0, the rotation rate would have to be four revolutions a second (8 radians) for value to reach 1, meaning it takes much more effort to make the view's background color solid.

In line 4, if value is greater than 1.0, it is set back to 1.0 because that is the maximum value the alpha property can accept.

Finally, in line 5, the alpha property of the colorView UIView is set to the calculated value.

You've just finished the application. Plug your iPhone in (this won't work in the simulator!) and choose Build and Run in Xcode. Experiment with the sudden motion, tilt, and rotation, as shown in Figure 17.9. Be sure to try activating both the accelerometer and gyroscope at once, then one at a time.

**FIGURE 17.9**

Tilt the phone to change the opacity of the background color.

If you know you're going to use both the accelerometer and gyroscope in your application, you can request updates from both simultaneously using the Core Motion motion manager (CMMotionManager) `startDeviceMotionUpdatesToQueue:withHandler` method. This incorporates both sensors into a single method with a single handler block.

Did you Know?

It's been a bit of a journey, but you now have the ability to tie directly into one of the core features of Apple's iOS device family: motion. Even better, you're doing so with Apple's latest and greatest framework: Core Motion.

Further Exploration

The Core Motion framework was introduced with the iPhone 4 and provides a great set of tools for dealing with all the iOS motion hardware in a similar manner. As a next step, I recommend reviewing the *Core Motion Framework Reference* and the *Event Handling Guide for iPhone OS*, both available through the developer documentation system in Xcode. You will also want to pay close attention to the `CMAttitude` class, which can give you a snapshot of the iPhone's attitude at a given point in time. This includes pitch, roll, and yaw (rotation about the iPhone's three axes) in one convenient structure.

Regardless of how you read motion data or what data you use, the biggest challenge will be to use motion readings to implement subtler and more natural interfaces than those in the two applications we created in this hour. A good step toward building effective motion interfaces for your applications is to dust off your old math, physics, and electronics texts and take a quick refresher course.

The simplest and most basic equations from electronics and Newtonian physics are all that is needed to create compelling interfaces. In electronics, a low-pass filter removes abrupt signals over a cutoff value, providing smooth changes in the base-line signal. This is useful for detecting smooth movements and tilts of the device and ignoring bumps and the occasional odd, spiked reading from the accelerometer and gyroscope. A high-pass filter does the opposite and detects only abrupt changes; this can help in removing the effect of gravity and detecting only purposeful movements, even when they occur along the axes that gravity is acting upon.

When you have the right signal interpretation in place, there is one more requirement for your interface to feel natural to your users: It must react like the physical and analog world of mass, force, and momentum, and not like the digital and binary world of 1s and 0s. The key to simulating the physical world in the digital is just some basic seventeenth-century physics.

Wikipedia Entries

Low-pass filter: http://en.wikipedia.org/wiki/Low-pass_filter

High-pass filter: http://en.wikipedia.org/wiki/High-pass_filter

Momentum: <http://en.wikipedia.org/wiki/Momentum>

Newton's laws of motion: <http://en.wikipedia.org/wiki/>

[Newton's_laws_of_motion](http://en.wikipedia.org/wiki/Newton's_laws_of_motion)

Summary

At this point, you know all the mechanics of working with orientation, as well as the accelerometer and gyroscope via Core Motion. You should understand how to use the Core Motion motion manager (CMMotionManager) to take direct readings from the iPhone sensors to interpret orientation, tilt, movement, and rotation of the device. You understand how to create an instance of CMMotionManager, how to tell the manager to start sending motion updates, and how to interpret the measurements that are provided.

Workshop

Quiz

1. What type of motion can't the iPhone accelerometer detect?
2. Should you drop your iPhone off the Empire State Building to test the accelerometer?

Answers

1. The accelerometer can only detect changes in how gravity is affecting the device. It cannot, for example, detect that a device is lying on a table and spinning because the force of gravity doesn't change. To detect rotation, a gyroscope is needed.
2. I don't recommend it.

Activities

1. When the Orientation application is in use, the label stays put and the text changes. This means that for three of the six orientations (upside down, left side, and right side) the text itself is also upside down or on its side. Fix this by changing not just the label text but also the orientation of the label so that the text always reads normally for the user looking at the screen. Be sure to adjust the label back to its original orientation when the orientation is standing up, face down, or face up.
2. In the final version of the ColorTilt application, sudden movement is used to change the view's color. You may have noticed that it can sometimes be difficult to get the desired color. This is because the accelerometer provides a reading for the deceleration of the device after your sudden movement. So, what often happens is that ColorTilt switches the color from the force of the deceleration immediately after switching it to the desired color from the force of the acceleration. Add a delay to the ColorTilt application so that the color can be switched at most once every second. This will make switching to the desired color easier because the acceleration will change the color but the deceleration will be ignored.

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HOOR 18

Working with Rich Media

What You'll Learn in This Hour:

- ▶ How to play full-motion video from local or remote (streaming) files
- ▶ Ways of recording and playing back audio files on your iPhone
- ▶ How to access the built-in iPod library from within your applications
- ▶ How to display and access images from the built-in photo library or camera
- ▶ Methods of retrieving and displaying information about currently playing media items

Each year, a new iPhone comes out, and each year I find myself standing in line to snatch one up. Is it the new amazing features? Not so much. In fact, my primary motivation is to keep expanding my storage space to keep up with an ever-growing media library. Sounds, podcasts, movies, TV shows—I keep them all on my iPhone. When the original 8GB iPhone came out, I assumed that I'd never run out of space. Today, I've just started having to cut back on my sync list to fit everything under 32GB.

There's no denying that the iPhone is a compelling platform for rich media playback. To make things even better, Apple provides a dizzying array of Cocoa classes that will help you add media to your own applications—everything from video, to photos, and audio recording. This hour's lesson walks you through a few different features that you may want to consider including in your development efforts.

Exploring Rich Media

In Hour 10, “Getting the User's Attention,” we introduced you to System Sound Services for playing back short (30 second) sound files. This is great for alert sounds and similar applications but hardly taps the potential of the iPhone. This hour takes things a bit further, giving you full playback capabilities, and even audio recording within your own applications.

In this hour, we'll be using two new frameworks: Media Player and AV Foundation. These two frameworks encompass more than a dozen new classes. Although we won't be able to cover everything in this hour, we'll give you a good idea of what's possible and how to get started.

In addition to these frameworks, we'll introduce the `UIImagePickerController` class. This simple object can be added to your applications to allow access to the iPhone's photo library or Camera from within your application.

Media Player Framework

The Media Player framework is used for playing back video and audio from either local or remote resources. It can be used to call up a modal iPod interface from your application, select songs, and manage playback. This is the framework that provides integration with all the built-in media features that your phone has to offer. We'll be making use of five different classes in our sample code:

MPMoviePlayerController: Allows playback of a piece of media, either located on the iPhone file system or through a remote URL. The player controller can provide a GUI for scrubbing through video, pausing, fast forwarding, or rewinding.

MPMediaPickerController: Presents the user with an interface for choosing media to play. You can filter the files displayed by the media picker or allow selection of any file from the media library.

MPMediaItem: A single piece of media, such as a song.

MPMediaItemCollection: Represents a collection of media items that will be used for playback. An instance of `MPMediaPickerController` returns an instance of `MPMediaItemCollection` that can be used directly with the next class—the music player controller.

MPMusicPlayerController: Handles the playback of media items and media item collections. Unlike the movie player controller, the music player works “behind the scenes”—allowing playback from anywhere in your application, regardless of what is displayed on the screen.

Of course, many dozens of methods are available in each of these classes. We'll be using a few simple features for starting and stopping playback, but there is an amazing amount of additional functionality that can be added to your applications with only a limited amount of coding involved.

Just as a reminder, a modal view is one that the user must interact with before a task can be completed. Modal views, such as the Media Player's iPod interface, are added on top of your existing views using a view's `presentModalViewController` method. They are dismissed with `dismissModalViewControllerAnimated`.

AV Foundation Framework

Although the Media Player framework is great for all your general media playback needs, Apple recommends the AV Foundation framework for most audio playback functions that exceed the 30 seconds allowed by System Sound Services. In addition, the AV Foundation framework offers audio recording features, making it possible to record new sound files directly in your application. This might sound like a complex programming task, but we'll do exactly that in our sample application.

You need just two new classes to add audio playback and recording to your apps:

AVAudioRecorder: Records audio (in a variety of different formats) to memory or a local file on the iPhone. The recording process can even continue while other functions are running in your application.

AVAudioPlayer: Plays back audio files of any length. Using this class, you can implement game soundtracks or other complex audio applications. You have complete control over the playback, including the ability to layer multiple sounds on top of one another.

The Image Picker

The Image Picker (`UIImagePickerController`) works similarly to the `MPMediaPickerController`, but instead of presenting a view where songs can be selected, the user's photo library is displayed instead. When the user chooses a photo, the image picker will hand us a `UIImage` object based on the user's selection.

Like the `MPMediaPickerController`, the image picker is presented within your application modally. The good news is that both of these objects implement their own view and view controller, so there's very little work that we need to do to get them to display other than a quick call to `presentModalViewController`.

As you can see, there's quite a few things to cover, so let's get started using these features in a real iPhone application.

Preparing the Media Playground Application

This hour's exercise will be less about creating a real-world application and more about building a sandbox for testing out the rich media classes. The finished application will show embedded or fullscreen video, record and play audio, browse and display images from the photo library or camera, and browse and select iPod music for playback.

Implementation Overview

Because there is so much going on in this application, we'll take a similar approach to what we did in Hour 10. We'll start by creating an application skeleton with outlets and actions, and then fill them in to implement the features we've been discussing.

There will be four main components to the application. First, a video player that plays an MPEG-4 video file when a button is pressed; fullscreen presentation will be controlled by a toggle switch. Second, we'll create an audio recorder with playback features. Third, we'll add a button that shows the iPhone photo library or camera and a UIImageView that displays the chosen photo. A toggle switch will control the image source. Finally, we'll provide the user the ability to choose songs from the iPod library and start or pause playback. The title of the currently playing song will also be displayed onscreen in a UILabel.

Setting Up the Project Files

Begin by creating a new View-based iPhone Application project in Xcode. Name the new project MediaPlayground.

Within Xcode, open the MediaPlayerViewController.h file and update the file to contain the #import directives, outlets, actions, and properties shown in Listing 18.1.

LISTING 18.1

```
#import <UIKit/UIKit.h>
#import <MediaPlayer/MediaPlayer.h>
#import <AVFoundation/AVFoundation.h>
#import <CoreAudio/CoreAudioTypes.h>

@interface MediaPlayerViewController : UIViewController
    <MPMediaPickerControllerDelegate, AVAudioPlayerDelegate,
    UIImagePickerControllerDelegate, UINavigationControllerDelegate> {
    IBOutlet UISwitch *toggleFullscreen;
    IBOutlet UISwitch *toggleCamera;
    IBOutlet UIButton *recordButton;
    IBOutlet UIButton *ipodPlayButton;
```

```

IBOutlet UILabel *nowPlaying;
IBOutlet UIImageView *chosenImage;

AVAudioRecorder *soundRecorder;
MPMusicPlayerController *musicPlayer;
}

-(IBAction)playMedia:(id)sender;
-(IBAction)recordAudio:(id)sender;
-(IBAction)playAudio:(id)sender;
-(IBAction)chooseImage:(id)sender;
-(IBAction)chooseiPod:(id)sender;
-(IBAction)playiPod:(id)sender;

@property (nonatomic,retain) UISwitch *toggleFullscreen;
@property (nonatomic,retain) UISwitch *toggleCamera;
@property (nonatomic,retain) UIButton *recordButton;
@property (nonatomic, retain) UIButton *ipodPlayButton;
@property (nonatomic, retain) UILabel *nowPlaying;
@property (nonatomic, retain) UIImageView *chosenImage;
@property (nonatomic, retain) AVAudioRecorder *soundRecorder;
@property (nonatomic, retain) MPMusicPlayerController *musicPlayer;

@end

```

Most of this code should look familiar to you. We're defining several outlets, actions, and properties for interface elements, as well as declaring the instance variables `soundRecorder` and `musicPlayer` that will hold our audio recorder and iPod music player, respectively.

There are a few additions that you might not recognize. To begin, we need to import three new interface files so that we can access the classes and methods in the Media Player and AV Foundation frameworks. The `CoreAudioTypes.h` file is required so that we can specify a file format for recording audio.

Next, you'll notice that we've declared that `MediaPlaygroundViewController` class must conform to the `MPMediaPickerControllerDelegate`, `AVAudioPlayerDelegate`, `UIImagePickerControllerDelegate`, and `UINavigationControllerDelegate` protocols. These will help us detect when the user has finished choosing music and photos, and when an audio file is done playing. That leaves `UINavigationControllerDelegate`. Why do we need this? The navigation controller delegate is required whenever you use an image picker. The good news is that you won't need to implement any additional methods for it!

After you've finished the interface file, save your changes and open the view controller implementation file, `MediaPlaygroundViewController.m`. Edit the file to include the following `@synthesize` directives after the `@implementation` line:


```

@synthesize toggleFullscreen;
@synthesize toggleCamera;
@synthesize soundRecorder;
@synthesize recordButton;
@synthesize musicPlayer;
@synthesize ipodPlayButton;
@synthesize nowPlaying;
@synthesize chosenImage;

```

Finally, for everything that we've retained, be sure to add an appropriate release line within the view controller's dealloc method:

```

- (void)dealloc {
    [toggleFullscreen release];
    [toggleCamera release];
    [soundRecorder release];
    [recordButton release];
    [musicPlayer release];
    [ipodPlayButton release];
    [nowPlaying release];
    [chosenImage release];
    [super dealloc];
}

```

Now, we'll take a few minutes to configure the interface XIB file, and then we'll explore the classes and methods that can (literally) make our apps sing.

Creating the Media Playground Interface

Open the MediaPlayerViewController.xib file in Interface Builder and begin laying out the view. This application will have a total of six buttons (UIButton), two switches (UISwitch), three labels (UILabel), and a UIImageView. In addition, we need to leave room for an embedded video player that will be added programmatically.

Figure 18.1 represents a potential design for the application. Feel free to use this approach with your layout, or modify it to suit your fancy.

Did you Know?

You might want to consider using the Attributes Inspector to set the UIImageView mode to Aspect Fill or Aspect Scale to make sure your photos look right within the view.

Connecting the Outlets and Actions

Finish up the interface work by connecting the buttons and label to the corresponding outlets and actions that were defined earlier.

For reference, the connections that you will be creating are listed in Table 18.1. Be aware that some UI elements need to connect to both an action *and* an outlet so that we can easily modify their properties in the application.

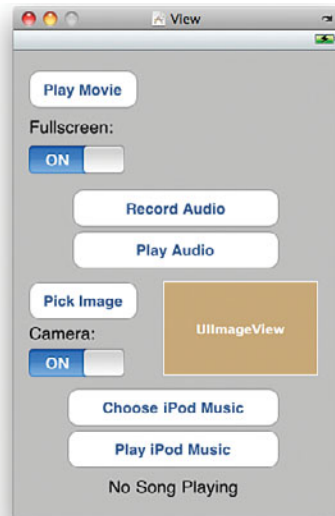


FIGURE 18.1
Create an interface for the different functions we'll be implementing.

TABLE 18.1 Interface Elements and Actions

Element Name (Type)	Outlet/Action	Purpose
Play Movie (UIButton)	Action: playMedia:	Initiates playback in an embedded movie player, displaying a video file
Fullscreen On/Off Switch (UISwitch)	Outlet: toggleFullscreen	Toggles a property of the movie player, embedding it or presenting the video fullscreen
Record Audio (UIButton)	Action: recordAudio: Outlet: recordButton:	Starts and stops audio recording
Play Audio (UIButton)	Action: playAudio:	Plays the currently recorded audio sample
Pick Image	Action: chooseImage	Opens a pop-over displaying the user's photo library
Camera On/Off Switch (UISwitch)	Outlet: toggleCamera	Toggles a property of the image selector, presenting either the photo library or camera
UIImageView	Outlet: chosenImage	The image view that will be used for displaying a photo from the user's photo library
Choose iPod Music (UIButton)	Action: chooseiPod:	Opens a pop-over displaying the user's music library for creating a playlist.
Play iPod Music (UIButton)	Action: playiPod: Outlet: ipodPlayButton	Plays or pauses the current playlist
No Song Playing (UILabel)	Outlet: nowPlaying	Displays the title of the currently playing song (if any)

After creating all the connections to and from the File Owner's icon, save and close the XIB file. We've now created the basic skeleton for all the media capabilities we'll be adding in the rest of the exercise.

Using the Movie Player

The Media Player framework provides access to the built-in media playback capabilities of the iPhone. Everything you typically see when playing video or audio—the scrubber control, fast forward/rewind, play, pause—all of these features come “for free” within the classes provided by the Media Player.

In this exercise, we'll use the `MPMoviePlayerController` class. There are only three methods between us and movie-playback bliss:

`initWithContentURL:` Provided with an `NSURL` object, this method initializes the movie player and prepares it for playback.

`play:` Begins playing the selected movie file.

`setFullscreen:animated:` Sets the movie playback to fullscreen.

Because the movie controller itself implements controls for controlling playback, we don't need to implement additional features ourselves. If we wanted to, however, there are many other methods, including `stop`, that we could call on to control playback.

Did you Know?

These are only a few of the dozens of methods and properties available for the movie player. You can get pointers to additional resources in the “Further Exploration” section at the end of this hour.

Adding the Media Player Framework

To use the `MPMoviePlayerController` class (and the `MPMusicPlayerController` we'll be implementing a bit later), we must first add the Media Player framework to the project. To do this, right-click the Frameworks folder icon in Xcode, and choose Add, Existing Frameworks. Select `MediaPlayer.framework` in the list that appears, and then click Add.

Watch Out!

Typically, you also need to add a corresponding import line in your header file (`#import <MediaPlayer/MediaPlayer.h>`), but because we already added this during the application setup, you should be good to go!

Adding Media Files

As you might have noticed earlier when we listed the methods we would be using, initializing an instance of `MPMoviePlayerController` is performed by passing in an `NSURL` object. This means that if you pass in a URL for a media file hosted on a web server, as long as it is a supported format, it will work!

What Are the Supported Formats?

Officially, Apple supports the following codecs: H.264 Baseline Profile 3, MPEG-4 Part 2 video in .mov, .m4v, .mpv, or .mp4 containers. On the audio side, AAC-LC, and MP3 formats are supported.

This is the complete list of audio formats supported by the iPhone:

AAC (16 to 320Kbps)

AIFF

AAC Protected (MP4 from iTunes Store)

MP3 (16 to 320Kbps)

MP3 VBR

Audible (formats 2–4)

Apple Lossless

WAV

For this example, however, we've chosen to include a local media file so that we can easily test the functionality. Locate the `movie.m4v` file included in the `MediaPlayground` project folder, and drag it into your Xcode resources group so that we can access it directly in the application. Be sure to choose to copy the file to the project, when prompted.

Implementing Movie Playback

For movie playback in the `MediaPlayground` application to work, we need to implement the `playMedia:` method. This is invoked by the Play Movie button we built in to the interface earlier. Let's add the method, and then walk through how it works.

Add the code from Listing 18.2 to the `MediaPlaygroundViewController.m` file.

LISTING 18.2

```
1: -(IBAction)playMedia:(id)sender {
2:     NSString *movieFile;
3:     MPMoviePlayerController *moviePlayer;
4:
5:     movieFile = [[NSBundle mainBundle]
6:                 pathForResource:@"movie" ofType:@"m4v"];
```

LISTING 18.2 continued

```

7:     moviePlayer = [[MPMoviePlayerController alloc]
8:         initWithContentURL: [NSURL fileURLWithPath: movieFile]];
9:
10:    [moviePlayer.view setFrame:CGRectMake(145.0, 20.0, 155.0 , 100.0)];
11:    [self.view addSubview:moviePlayer.view ];
12:
13:
14:    [[NSNotificationCenter defaultCenter] addObserver:self
15:        selector:@selector(playMediaFinished:)
16:        name:MPMoviePlayerPlaybackDidFinishNotification
17:        object:moviePlayer];
18:
19:    [moviePlayer play];
20:
21:    if ([toggleFullscreen isOn]) {
22:        [moviePlayer setFullscreen:YES animated:YES];
23:    }
24:
25: }
```

Things start off simple enough. Line 2 declares a string `movieFile` that will hold the path to the movie file we added in the previous step. Next, in line 3, we declare the `moviePlayer`, a reference to an instance of `MPMoviePlayerController`.

Next, lines 5–6 grab and store the path of the `movie.m4v` file in the `movieFile` variable.

Lines 7–8 allocate and initialize the `moviePlayer` itself using an `NSURL` instance that contains the path from `movieFile`. Believe it or not, this is most of the “heavy lifting” of the movie playback method! After we’ve completed this line, we could (if we wanted) immediately call the `play` method on the `moviePlayer` object and see the movie play! We’ve chosen to add an additional feature instead.

Lines 10–11 set the frame dimensions of the movie player that we want to embed in the view, and then adds the `moviePlayer` view to the main application view. If this seems familiar, it’s because it’s the same technique we used to add a field to an alert in Hour 10.

Playback is started using the `play` method in line 19.

Finally, lines 21–23 check to see whether the toggle switch (`toggleFullscreen`) is turned “on” using the `UISwitch` instance method `isOn`. If the switch *is* on, we use the method `setFullscreen:animated` to expand the movie to fill the iPhone’s screen. If the switch is off, we do nothing, and the movie plays back within the confines of the frame we defined.

Notice anything missing? We’ve conveniently skipped over lines 14–17. These lines add a notification for the movie player that will help us identify when the movie

has stopped playing. Because this is the first time you've worked with a notification, we'll address it separately.

Receiving a Notification

There is a teensy-weensy problem with implementing the `MPMoviePlayerController` as we've done here. If we attempt to release the movie player after the play line, the application will crash. If we attempt to autorelease the player, the same thing happens! So, how in the world can we get rid of the player?

The key is that we need to wait until the movie is no longer playing. To do that, we use the `NSNotificationCenter` class to register an "observer" that will watch for a specific notification message from the `mediaPlayer` object, and then call a method of our choosing when it receives the notification.

The `MPMoviePlayerController` sends the `MPMoviePlayerPlaybackDidFinish` Notification when it has finished playing a piece of media. In lines 16–19 we register that notification for our `mediaPlayer` object and ask the notification center to invoke the `playMediaFinished:` method when it receives the notification. Put simply, when the movie player is finished playing the movie (or the user stops playback), the `playMediaFinished:` method is called.

Implementing the `playMediaFinished:` method allows us to clean up when we're done with the movie player!

Handling Cleanup

To clean up after the movie playback has finished, we need to release the `mediaPlayer` object. Add the `playMediaFinished:` method to the `MPMoviePlayerController.m` file, as shown in Listing 18.3.

LISTING 18.3

```
1: -(void)playMediaFinished:(NSNotification*)theNotification
2: {
3:     MPMoviePlayerController *moviePlayer=[theNotification object];
4:
5:     [[NSNotificationCenter defaultCenter] removeObserver:self
6:         name:MPMoviePlayerPlaybackDidFinishNotification
7:         object:moviePlayer];
8:
9:     [moviePlayer.view removeFromSuperview];
10:    [moviePlayer release];
11: }
```

Three things need to happen in this method. First, in line 3, we assign the local `moviePlayer` variable to the object that is passed in from the notification. This is

the same object that we were using when we initiated the play method in `playMedia`; it just arrived in this method by way of a notification, so we need to call the object method on the notification to access it again.

In lines 5–7, we tell the notification center that it can stop looking for the `MPMoviePlayerPlaybackDidFinishNotification` notification. Because we're going to be releasing the movie player object, there's no point in keeping it around.

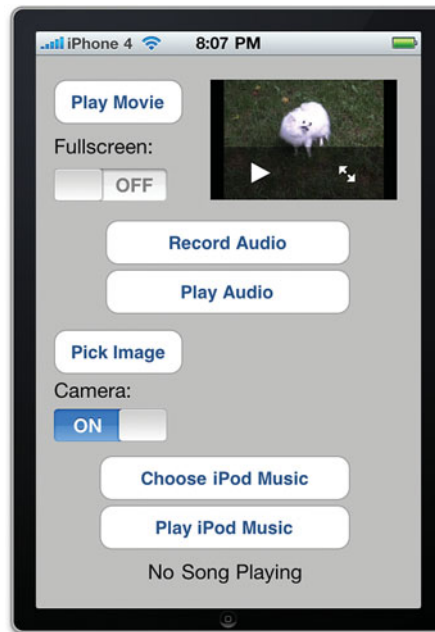
Line 9 removes the embedded movie player view from the main application view.

Finally, in line 9, we can release the movie player!

Movie playback is now available in the application, as demonstrated in Figure 18.2. Choose Build and Run in Xcode, press the Play Movie button, and sit back and enjoy the show!

FIGURE 18.2

The application will now play the video file when Play Movie is touched.



Creating and Playing Audio Recordings

In the second part of the tutorial, we'll be adding audio recording and playback to the application. Unlike the movie player, we'll be using classes within the AV Foundation framework to implement these features. As you'll learn, very little coding needs to be done to make this work!

For the recorder, we'll use the `AVAudioRecorder` class and these methods:

`initWithURL:settings:error:` Provided with an `NSURL` instance pointing to a local file and `NSDictionary` containing a few settings, this method returns an instance of a recorder, ready to use.

`record:` Begins recording.

`stop:` Ends the recording session.

Not coincidentally, the playback feature, an instance of `AVAudioPlayer`, uses some very similar methods:

`initWithContentsOfURL:error:` Creates an audio player object that can be used to play back the contents of the file pointed to by an `NSURL` object

`play:` Plays back the audio

When you were entering the contents of the `MediaPlayground.h` file a bit earlier, you may have noticed that we slipped in a protocol: `AVAudioPlayerDelegate`. By conforming to this protocol, we can implement the method `audioPlayerDidFinishPlaying:successfully:`, which will automatically be invoked when our audio player finishes playing back the recording. No notifications needed this time around!

Adding the AV Foundation Framework

To use the `AVAudioPlayer` and `AVAudioRecorder` classes, we must add the AV Foundation framework to the project. Right-click the Frameworks folder icon in the Xcode project, and choose Add, Existing Frameworks. Select the AVFoundation framework, and then click Add.

Remember, the framework also requires a corresponding import line in your header file (`#import <AVFoundation/AVFoundation.h>`) to access the classes and methods. We added this earlier when setting up the project.

**Watch
Out!**

Implementing Audio Recording

To add audio recording, we need to create the `recordAudio:` method, but before we do, let's think through this a bit. What happens when we initiate a recording? In this application, recording will continue until we press the button again.

To implement this functionality, the “recorder” object itself must persist between calls to the `recordAudio:` method. We'll make sure this happens by using the

soundRecorder instance variable in the MediaPlayerGroundViewController class (declared in the project setup) to hold the AVAudioRecorder object. By setting the object up in the viewDidLoad method, it will be available anywhere and anytime we need it. Edit MediaPlayerGroundViewController.m and add the code in Listing 18.4 to viewDidLoad.

LISTING 18.4

```

1: - (void)viewDidLoad {
2:     NSString *tempDir;
3:     NSURL *soundFile;
4:     NSDictionary *soundSetting;
5:
6:     tempDir=NSTemporaryDirectory();
7:     soundFile=[NSURL URLWithString:
8:         [tempDir stringByAppendingString:@"sound.caf"]];
9:
10:    soundSetting = [NSDictionary dictionaryWithObjectsAndKeys:
11:        [NSNumber numberWithInt: 44100.0],AVSampleRateKey,
12:        [NSNumber numberWithInt: kAudioFormatMPEG4AAC],AVFormatIDKey,
13:        [NSNumber numberWithInt: 2],AVNumberOfChannelsKey,
14:        [NSNumber numberWithInt: AVAudioQualityHigh],AVEncoderAudioQualityKey,
15:        nil];
16:
17:    soundRecorder = [[AVAudioRecorder alloc] initWithURL: soundFile
18:                                                         settings: soundSetting
19:                                                         error: nil];
20:
21:    [super viewDidLoad];
22: }
```

Beginning with the basics, lines 2–3 declare a string, tempDir, that will hold the iPhone temporary directory (which we'll need to store a sound recording), a URL, soundFile, which will point to the sound file itself, and soundSetting, a dictionary that will hold several settings needed to tell the recorder how it should be recording.

In line 6, we use NSTemporaryDirectory() to grab and store the temporary directory path where your application can store its sound find.

Lines 7–8 concatenate "sound.caf" onto the end of the temporary directory. This string is then used to initialize a new instance of NSURL, which is stored in the soundFile variable.

Lines 10–15 create an NSDictionary object that contains keys and values for configuring the format of the sound being recorded. Unless you're familiar with audio recording, many of these might be pretty foreign sounding. Here's the 30-second summary:

AVSampleRateKey: The number of audio samples the recorder will take per second.

AVFormatIDKey: The recording format for the audio.

AVNumberOfChannelsKey: The number of audio channels in the recording. Stereo audio, for example, has two channels.

AVEncoderAudioQualityKey: A quality setting for the encoder.

To learn more about the different settings, what they mean, and what the possible options are, read the `AVAudioRecorder` Class Reference (scroll to the “Constants” section) in the Xcode developer documentation utility.

**By the
Way**

The audio format specified in the settings is defined in the `CoreAudioTypes.h` file. Because the settings reference an audio type by name, you must import this file: (`#import <CoreAudio/CoreAudioTypes.h>`).

Again, this was completed in the initial project setup, so no need to make any changes now.

**Watch
Out!**

In lines 17–19, the audio recorder, `soundRecorder`, is initialized with the `soundFile` URL and the settings stored in the `soundSettings` dictionary. We pass `nil` to the error parameter because we don’t (for this example) care whether an error occurs. If we did experience an error, it would be returned in a value passed to this parameter.

Controlling Recording

With the `soundRecorder` allocated and initialized, all that we need to do is implement `recordAudio:` so that the record and stop methods are invoked as needed. To make things interesting, we’ll have the `recordButton` change its title between Record Audio and Stop Recording when pressed.

Add the following code in Listing 18.5 to `MediaPlayergroundViewController.m`.

LISTING 18.5

```

1: -(IBAction)recordAudio:(id)sender {
2:     if ([recordButton.titleLabel.text isEqualToString:@"Record Audio"]) {
3:         [soundRecorder record];
4:         [recordButton setTitle:@"Stop Recording"
5:                               forState:UIControlStateNormal];
6:     } else {
7:         [soundRecorder stop];
8:         [recordButton setTitle:@"Record Audio"
9:                               forState:UIControlStateNormal];
10:    }
11: }
```

In line 2, the method checks the title of the `recordButton` variable. If it is set to Record Audio, the method uses `[soundRecorder record]` to start recording (line 3), and then, in lines 4–5, sets the `recordButton` title to Stop Recording. If the title *does-n't* read Record Audio, then we're already in the process of making a recording. In this case, we use `[soundRecorder stop]` in line 7 to end the recording and set the button title back to Record Audio in lines 8–9.

That's it for recording! Let's implement playback so that we can actually *hear* what we've recorded!

Controlling Audio Playback

To play back the audio that we recorded, we'll create an instance of the `AVAudioPlayer` class, point it at the sound file we created with the recorder, and then call the `play` method. We'll also add the method `audioPlayerDidFinishPlaying:successfully:` defined by the `AVAudioPlayerDelegate` protocol so that we've got a convenient place to release the audio player object.

Start by adding the `playAudio:` method, in Listing 18.6, to `MediaPlaygroundViewController.m`.

LISTING 18.6

```

1: -(IBAction)playAudio:(id)sender {
2:     NSURL *soundFile;
3:     NSString *tempDir;
4:     AVAudioPlayer *audioPlayer;
5:
6:     tempDir=NSTemporaryDirectory();
7:     soundFile=[NSURL fileURLWithPath:
8:         [tempDir stringByAppendingString:@"sound.caf"]];
9:
10:    audioPlayer = [[AVAudioPlayer alloc]
11:        initWithContentsOfURL:soundFile error:nil];
12:
13:    [audioPlayer setDelegate:self];
14:    [audioPlayer play];
15: }
```

In lines 2–3, we define variables for holding the iPhone application's temporary directory and a URL for the sound file—exactly the same as the record.

Line 4 declares the `audioPlayer` instance of `AVAudioPlayer`.

Lines 6–8 should look familiar because once again, they grab and store the temporary directory and use it to initialize an `NSURL` object, `soundFile`, that points to the `sound.caf` file we've recorded.

In lines 10 and 11, the audio player, `audioPlayer`, is allocated and initialized with the contents of `soundFile`.

Line 13 is a bit out of the ordinary, but nothing too strange. The `setDelegate` method is called with the parameter of `self`. This tells the `audioPlayer` instance that it can look in the view controller object (`MediaPlaygroundViewController`) for its `AVAudioPlayerDelegate` protocol methods.

Line 14 initiates playback using the `play` method.

Handling Cleanup

To handle releasing the `AVAudioPlayer` instance after it has finished playing, we need to implement the protocol method `audioPlayerDidFinishPlaying:successfully:`. Add the following method code to the view controller implementation file:

```
(void)audioPlayerDidFinishPlaying:
    (AVAudioPlayer *)player successfully:(BOOL)flag {
    [player release];
}
```

We get a reference to the player we allocated via the incoming `player` parameter, so we just send it the `release` message and we're done!

Choose **Build and Run** in Xcode to test recording and playback. Press **Record Audio** to begin recording. Talk, sing, or yell at your iPhone. Touch **Stop Recording**, as shown in Figure 18.3, to end the recording. Finally, press the **Play Audio** button to initiate playback.

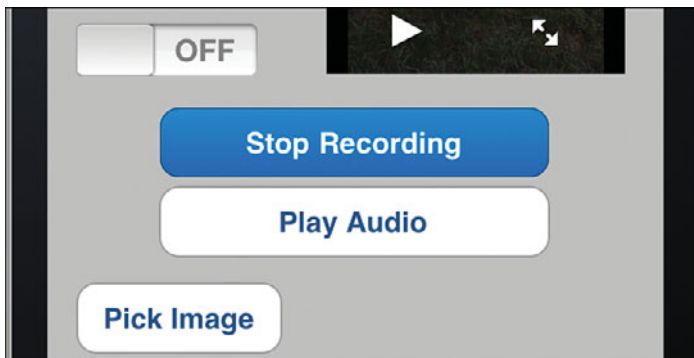


FIGURE 18.3
Record and play
back audio!

It's time to move on to the next part of this hour's exercise: accessing and displaying photos from the photo library.

Using the Photo Library and Camera

The iPhone is great for storing pictures and, with the new high-quality camera in the iPhone 4, great for taking pictures, too. By integrating the photo library with your apps, you can directly access any image stored on the device or take a new picture and use it within your application. In this hour's tutorial, we're going to display the library, allow the user to take a photo either from the camera or library, and display it within a UIImageView in the application interface.

The magic that makes this possible is the UIImagePickerController class. This class will give us a view controller and view where the user can navigate their photos and videos and access the camera. We'll add this to our main application view as a modal view using the method presentViewController within our main MediaPlayerViewController instance.

We will need to implement the UIImagePickerControllerDelegate protocol's UIImagePickerControllerDelegate:didFinishPickingMediaWithInfo to detect when an image has been chosen and to properly dismiss the image picker.

Implementing the Image Picker

When a user touches the Pick Image button, our application triggers the method chooseImage. Within this method we will allocate the UIImagePickerController, configure the type of media (camera or library) that it will be browsing, set its delegate, and then display it.

Enter the chooseImage method shown in Listing 18.7.

LISTING 18.7

```
1: -(IBAction)chooseImage:(id)sender {
2:     UIImagePickerController *imagePicker;
3:     imagePicker = [[UIImagePickerController alloc] init];
4:
5:     if ([toggleCamera isOn]) {
6:         imagePicker.sourceType=UIImagePickerControllerSourceTypeCamera;
7:     } else {
8:         imagePicker.sourceType=UIImagePickerControllerSourceTypePhotoLibrary;
9:     }
10:    imagePicker.delegate=self;
11:    [[UIApplication sharedApplication] statusBarHidden:YES];
12:    [self presentViewController:imagePicker animated:YES];
13:    [imagePicker release];
14: }
```

In lines 2–3, imagePicker is allocated and initialized as an instance of UIImagePickerController.

Lines 5–9 sets the `sourceType` property of the image picker to `UIImagePickerControllerSourceTypeCamera` if the `toggleCamera` switch is set to on or `UIImagePickerControllerSourceTypePhotoLibrary` if it isn't. In other words, the user can use the toggle switch to choose from photo library images or the camera.

There is another possible source you may want to use: `UIImagePickerControllerSourceTypeSavedPhotosAlbum`. This is used to view the camera photo roll.

***Did you
Know?***

If you'd like to determine exactly what sort of camera devices are available on your system, you can test using the `UIImagePickerController` method `isCameraDeviceAvailable`, which returns a Boolean value:

```
[UIImagePickerController isCameraDeviceAvailable:<camera type>]
```

Where the `camera type` is

```
UIImagePickerControllerCameraDeviceRear
```

or

```
UIImagePickerControllerCameraDeviceFront
```

***Did you
Know?***

Line 10 sets the image picker delegate to be the `MediaPlayerViewController` class. This means we will need to implement some supporting methods to handle when the user is finished choosing a photo.

In Line 11, we hide the application's status bar. This is necessary because the photo library and camera interfaces are meant to be viewed fullscreen. First we use `[UIApplication sharedApplication]` to grab our application object, and then use the application's `setStatusBarHidden` method to hide the bar.

Line 12 adds the `imagePicker` view controller over the top of our existing view.

In line 13, the `imagePicker` is released. The object, however, will not be released from memory until the modal view that contains it is dismissed.

Displaying the Chosen Image

With what we've written so far, the user can now touch the Pick Image button, but not much is going to happen when they navigate to an image. To react to an image selection, we will implement the delegate method `imagePickerController:didFinishPickingMediaWithInfo`.

This method will automatically be called when the user makes a selection in the image picker. The method is passed an `NSDictionary` object that can contain several things: the image itself, an edited version of the image (if cropping/scaling is

allowed), or information about the image. We must provide the key value to retrieve the value we want. For this application, we will be accessing the object returned by the UIImagePickerControllerOriginalImage key, a UIImage. This UIImage will then be displayed within the chosenImage UIImageView in our interface.

Did you Know?

To learn more about the data that can be returned by the image picker, read the UIImagePickerControllerDelegate Protocol reference within the Apple developer documentation.

Add the UIImagePickerController:didFinishPickingMediaWithInfo delegate method shown in Listing 18.8 to the MediaPlayeroGroundViewController.m file.

LISTING 18.8

```
1: - (void)imagePickerController:(UIImagePickerController *)picker
2:   didFinishPickingMediaWithInfo:(NSDictionary *)info {
3:     [[UIApplication sharedApplication] setStatusBarHidden:NO];
4:     [self dismissModalViewControllerAnimated:YES];
5:     chosenImage.image=[info objectForKey:
6:                         UIImagePickerControllerOriginalImage];
7: }
```

After the image is chosen, we can redisplay the status bar in line 3, and then dismiss the image picker using dismissModalViewControllerAnimated in line 4.

Lines 5–6 do all the remaining work! We access the UIImage that the user has chosen by grabbing the object in the info dictionary that is referenced by the UIImagePickerControllerOriginalImage key. This is assigned to the image property of chosenImage, displaying the image, in all its glory, in the application's view.

Cleaning Up After the Image Picker

There is still a scenario that must be accounted for before we can call the image-picking portion of our MediaPlayeroGround application complete. A user can click a “cancel” button within the image picker, leaving the picker without choosing anything! The UIImagePickerControllerDidCancel delegate method was made for exactly this situation. Implement this method to reshow the status bar, and then dismiss the image picker by calling dismissModalViewControllerAnimated: as follows:

```
- (void)imagePickerControllerDidCancel:
    (UIImagePickerController *)picker {
    [[UIApplication sharedApplication] setStatusBarHidden:NO];
    [self dismissModalViewControllerAnimated:YES];
}
```

You should now be able to use the Pick Image button and display photos from the photo library and camera, as shown in Figure 18.4.



FIGURE 18.4
Choose (or capture) and display photos in your application!

Our final step in this hour's lesson is accessing the iPod library and playing content. You'll notice quite a few similarities to using the photo library in this implementation.

Accessing and Playing the iPod Library

When Apple opened iOS for development, they didn't initially provide a method for accessing the iPod library. This led to applications implementing their own libraries for background music and a less-than-ideal experience for the end user.

Thankfully, developers can now directly access the iPod library and play any of the available music files. Best of all, this is amazingly simple to implement!

First, you'll be using the `MPMediaPickerController` class to choose the music to play. There's only a single method we'll be calling from this class:

`initWithMediaTypes`: Initializes the media picker and filters the files that are available in the picker

We'll configure its behavior with a handful of properties that can be set on the object:

`prompt`: A string that is displayed to the user when choosing songs

`allowsPickingMultipleItems`: Configures whether the user can choose one or more sound files

Like the `AVAudioPlayer`, we're going to conform to the `MPMediaPickerControllerDelegate` protocol so that we can react when the user chooses a playlist. The method that we'll be adding as part of the protocol is `mediaPicker:didPickMediaItems:`.

To play back the audio, we'll take advantage of the `MPMusicPlayerController` class, which can use the playlist returned by the media picker. To control starting and pausing the playback, we'll use four methods:

`iPodMusicPlayer`: This class method initializes the music player as an "iPod" music player, capable of accessing the iPod music library.

`setQueueWithItemCollection`: Sets the playback queue using a playlist (`MPMediaItemCollection`) object returned by the media picker.

`play`: Starts playing music.

`pause`: Pauses the music playback.

As you can see, when you get the hang of one of the media classes, the others start to seem very "familiar," using similar initialization and playback control methods.

Watch Out!

The iPod music playback features require the same Media Player framework we added previously for the `MPMoviePlayerController` class. If you skipped that section, return to the "Adding the Media Player Framework" section, earlier in this hour.

Implementing the Media Picker

To use a media picker, we'll follow steps similar to the Image Picker: We'll initialize and configure the behavior of the picker, and then add the picker as a modal view. When the user is done with the picker, we'll add the playlist it returns to the music player and dismiss the picker view controller. If the user decides they don't want to pick anything, we'll simply dismiss the picker and move on.

For all of these steps to fall into place, we must already have an instance of the music player so that we can hand off the playlist. Recall that we declared an instance variable `musicPlayer` for the `MediaPlaygroundViewController` class. We'll go ahead and initialize this variable in the `MediaPlaygroundViewController.m` `viewDidLoad` method. Add the following line to the method now (the location isn't important):

```
musicPlayer=[MPMusicPlayerController iPodMusicPlayer];
```

With that small addition, our instance of the music player is ready, so we can proceed with coding the `chooseiPod:` method to display the media picker.

Update the `MediaPlaygroundViewController` implementation file with the new method in Listing 18.9.

LISTING 18.9

```

1: -(IBAction)chooseiPod:(id)sender {
2:     MPMediaPickerController *musicPicker;
3:
4:     [musicPlayer stop];
5:     nowPlaying.text=@"No Song Playing";
6:     [ipodPlayButton setTitle:@"Play iPod Music"
7:         forState:UIControlStateNormal];
8:
9:     musicPicker = [[MPMediaPickerController alloc]
10:        initWithMediaTypes: MPMediaTypeMusic];
11:
12:     musicPicker.prompt = @"Choose Songs to Play" ;
13:     musicPicker.allowsPickingMultipleItems = YES;
14:     musicPicker.delegate = self;
15:
16:     [self presentModalViewController:musicPicker animated:YES];
17:     [musicPicker release];
18: }
```

First, line 2 declares the instance of `MPMediaPickerController`, `musicPicker`.

Next, lines 4–7 make sure that when the picker is called, the music player will stop playing its current song, the `nowPlaying` label in the interface is set to the default string “No Song Playing”, and the playback button is set to read “Play iPod Music”. These lines aren’t necessary, but they keep our interface from being out of sync with what is actually going on in the application.

Lines 9–10 allocate and initialize the media picker controller instance. It is initialized with a constant, `MPMediaTypeMusic`, that defines the type of files the user will be allowed to choose with the picker. You can provide any of five values listed here:

<code>MPMediaTypeMusic</code>	Music files
<code>MPMediaTypePodcast</code>	Podcasts
<code>MPMediaTypeAudioBook</code>	Audio books
<code>MPMediaTypeAnyAudio</code>	Any audio type
<code>MPMediaTypeAny</code>	Any media type

Line 12 sets a message that will be displayed at the top of the music picker.

In line 13, we set the `allowsPickingMultipleItems` property to a Boolean value (YES or NO) to configure whether the user can select one or more media files.

Line 14 sets the delegate music picker's delegate. In other words, it tells the musicPicker object to look in the MediaPlayerViewController for the MPMediaPickerControllerDelegate protocol methods.

Line 16 uses the musicPicker view controller to display the iPod music library over the top of our application's view.

Finally, line 17 releases the musicPicker.

Watch Out!

If you find it confusing that you release the musicPicker in this method, I don't blame you. After the music picker is added to the modal view, its retain count is incremented, so releasing it essentially means that we aren't responsible for it anymore. When the modal view controller is dismissed later, the music picker will be autoreleased.

What's frustrating is that although this *init, alloc, release* pattern works well *here*, you may find yourself thinking that some other object can be managed similarly and end up releasing when you shouldn't. Only a thorough read of the corresponding Apple documentation will tell you with certainty how something will behave.

Getting the Playlist

To get the playlist that is returned by media picker (an object called MPMediaItemCollection) and clean up after ourselves, we'll add the mediaPicker:didPickMediaItems: protocol method from Listing 18.10 to our growing implementation.

LISTING 18.10

```
1: - (void)mediaPicker: (MPMediaPickerController *)mediaPicker
2:   didPickMediaItems: (MPMediaItemCollection *)mediaItemCollection {
3:     [musicPlayer setQueueWithItemCollection: mediaItemCollection];
4:     [self dismissModalViewControllerAnimated:YES];
5: }
```

When the user is finished picking songs in the media picker, this method is called and passed the chosen items in a MPMediaItemCollection object, mediaItemCollection. In line 3, the music player instance, musicPlayer, is subsequently configured with the playlist via the setQueueWithItemCollection: method.

To clean things up, the modal view is dismissed in line 4.

Cleaning Up After the Media Picker

We've got one more situation to account for before we can wrap up the media picker: the possibility of a user exiting the media picker without choosing anything (touching Done without picking any tracks). To cover this event, we'll add the delegate protocol method mediaPickerDidCancel. As with the image picker, we just

need to dismiss the modal view controller. Add this method to the `MediaPlayerViewController.m` file:

```
- (void)mediaPickerDidCancel:(MPMediaPickerController *)mediaPicker {
    [self dismissModalViewControllerAnimated:YES];
}
```

Congratulations! You're almost finished! The media picker feature is now implemented, so our only remaining task is to add the music player and make sure the corresponding song titles are displayed.

Implementing the Music Player

Because the `musicPlayer` object was created in the `viewDidLoad` method of the view controller (see the start of "Implementing the Media Picker") and the music player's playlist was set in `mediaPicker:didPickMediaItems:`, the only real work that the `playiPod:` method must handle is starting and pausing playback.

To spice things up a bit, we'll try to be a bit clever—toggling the `ipodPlayButton` title between Play iPod Music (the default) and Pause iPod Music as needed. As a final touch, we'll access a property of musicPlayer `MPMusicPlayerController` object called `nowPlayingItem`. This property is an object of type `MPMediaItem`, which contains a string property called `MPMediaItemPropertyTitle` set to the name of the currently playing media file, if available.

To grab the title from `musicPlayer.nowPlayingItem`, we'll use a `MPMediaItem` instance method `valueForProperty:`.

For example: `[musicPlayer.nowPlayingItem valueForProperty:MPMediaItemPropertyTitle]`

If you attempt to use `musicPlayer.nowPlayingItem.MPMediaItemPropertyTitle`, it will fail. You must use the `valueForProperty:` method to retrieve the title or other `MPMediaItem` properties.

**Watch
Out!**

Putting this all together, we get the implementation of `playiPod` in Listing 18.11.

LISTING 18.11

```
1: -(IBAction)playiPod:(id)sender {
2:     if ([ipodPlayButton.titleLabel.text isEqualToString:@"Play iPod Music"]) {
3:         [musicPlayer play];
4:         [ipodPlayButton setTitle:@"Pause iPod Music"
5:                                forState:UIControlStateNormal];
6:         nowPlaying.text=[musicPlayer.nowPlayingItem
7:                          valueForProperty:MPMediaItemPropertyTitle];
8:     } else {
```

LISTING 18.11 continued

```

9:         [musicPlayer pause];
10:        [ipodPlayButton setTitle:@"Play iPod Music"
11:                                     forState:UIControlStateNormal];
12:        nowPlaying.text=@"No Song Playing";
13:    }
14: }
```

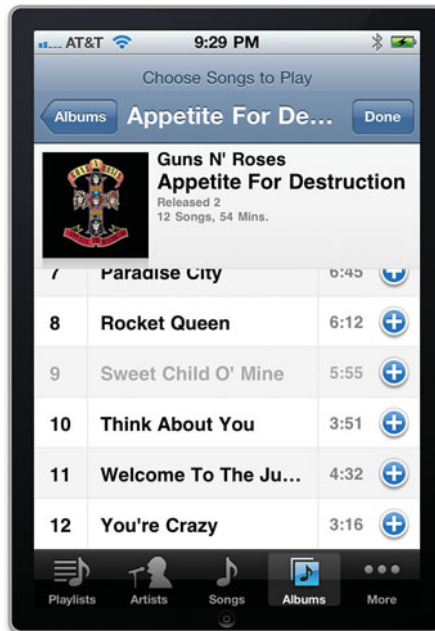
Line 2 checks to see whether the `ipodPlayButton` title is set to Play iPod Music. If it is, line 3 starts playback, lines 4–5 reset the button to read “Pause iPod Music”, and lines 6–7 set the `nowPlaying` label to the title of the current audio track.

If the `ipodPlayButton` title is *not* Play iPod Music (line 8), the music is paused, the button title is reset to Play iPod Music, and the onscreen label is changed to display No Song Playing.

After completing the method implementation, save the `MediaPlaygroundViewController.m` file, and choose Build and Run to test the application. Pressing the Choose iPod Music button will open a media picker, as shown in Figure 18.5.

FIGURE 18.5

The media picker enables browsing the iPhone’s iPod music library.



After you’ve created a playlist, press the Done button in the media picker, and then touch Play iPod Music to begin playing the sounds you’ve chosen. The title of the current song is displayed at the bottom of the interface.

There was quite a bit covered in this hour's lesson, but consider the capabilities you've uncovered. Your projects can now tie into the same media capabilities that Apple uses in its iPhone apps—delivering rich multimedia to your users with a relatively minimal amount of coding.

Further Exploration

We touched on only a few of the configuration options available for the `MPMoviePlayerController`, `MPMusicPlayerController`, `AVAudioPlayer`, `UIImagePickerController`, and `MPMediaPickerController` classes—but far more customization is possible if you dig through the documentation.

The `MPMoviePlayerController` class, for example, offers the `movieControlMode` property for configuring the onscreen controls for when the movie is playing. You can also programmatically “scrub” through the movie by setting the playback starting point with the `initialPlaybackTime` property. As mentioned (but not demonstrated) in this lesson, this class can even play back a media file hosted on a remote URL—including streaming media.

Custom settings on `AVAudioPlayer` can help you create background sounds and music with properties such as `numberOfLoops` to set looping of the audio playback and `volume` for controlling volume dynamically. You can even enable and control advanced audio metering, monitoring the audio power in decibels for a given sound channel.

On the image side of things, the `UIImagePickerController` includes properties such as `allowsEditing` to enable the user to trim video clips or scale and crop images directly within the image picker. You'll want to check out the capability of this class to further control the iPhone's cameras (rear and front!) and record video.

For those interested in going a step further, you may also want to review the documents “OpenGL ES Programming Guide for iPhone,” “Introduction to Core Animation Programming Guide,” and “Core Audio Overview.” These Apple tutorials will introduce you to the 3D, animation, and advanced audio capabilities available in iOS.

As always, the Apple Xcode documentation utility provides an excellent place for exploring classes and finding associated sample code.

Apple Tutorials

Getting Started with Audio & Video (accessible through the Xcode documentation): This introduction to the iOS A/V capabilities will help you understand what classes to use for what purposes. It also links to a variety of sample applications demonstrating the media features.

AddMusic (accessible through the Xcode documentation): Demonstrates the use of the `MPMediaPickerController` and the `MPMediaPickerControllerDelegate` protocol and playback via the `MPMusicPlayerController` class.

MoviePlayer (accessible through the Xcode documentation): Explores the full range of features in the `MPMoviePlayerController` class, including custom overlays, control customization, and loading movies over a network URL.

Summary

It's hard to believe, but in the span of an hour, you've learned about eight new media classes, three protocols, and a handful of class methods and properties. These will provide much of the functionality you need to create applications that handle rich media. The AV Foundation framework gives us a simple method for recording and playing back high-quality audio streams. The Media Player framework, on the other hand, handles streaming audio and video and can even tap into the existing resources stored in the iPod library. Finally, the easy-to-use `UIImagePickerController` class gives us surprisingly straightforward access to visual media and cameras on the device.

Because there are many more methods available in the Media Player framework, I recommend spending additional time reviewing the Xcode documentation if you are at all interested in building multimedia applications.

Q&A

- Q. *How do I make the decision between using `MPMusicPlayerController` versus `AVAudioPlayer` for sound playback in my applications?***
- A.** Use the `AVAudioPlayer` for audio that you include in your application bundle. Use the `MPMusicPlayerController` for playing files from the iPod library. Although the `MPMusicPlayerController` is capable of playing back local files, its primary purpose is integrating with the existing iPod media.
- Q. *I want to specifically control what camera the iPhone is using to take a picture. How can I do this?***
- A.** You'll want to take a look at the `cameraDevice` property of the `UIImagePickerController` class. Setting this property to `UIImagePickerControllerCameraDeviceFront` will use the iPhone 4's front-facing camera, for example.

Workshop

Quiz

1. What class can be used to implement a high-quality audio recorder?
2. What property and associated class represent the current piece of media being played by an instance of `MPMusicPlayerController`?
3. What do we take advantage of to determine whether a `MPMoviePlayerController` object has finished playing a file?

Answers

1. The `AVAudioRecorder` class enables developers to quickly and easily add audio recording capabilities to their applications.
2. The `nowPlaying` property of the `MPMusicPlayerController` is an instance of the `MPMediaItem` class. This class contains a number of read-only properties, including title, artist, and even album artwork.
3. To determine when a movie has finished playback, the `MPMoviePlayerPlaybackDidFinishNotification` notification can be registered and a custom method called. We use this approach to release the media player object cleanly in our example code.

Activities

1. Return to an earlier application, adding an instance of `AVAudioPlayer` that plays a looping background soundtrack. You'll need to use the same classes and methods described in this hour's lesson, as well as the `numberOfLoops` property.
2. Implement image editing with the `UIImagePickerController` object. To do this, you'll need to set the `allowsImageEditing` property and use the `UIImagePickerControllerEditedImage` key to access the edited image when it is returned by the `UIImagePickerControllerDelegate` protocol.

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HOOR 19

Interacting with Other Applications

What You'll Learn in This Hour:

- ▶ How to create and send email with the Mail application
- ▶ How to access the Address Book
- ▶ How to display and manipulate map views
- ▶ How to add simple map annotations

In previous hours, you learned how your applications can interact with various parts of the iPhone hardware and software. In the preceding hour, for example, you accessed the iPod Music Library. In Hour 17, “Sensing Orientation and Motion,” you used the iPhone’s accelerometer and gyroscope. It is typical of a full-featured application to leverage these unique capabilities of the iPhone hardware and software that Apple has made accessible through iOS. Beyond what you have learned already, the iOS applications you develop can take advantage of some additional built-in capabilities.

Extending Application Integration

In the previous hours, you’ve learned how to display photos that are stored on your iPhone, take camera pictures, play iPod music, and even add web views (essentially mini Safari windows) to your apps. In this hour, you’ll take your apps to the next level of integration by adding access to the iPhone’s address book, email, and mapping capabilities.

Address Book

The address book is a shared database of contact information that is available to any iPhone application. Having a common, shared set of contact information provides a better experience for the user than if every application manages its own separate list of contacts.

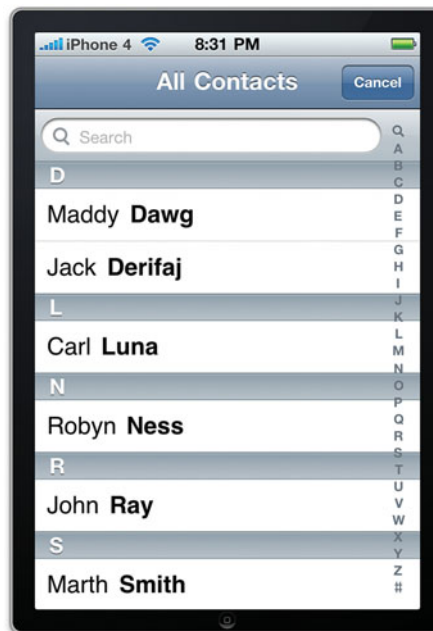
With the shared address book, there is no need to add contacts multiple times for different applications, and updating a contact in one application makes the update available instantly in all the other applications.

iOS provides comprehensive access to the address book database through two frameworks: the Address Book and the Address Book UI frameworks. With the Address Book framework, your application can access the address book and retrieve and update contact data and create new contacts. The Address Book framework is an older framework based on Core Foundation, which means the APIs and data structures of the Address Book framework are C rather than Objective-C. Don't let this scare you. As you'll see, the Address Book framework is still clean, simple, and easy to use, despite its C roots.

The Address Book UI framework is a newer set of user interfaces that wrap around the Address Book framework and provide a standard way for users to work with their contacts, as shown in Figure 19.1. You can use the Address Book UI framework's interfaces to allow users to browse, search, and select contacts from the address book, display and edit a selected contact's information, and create new contacts. As with the iPod and Photo controls in the previous hour, the address book will be displayed over top of your existing views in a modal view.

FIGURE 19.1

Access address book details from any application.



Email

In the previous hour, you learned how to show a modal view supplied by the iOS to allow a user to use Apple's image picker interfaces to select a photo for your application. Showing a system-supplied modal view controller is a common pattern in iOS, and the same approach is used in the Message UI framework to provide an interface for sending email, as demonstrated when sending a link from Mobile Safari (see Figure 19.2.)

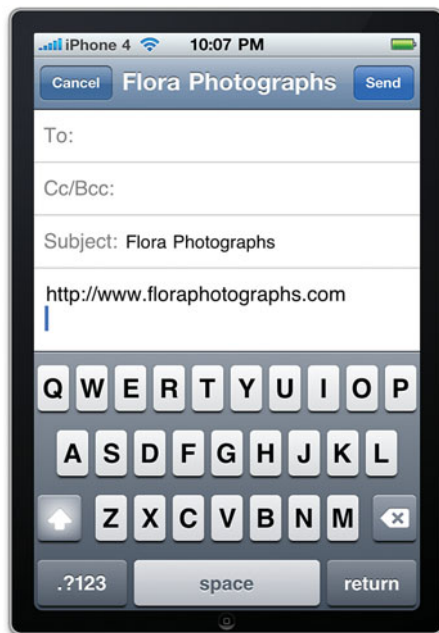


FIGURE 19.2

Present an email composition view to your users.

Your application will provide the initial values for the email and then act as a delegate while temporarily stepping out of the way and letting the user interact with the system-supplied interface for sending email. This is the same interface users use in the Mail application to send email, and so it will be familiar to them.

Similar to how the previous hour's app did not include any of the details of working with the iPhone's database of photos or music, you do not need to include any of the details about the email server your user is using or how to interact with it to send an email. iOS takes care of the details of sending email at the expense of some lower-level control of the process. The trade-off makes it very easy to send email from your application.

**By the
Way**

Mapping

The iPhone's implementation of Google Maps puts a responsive and fun-to-use mapping application in your palm. You can bring this same experience to your apps using Map Kit. Map Kit enables you to embed a map into a view and provides all the map tiles (images) needed to display the map. It handles the scrolling, zooming, and loading of new map tiles as they are needed. Applications can use Map Kit to annotate locations on the map. Map Kit can also do reverse geocoding, which means getting place information (country, state, city, address) from coordinates.

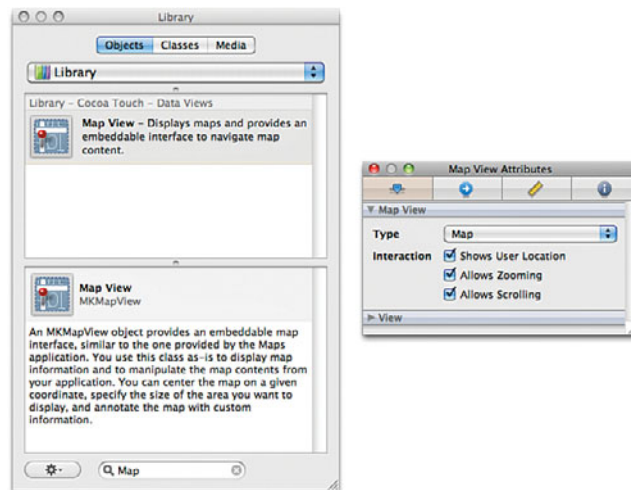
Watch Out!

Map Kit map tiles come from the Google Maps/Google Earth API. Even though you aren't making calls to this API directly, Map Kit is making those calls on your behalf, so use of the map data from Map Kit binds you and your application to the Google Maps/Google Earth API terms of service.

You can start using Map Kit with no code at all, just by adding the Map Kit framework to your project and an `MKMapView` instance to one of your views in Interface Builder. After a map view is added, four attributes can be set within Interface Builder to further customize the view (see Figure 19.3). You can select between map, satellite, and hybrid modes; you can determine whether the map should use Core Location (which you'll learn about in the next hour) to center on the user's location; and you can control whether the user should be allowed to interact with the map through swipes and pinches for scrolling and zooming.

FIGURE 19.3

A map view in Interface Builder's Attribute Inspector.



Annotations

Annotations can be added to maps within your applications, just like they can in Google Maps online. Using annotations usually involves implementing a new subclass of `MKAnnotationView` that describes how the annotation should appear and what information should be displayed.

To make our lives a little easier, Apple has implemented a subclass of the `MKAnnotationView` called `MKPinAnnotationView` that displays a pushpin on the map, along with a simple callout. We'll take advantage of this class in our tutorial, displaying a pin based on a location the user selects. This will require implementing an `MKMapView` delegate method, called `mapView:viewForAnnotation`, that will allocate and configure an instance of `MKPinAnnotationView`.

For each annotation that we add to a map, we need a “place mark,” `MKPlaceMark`, object that describes its location. For the tutorial this hour, we're only going to need one—to show the center of a chosen ZIP code.

If you're interested in doing more with location than just mapping, we'll be taking a close look at Core Location in Hour 20, “Implementing Location Services.” Core Location gives you direct access to the GPS and compass capabilities of your phone!

***Did you
Know?***

Using Address Book, Email, and Maps... Oh My!

In this hour's example, we will allow users to pick a contact as their best friend from their address book. After they have picked their best friend, we will retrieve information from the address book about their friend and display it nicely on the screen—including their name, photo, and email address. We will also give the user the ability to show their friend's home city in an interactive map and send them an email—all within a single app screen.

Implementation Overview

This project covers quite a bit of area, but you don't have to enter an extensive amount of code. We'll start by creating the interface, and then add address book, map, and, finally, email features. Each of these will require frameworks to be added and modifications to the `#import` lines in our view controller's interface file. In other words, if something doesn't seem to be working, make sure you didn't skip any steps on adding the frameworks!

Setting Up the Project

Start Xcode and create a new View-based iPhone application called **BestFriend**, then open the `BestFriendViewController.h` interface file and add two outlets for `UILabel`s named `name` and `email`, an outlet for a `UIImageView` named `photo`, an outlet for a `MKMapView` object named `map`, and an instance variable of the type `MKPlacemark`, called `zipAnnotation`.

The application will also implement two actions: `newBFF`, which will be called to enable the user to choose a new friend from the address book; and `sendEmail` to send an email to your buddy.

Add these to your interface file, including the appropriate `@property` directives for each of the outlet variables. Your interface file should now resemble Listing 19.1.

LISTING 19.1

```
#import <UIKit/UIKit.h>

@interface BestFriendViewController : UIViewController {
    IBOutlet UILabel *name;
    IBOutlet UILabel *email;
    IBOutlet UIImageView *photo;
    IBOutlet MKMapView *map;
    MKPlacemark *zipAnnotation;
}

@property (nonatomic, retain) UILabel *name;
@property (nonatomic, retain) UILabel *email;
@property (nonatomic, retain) UIImageView *photo;
@property (nonatomic, retain) MKMapView *map;

- (IBAction)newBFF:(id)sender;
- (IBAction)sendEmail:(id)sender;

@end
```

Next, add the corresponding `@synthesize` lines to the `BestFriendViewController.m` file following the `@implementation` line:

```
@synthesize name;
@synthesize photo;
@synthesize email;
@synthesize map;
```

Finally, release these in the `dealloc` method:

```
- (void)dealloc {
    [name release];
    [email release];
    [photo release];
    [map release];
    [super dealloc];
}
```

If you're questioning why `zipAnnotation` isn't added as a property, it's because we only need to access the instance variable throughout the `BestFriendViewController` class. It wouldn't hurt to define it as such, but we won't be manipulating it as we do with the other interface elements.

By the Way

Next, let's open the `BestFriendViewController.xib` interface file and build the application UI.

Creating the Application's UI

With all the appropriate outlets and actions in place, we can quickly build the application's user interface. Instead of trying to describe where everything goes, take a look at Figure 19.4 to see my approach.

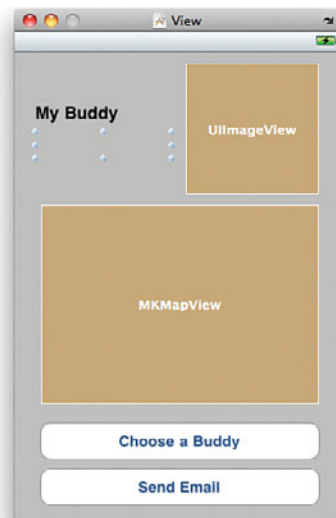


FIGURE 19.4

Create the application interface to resemble this, or use your own design!

Follow these steps to build the application's UI:

1. Add two labels (`UILabel`) one (larger) for your friend's name, the other for his or her email address. In my UI, I've chosen to clear the contents of the email label.
2. Add a `UIImageView` that will hold your buddy's photograph from the Address Book. Use the Attributes Inspector to change the image scaling to Aspect Fit.
3. Drag a new instance of `MKMapView` into the interface. This is the map view that will ultimately display your location and the city your buddy is in.
4. Finally, add two buttons (`UIButton`)—one to choose a buddy and another to email your buddy.

Configuring the Map View

After adding the map view, select it and open the Attributes Inspector. Use the Type drop-down menu to pick which type of map to display (satellite, hybrid, and so on), and then activate all the interaction options. This will make the map show the user's current location and enable the user to pan and zoom within the map view (just like in the map application!).

Connecting the Outlets and Actions

You've done this a thousand times (okay, maybe a few dozen), so this should be pretty familiar. Within Interface Builder, Control-drag from the File's Owner icon to the labels, image view, and map view choosing name, email, photo, and map as necessary.

Next, use the Connection Inspector for the two buttons to connect the Touch Up Inside events to the newBFF and sendEmail actions.

Finally, use the Connection Inspector on the map view to connect its delegate outlet to the File's Owner icon. This will tell the map that, when it's time to display an annotation, it should be looking to the `BestFriendViewController` class to find the `mapView:viewForAnnotation` method.

With those connections, you're done with the interface! Even though we will be presenting an email and address book interface—these elements are going to be generated entirely in code.

Accessing the Address Book

There are two parts to accessing the address book: displaying a view that allows the user to choose a contact (an instance of the class `ABPeoplePickerNavigationController`) and reading the data that corresponds to that contact. Two steps...two frameworks that we need to add. Let's do that now.

Adding the Address Book Frameworks and Delegate

Right-click the Frameworks group in your BestFriend project and choose Add, Existing Frameworks from the contextual menu. When prompted, find and add the `AddressBook.framework` and `AddressBookUI.framework` (as shown in Figure 19.5).

If the frameworks don't show up in the Frameworks group, drag them there to keep things tidy.

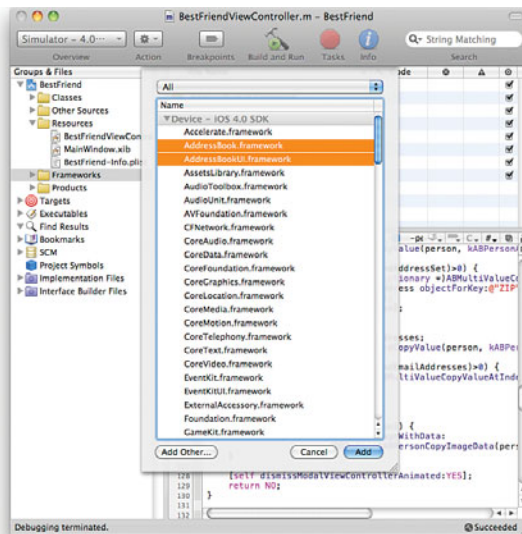


FIGURE 19.5
Add the Address Book and Address Book UI frameworks to your project.

We also need to import the headers for the Address Book and Address Book UI frameworks and indicate that we implement the `ABPeoplePickerNavigationControllerDelegate` protocol because our `BestFriendViewController` will be the delegate for our Address Book People Picker, and this protocol is required of its delegate.

Modify the `BestFriendViewController.h` file, adding these lines to after the existing `#import` line:

```
#import <AddressBook/AddressBook.h>
#import <AddressBookUI/AddressBookUI.h>
```

Next, update the `@interface` line, adding `<ABPeoplePickerNavigationControllerDelegate>` to show that we are conforming to the `ABPeoplePickerNavigationControllerDelegate` protocol:

```
@interface BestFriendViewController : UIViewController
    <ABPeoplePickerNavigationControllerDelegate> {
```

Displaying the Address Book

When the user presses the button to choose a buddy, we want to show the Address Book Person Picker modal view controller, which will provide the user with the familiar interface from the Contacts application.

Add the `IBAction` method shown in Listing 19.2 to the `Best_FriendViewController.m` file.

LISTING 19.2

```

1: - (IBAction)newBFF:(id)sender {
2:     ABPeoplePickerNavigationController *picker;
3:
4:     picker=[[ABPeoplePickerNavigationController alloc] init];
5:     picker.peoplePickerDelegate = self;
6:
7:     [self presentViewController:picker animated:YES];
8:
9:     [picker release];
10: }
```

In line 2, we declare `picker` as an instance of `ABPeoplePickerNavigationController`—a GUI object that displays the system’s address book. Lines 4 and 5 allocate the object and set its delegate to our `BestFriendViewController` (`self`).

Line 7 displays the people picker as a modal view over top of our existing user interface.

After the view is displayed, the picker object is released in line 9.

Handling Other Address Book Interactions

For the `BestFriend` application, we need to know only the friend the user has selected; we don’t want the user to go on and select or edit the contact’s properties. So we will need to implement the delegate method `peoplePickerNavigationController:peoplePicker:shouldContinueAfterSelectingPerson` to return `NO` when it is called—this will be our “workhorse” method. We also need our delegate methods to dismiss the person picker modal view and return control of the UI back to our `BestFriendViewController`.

Add the two `ABPersonPickerViewControllerDelegate` protocol methods in Listing 19.3 to the `Best_FriendViewController.m` file. We need to include these to handle the conditions of the user cancelling without picking someone (`peoplePickerNavigationControllerDidCancel`) and the user drilling down further than a “person” to a specific attribute (`peoplePickerNavigationController:shouldContinueAfterSelectingPerson:property:identifier`). Because we’re going to capture the user’s selection before he or she even *can* drill down, the second method can just return `NO`—it’s never going to get called anyway.

LISTING 19.3

```

// Called after the user has pressed cancel
// The delegate is responsible for dismissing the peoplePicker
- (void)peoplePickerNavigationControllerDidCancel:
    (ABPeoplePickerNavigationController *)peoplePicker {
```

```

    [self dismissModalViewControllerAnimated:YES];
}

// Called after a value has been selected by the user.
// Return YES if you want default action to be performed.
// Return NO to do nothing (the delegate is responsible for dismissing the
peoplePicker).
- (BOOL)peoplePickerNavigationController:
    (ABPeoplePickerNavigationController *)peoplePicker
    shouldContinueAfterSelectingPerson:(ABRecordRef)person
    property:(ABPropertyID)property
    identifier:(ABMultiValueIdentifier)identifier {
    //We won't get to this delegate method
    return NO;
}

```

Choosing, Accessing, and Displaying Contact Information

If the user doesn't cancel the selection, the `peoplePickerNavigationController:shouldContinueAfterSelectingPerson:` delegate method will be called, and with it we are passed the selected person as an `ABRecordRef`. An `ABRecordRef` is part of the Address Book framework that we imported earlier.

We can use the C functions of the Address Book framework to read the data about this person from the address book. For this example, we read four things: the person's first name, picture, email address, and ZIP code. We will check whether the person record has a picture before attempting to read it.

Notice that we don't access the person's attributes as the native Cocoa objects you might expect (namely, `NSString` and `UIImage`, respectively). Instead, the name string and the photo are returned as Core Foundation C data, and we convert it using the handy `ABRecordCopyValue` function from the Address Book framework and the `imageWithData` method of `UIImage`.

For the email address and ZIP code, we must deal with the possibility of multiple values being returned. For these pieces of data, we'll again use `ABRecordCopyValue` to grab a reference to the set of data, and the functions `ABMultiValueGetCount` to make sure that we actually have an email address or ZIP code stored with the contact, and `ABMultiValueCopyValueAtIndex` to copy the first value that we find.

Sounds complicated? It's not the prettiest code, but it's not difficult to understand.

Add the final delegate method `peoplePickerNavigationController:shouldContinueAfterSelectingPerson` to the `BestFriendViewController.m` file, as shown in Listing 19.4.

LISTING 19.4

```

1: - (BOOL)peoplePickerNavigationController:
2:   (ABPeoplePickerNavigationController *)peoplePicker
3:   shouldContinueAfterSelectingPerson:(ABRecordRef)person {
4:
5:   // Declare variables for temporarily handling the string data
6:   NSString *friendName;
7:   NSString *friendEmail;
8:   NSString *friendZip;
9:
10:  friendName=(NSString *)
11:    ABRecordCopyValue(person, kABPersonFirstNameProperty);
12:  name.text = friendName;
13:  [friendName release];
14:
15:
16:  ABMultiValueRef friendAddressSet;
17:  NSDictionary *friendFirstAddress;
18:  friendAddressSet = ABRecordCopyValue(person, kABPersonAddressProperty);
19:
20:  if (ABMultiValueGetCount(friendAddressSet)>0) {
21:    friendFirstAddress = (NSDictionary *)
22:      ABMultiValueCopyValueAtIndex(friendAddressSet,0);
23:    friendZip = [friendFirstAddress objectForKey:@"ZIP"];
24:    [friendFirstAddress release];
25:  }
26:
27:  ABMultiValueRef friendEmailAddresses;
28:  friendEmailAddresses = ABRecordCopyValue(person, kABPersonEmailProperty);
29:
30:  if (ABMultiValueGetCount(friendEmailAddresses)>0) {
31:    friendEmail=(NSString *)
32:      ABMultiValueCopyValueAtIndex(friendEmailAddresses, 0);
33:    email.text = friendEmail;
34:    [friendEmail release];
35:  }
36:
37:  if (ABPersonHasImageData(person)) {
38:    photo.image = [UIImage imageWithData:
39:      (NSData *)ABPersonCopyImageData(person)];
40:  }
41:
42:  [self presentModalViewController:picker animated:YES];
43:  return NO;
44: }

```

Let's walk through the logic we've implemented here. First, note that when the method is called, it is passed a person variable of the type `ABRecordRef`—this is a reference to the person who was chosen and will be used throughout the method.

Lines 6–8 declare variables that we'll be using to temporarily store the name, email, and ZIP code strings that we retrieve from the address book.

Lines 10–11 use the `ABRecordCopyVal` method to copy the `kABPersonFirstNameProperty` property, as a string, to the `friendName` variable. Lines 12–13 set the name `UILabel` to this string, and then `friendName` is released.

Accessing an address is a bit more complicated. We must first get the set of addresses (each a dictionary) stored for the person, access the first address, then access a specific field within that set. Within address book, anything with multiple values is represented by a variable of type `ABMultiValueRef`. We declare a variable, `friendAddressSet`, of this type in line 16. This will reference *all* addresses of the person. Next, in line 17, we declare an `NSDictionary` called `friendFirstAddress`. We will store the first address from the `friendAddressSet` in this dictionary, where we can easily access its different fields (such as city, state, ZIP, and so on). In Line 18, we populate `friendAddressSet` by again using the `ABRecordCopyVal` function on the `kABPersonAddressProperty` of `person`.

Lines 20–25 execute only if `ABMultiValueGetCount` returns a copy of greater than zero on the `friendAddressSet`. If it is zero, there are no addresses associated with the person, and we should move on. If there *are* addresses, we store the first address in `friendFirstAddress` by copying it from the `friendAddressSet` using the `ABMultiValueCopyValueAtIndex` method in lines 21–22. The index we use with this function is 0—which is the first address in the set. The second address would be 1, third 2, and so on.

Line 23 uses the `NSDictionary` method `objectForKey` to grab the ZIP code string. The key for the ZIP code is simply the string "ZIP". Review the address book documentation to find all the possible keys you may want to access. Finally, Line 24 releases the `friendFirstAddress` dictionary.

In case you're wondering, the code here is not yet complete! We don't actually *do* anything with the ZIP code just yet. This ties into the map function we use later, so, for now, we just get the value and ignore it.

**Watch
Out!**

This entire process is implemented again in lines 27–35 to grab the person's first email address. The only difference is that rather than email addresses being a set of dictionaries, they're simple a set of strings. This means that once we verify that there are email addresses stored for the contact (line 30), we can just copy the first one in the set and use it immediately as a string (lines 31 and 32). Line 33 sets the email `UILabel` to the user's email address.

After all of that, you must be thinking to yourself, "Ugh, it's got to be a pain to deal with a person's photo." Wrong! That's actually the easy part! Using the `ABPersonHasImageData` function in line 37, we verify that person has an image

stored. If he or she does, we copy it out of the address book using `ABPersonCopyImageData` and use that data along with the `UIImage` method `imageWithData` to return an image object and set the photo image within the interface. All of this occurs in lines 38–39.

As a final step, the modal view is dismissed in line 42.

Whew! A few new functions were introduced here, but once you get the pattern down, moving data out of address book becomes almost simple.

So, what about that ZIP code? What are we going to do with it? Let's find out now by implementing our interactive map!

Using a Map Object

Earlier in the hour, you added a `MKMapView` to your user interface and configured it to show the current location of the device. If you attempted to build and run the app, however, you'll have noticed that it fails immediately. The reason for this is that as soon as you add the map view, you need to add a framework to support it. For our example application, we also need to add two frameworks to the project: Core Location, which deals with locations; and Map Kit, which displays the embedded Google Map.

Adding the Location and Map Frameworks

In the Xcode project window, right-click the Frameworks group and choose Add, Existing Frameworks from the menu. In the scrolling list that appears, choose the `MapKit.framework` and `CoreLocation.framework` items, and then click Add.

Drag the frameworks into the Frameworks group if they don't appear there automatically.

Next, edit the `BestFriendViewController.h` interface file so that we have access to the classes and methods in these frameworks. Add these lines after the existing `#import` lines:

```
#import <CoreLocation/CoreLocation.h>
#import <MapKit/MapKit.h>
```

We can now display the `MKMapView`, work with locations and programmatically control the map.

Controlling the Map Display

Because we already get the display of the map and the user's current location for "free" with the `MKMapView`, the only thing we really need to do in this application is

take the user's ZIP code, determine a latitude and longitude for it, and then center and zoom the map on that location.

Unfortunately, neither Map Kit nor Core Location provides the ability to turn an address into a set of coordinates, but Google offers a service that does. By requesting the URL `http://maps.google.com/maps/geo?output=csv&q=<address>` we get back a comma-separated list where the third and fourth values are latitude and longitude, respectively. The address that we send to Google is very flexible—it can be city, state, ZIP, street—whatever information we provide, Google will try to translate it to coordinates. In the case of a ZIP code, it displays the center of the ZIP code's region on the map—exactly what we want.

Once we have the location, we need to use center and zoom the map. We do this by defining a map “region,” and then using the `setRegion:animated` method. A region is a simple structure (not an object) called a `MKCoordinateRegion`. It has members called `center`, which is another structure called a `CLLocationCoordinate2D` (containing latitude and longitude); and `span`, which denotes how many degrees to the east, west, north, and south of the center are displayed. A degree of latitude is 69 miles. A degree of longitude, at the equator, is 69 miles. By choosing small values for the span within the region (like 0.2), we narrow our display down to a few miles around the center point. For example, if we wanted to define a region centered at 40.0 degrees latitude and 40.0 degrees longitude with a span of 0.2 degrees in each direction, we could write the following:

```
MKCoordinateRegion mapRegion;  
mapRegion.center.latitude=40.0;  
mapRegion.center.longitude=40.0;  
mapRegion.span.latitudeDelta=0.2;  
mapRegion.span.longitudeDelta=0.2;
```

To center and zoom in on this region in a map object called `map`, we'd use the following:

```
[map setRegion:mapRegion animated:YES];
```

To keep things nice and neat in our application, we're going to implement all of this functionality in a nice new method called `centerMap:showAddress`.

`centerMap:showAddress` will take a two inputs: a string, `zipCode`, (a ZIP code), and a dictionary, `fullAddress` (an address dictionary returned from the Address Book). The ZIP code will be used to retrieve the latitude and longitude from Google, and then adjust our map object to display it. The address dictionary will be used by the annotation view to show a callout from the annotation pushpin.

Enter the new `centerMap` method shown in Listing 19.5 within the `BestFriendViewController` implementation file.

LISTING 19.5

```

1: - (void)centerMap:(NSString*)zipCode showAddress:(NSDictionary*)fullAddress {
2:     NSString *queryURL;
3:     NSString *queryResults;
4:     NSArray *queryData;
5:     double latitude;
6:     double longitude;
7:     MKCoordinateRegion mapRegion;
8:
9:     queryURL = [[NSString alloc]
10:        initWithFormat:
11:        @"http://maps.google.com/maps/geo?output=csv&q=%@",
12:        zipCode];
13:
14:     queryResults = [[NSString alloc] initWithContentsOfURL:
15:        [NSURL URLWithString:queryURL]
16:        encoding::NSUTF8StringEncoding
17:        error: nil];
18:     // Autoreleased
19:     queryData = [queryResults componentsSeparatedByString:@","];
20:
21:     if([queryData count]==4) {
22:         latitude=[[queryData objectAtIndex:2] doubleValue];
23:         longitude=[[queryData objectAtIndex:3] doubleValue];
24:         // CLLocationCoordinate2D;
25:         mapRegion.center.latitude=latitude;
26:         mapRegion.center.longitude=longitude;
27:         mapRegion.span.latitudeDelta=0.2;
28:         mapRegion.span.longitudeDelta=0.2;
29:         [map setRegion:mapRegion animated:YES];
30:
31:         if (zipAnnotation!=nil) {
32:             [map removeAnnotation: zipAnnotation];
33:         }
34:         zipAnnotation = [[MKPlacemark alloc]
35:             initWithCoordinate:mapRegion.center addressDictionary:fullAddress];
36:         [map addAnnotation:zipAnnotation];
37:         [zipAnnotation release];
38:     }
39:
40:     [queryURL release];
41:     [queryResults release];
42:
43: }

```

Let's explore how this works. We kick things off in lines 2–7 by declaring several variables we'll be needing: `queryURL`, `queryResults`, and `queryData` will hold the Google URL we need to request, the raw results of the request, and the parsed data, respectively. The `latitude` and `longitude` variables are double-precision floating-point numbers that will be used to store the coordinate information gleaned from `queryData`. The last variable, `mapRegion`, will be the properly formatted region that the map should display.

Lines 9–12 allocate and initialize `queryURL` with the Google URL, substituting in the `zipCode` string that was passed to the method. Lines 14–17 use the `NSString` method `initWithContentsOfURL:encoding:error` to create a new string that contains the data located at the location defined in `queryURL`. We also make use of the `NSURL` method `URLWithString:` to turn the `queryURL` string into a proper URL object. Any errors are disregarded.

The `initWithContentsOfURL:encoding:error` method expects an encoding type. The encoding is the manner in which the string passed to the remote server is formatted. For almost all web services, you'll want to use `NSUTF8StringEncoding`.

**Did you
Know?**

Line 19 uses the `NSString` method `componentsSeparatedByString`, which takes a string, a delimiter character, and returns an `NSArray` that breaks apart the string based on the delimiter. Google is going to hand back data that looks like this: `<number>,<number>,<latitude>,<longitude>`. By invoking this method on the data using a comma delimiter (`,`), we get an array, `queryData`, where the third element contains the latitude and the fourth, the longitude.

Line 21 does a very basic sanity check on the information we receive. If there are exactly four pieces of information found, we can assume the results are valid and lines 22–29 are executed.

Lines 22 and 23 retrieve the strings at indices 2 and 3 of the `queryData` array and convert them to double-precision floating-point values, storing them in the `latitude` and `longitude` variables.

Remember, an array's index starts at 0. We use an index of 2 to access the *third* piece of data in the array and an index of 3 to access the *fourth*.

**By the
Way**

Lines 25–29 define the region of the map to display and then uses `setRegion:animated` to redraw the map accordingly.

Finally, lines 31–38 handle the annotation. In lines 31–33, we check to see whether an annotation has already been allocated. (This will happen if the person using the app chooses multiple addresses, resulting in the map being redrawn.) If `zipAnnotation` has already been used, we can call the `MKMapView` method `removeAnnotation` to remove the existing annotation. Once removed, we are free to add a new annotation to the map. Lines 34–35 allocate a new place mark, `MKPlaceMark`, using the point defined by the map object's center property and described by the address dictionary passed to the method, `fullAddress`.

With the `zipAnnotation` placemark defined, we can add it to the map using `addAnnotation` method in line 36, and then release the placemark object in line 37.

Creating a Pin Annotation View

As it stands now, your map implementation will work, but it really shouldn't! For the annotation to be displayed, we need to create an instance of an `MKAnnotationView`. As mentioned earlier, Apple provides a subclass of the `MKAnnotationView` called `MKPinAnnotationView`. When you call `addAnnotation` on the map view object, iOS is automatically creating an instance of the `MKPinAnnotationView` for you. Technically, however, we're supposed to do this ourselves in map view's delegate method `mapView:viewForAnnotation`. To keep things legit, add the following method to the `BestFriendViewController.m` implementation file:

```
1: - (MKAnnotationView *)mapView:(MKMapView *)mapView
2:     viewForAnnotation:(id <MKAnnotation>)annotation {
3:     MKPinAnnotationView *pinDrop=[MKPinAnnotationView alloc]
4:         initWithAnnotation:annotation reuseIdentifier:@"citycenter"];
5:     pinDrop.animatesDrop=YES;
6:     pinDrop.canShowCallout=YES;
7:     pinDrop.pinColor=MKPinAnnotationColorPurple;
8:     return pinDrop;
9: }
```

Lines 1–2 define the `mapView:viewForAnnotation` method as provided by Apple; this code shouldn't change. Line 3 declares, allocates, and initializes an instance of `MKPinAnnotationView` using the annotation parameter that iOS sends to the `mapView:viewForAnnotation` method, along with a `reuseIdentifier` string. This reuse identifier is a unique identifying string that allows an allocated annotation to be reused in other places. For our purposes, this could be any string you want.

The new pin annotation view, `pinDrop`, is configured through three properties in lines 5–7. The `animatesDrop` Boolean property, when true, animates the pin dropping onto the map. The `canShowCallout` property sets the pin so that it will display additional information in a callout when touched, and, finally, the `pinColor`, sets the color of the onscreen pin graphic.

Once properly configured, the new pin annotation view is returned to the map view in line 8.

Tying the Map Display to the Address Book Selection

Congratulations! Your code now has the smarts needed to locate a ZIP code on the map, zoom in, and add a pin annotation view! The last piece of magic we need to finish the mapping is to hook it into the address book selection so that the map is centered when a user picks a contact with an address.

Edit the `peoplePickerNavigationController:shouldContinueAfterSelectingPerson` method, adding the following line

```
[self centerMap:friendZip showAddress:friendFirstAddress];
```

immediately following this line:

```
friendZip = [friendFirstAddress objectForKey:@"ZIP"];
```

Our application is nearing completion. All that remains is adding the ability to send email to our chosen buddy. Let the implementation begin!

Using the Message UI

In our example of using the Message UI framework, we allow users to email a buddy by pressing the Send Mail button. We will populate the To field of the email with the address that we located in the address book. The user can then use the interface provided by the `MFMailComposeViewController` to edit the email and send it. As with the other features discussed this hour, we need to add the Message UI framework before a message will work.

We also need to conform to the `MFMailComposeViewControllerDelegate`, which includes a method `mailComposeController:didFinishWithResult` that is called after the user is finished sending a message.

Adding the Message UI Framework

Again, in the Xcode project window, right-click the Frameworks group and choose Add, Existing Frameworks from the menu. In the scrolling list, choose `MessageUI.framework`, and then click Add.

Open the `BestFriendViewController.h` interface file and add one more `#import` statement for `<MessageUI/MessageUI.h>`. Add `MFMailComposeViewControllerDelegate` to the list of protocols that we're conforming to.

The final version of the interface is displayed in Listing 19.6.

LISTING 19.6

```
#import
#import <AddressBook/AddressBook.h>
#import <AddressBookUI/AddressBookUI.h>
#import <MessageUI/MessageUI.h>
#import <CoreLocation/CoreLocation.h>
#import <MapKit/MapKit.h>

@interface BestFriendViewController : UIViewController
<ABPeoplePickerNavigationControllerDelegate,MFMailComposeViewControllerDelegate>
{
```

LISTING 19.6 continued

```

IBOutlet UILabel *name;
IBOutlet UILabel *email;
IBOutlet UIImageView *photo;
IBOutlet MKMapView *map;
}

@property (nonatomic, retain) UILabel *name;
@property (nonatomic, retain) UILabel *email;
@property (nonatomic, retain) UIImageView *photo;
@property (nonatomic, retain) MKMapView *map;

- (IBAction)newBFF:(id)sender;
- (IBAction)sendEmail:(id)sender;

@end

```

Displaying the Message Composer

To compose a message, we need to allocate and initialize an instance of `MFMailComposeViewController`. This modal view is then added to our view with `presentModalViewController:animated`. To set the To recipients, we use the appropriately named `MFMailComposeViewController` method `setToRecipients`. One item of interest is that the method expects an array, so we need to take the email address for our buddy and create an array with a single element in it so that we can use the method.

Speaking of the email address, where we will access it? Simple! Earlier we set the email `UILabel` to the address, so we'll just use `email.text` to get the address of our buddy.

Create the `sendEmail` method using Listing 19.7 as your guide.

LISTING 19.7

```

1: - (IBAction)sendEmail:(id)sender {
2:     MFMailComposeViewController *mailComposer;
3:     NSArray *emailAddresses;
4:     emailAddresses=[[NSArray alloc]initWithObjects: email.text,nil];
5:
6:     mailComposer=[[MFMailComposeViewController alloc] init];
7:     mailComposer.mailComposeDelegate=self;
8:     [mailComposer setToRecipients:emailAddresses];
9:     [self presentModalViewController:mailComposer animated:YES];
10:
11:     [emailAddresses release];
12:     [mailComposer release];
13: }

```

Unlike some of the other methods we've written this hour, there are few surprises here. Line 2 declares `mailComposer` as an instance of `MFMailComposeViewController`—the object that displays and handles message composition. Lines 3–4 define an array, `emailAddresses`, that contains a single element grabbed from the email `UILabel`.

Lines 6–8 allocate and initialize the `MFMailComposeViewController` object, setting its delegate to `self` (`BestFriendViewController`) and the recipient list to the `emailAddresses` array. Line 9 presents the message composition window onscreen.

Finally, lines 11–12 release the array of email addresses and the `mailComposer` `MFMailComposeViewController` object.

Handling Message Completion

When a user is finished composing/sending a message, the modal composition window should be dismissed and the `MFMailComposeViewController` object released. To do this, we need to implement the `mailComposeController:didFinishWithResult` method defined in the `MFMailComposeViewControllerDelegate` protocol.

Add this final method to the `BestFriendViewController.m` file:

```
- (void)mailComposeController:(MFMailComposeViewController*)controller
    didFinishWithResult:(MFMailComposeResult)result
    error:(NSError*)error {
    [self dismissModalViewControllerAnimated:YES];
}
```

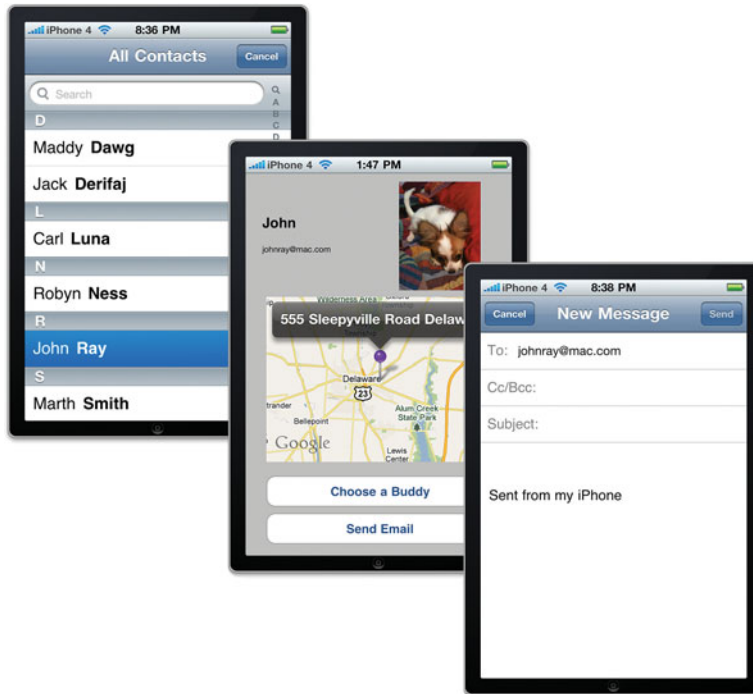
All that is needed is the single line to dismiss the modal view, and with that, we're done!

Use Build and Run to test the application. Select a contact and watch as the map finds your friend's home location, zooms in, then sets an annotation. Use the Email button to compose and send an email. Fun and excitement for all!

In this project, shown in Figure 19.6, we've combined mapping, email, and address book features in a single, integrated application. You should now have some ideas about what is possible when you integrate existing iPhone application features into your software.

FIGURE 19.6

Mapping, email, and address book integration—all in one app.



Further Exploration

Over the past few hours, you've learned much of what there is to know about accessing images, music, and sending email, but we haven't even scratched the surface of the Address Book and Address Book UI frameworks. In fact, the Address Book UI framework contains three additional modal view controllers. You can use the lower-level Address Book framework to create new contacts, set properties, and edit and delete contacts. Anything the Contacts application can do, you can do with the Address Book framework. For more detailed information about the use of these APIs, refer to the excellent guide from Apple iOS Dev Center called the *Address Book Programming Guide for iPhone OS*.

In addition, review the Apple guide for Map Kit and complete the Core Location exercises in the next hour. Using these two frameworks, you can create complex map annotation views (MKAnnotationView) well beyond the simple pushpin annotations presented here. These features can be deployed in virtually any application that works with addresses or locations.

Finally, be sure to check out the Event Kit and Event Kit UI Frameworks. Similar in design and function to the Address Book frameworks, these provide access to the iOS calendar information, including the ability to create new events directly in your application.

Summary

In this hour, you learned how to allow the user to interact with contacts from the address book, how to send email messages, and how to interact with the Map Kit and Core Location frameworks. Although there are some challenges to working with address book data (older C functions, for example), after you've established the patterns to follow, it becomes much easier. The same goes for the Map Kit and Core Location features. The more you experiment with the coordinates and mapping functions, the more intuitive it will be to integrate them into your own applications. As for email, there's not much to say—it's easy to implement *anywhere*!

Q&A

- Q.** *Can I use the `MKMapView` when my iPhone is offline?*
- A.** No, the map view requires an Internet connection to fetch its data.
- Q.** *Is there a way to differentiate between address (mailing or email) types in the address book data?*
- A.** Yes. Although we did not use these features in our code, you can identify specific types (home, work, and so on) of addresses when reading address book data. Refer to the address book programming guide for a full description of working with address book data.

Workshop

Quiz

1. Map Kit implements discrete zoom levels for `MKMapView`s that you display. True or false?
2. You can avoid the older Address Book framework and use the new Address Book UI framework instead. True or false?

Answers

1. False. Map Kit requires you to define regions within your map that consist of a center point and a span. The scale of the map display is determined by the size of the span.
2. False. Although the Address Book UI framework provides user interfaces that save you a lot of time and provide familiarity to your users, you must still work with C functions and data structures from the Address Book framework when using the interfaces in your application.

Activities

1. Apply what you learned in Hour 14, “Reading and Writing Application Data,” and make the BestFriend application persist the name and photo of the selected friend so that the user doesn’t need to repeat the selection each time the application is run.
2. Enhance the BestFriend application to pinpoint your friend’s address rather than just a ZIP code. Explore the annotation features of Map Kit to add a pushpin directly on your friend’s home location.

HOURL 20

Implementing Location Services

What You'll Learn in This Hour:

- ▶ The available iPhone location-sensing hardware
- ▶ How to read and display location information
- ▶ Detecting orientation with the compass

In the previous hour's lesson, we looked briefly at the use of Map Kit to display map information on the iPhone's screen. In this lesson, we take the GPS capabilities of our favorite handheld a step further—we tie into the hardware capabilities of the phone to accurately read location data and compass information.

In this hour, we work with Core Location and the electromagnetic compass. With location-enabled apps enhancing user's experiences in areas such as Internet searches, gaming, and even productivity, you can add value and interest to your own offerings with these tools.

Understanding Core Location

Core Location is a framework in the iOS SDK that provides the location of the device. Depending on the iPhone and its current state (within cell service, inside a building, and so forth), any of three technologies can be used: GPS, cellular, or WiFi. GPS is the most accurate of these technologies and will be used first by Core Location if GPS hardware is present. If the device does not have GPS hardware, or if obtaining the current location with GPS fails, Core Location falls back to cellular and then to WiFi.

Location Manager

Core Location is simple to understand and to use despite the powerful array of technologies behind it. (Some of it had to be launched into space on rockets!) Most of the functionality of Core Location is available from the Location Manager, which is an instance of the `CLLocationManager` class. You use the Location Manager to specify the frequency and accuracy of the location updates you are looking for, and to turn on and off receiving those updates.

To use a location manager, you create an instance of the manager, specify a location manager delegate that will receive location updates, and start the updating, like this:

```
CLLocationManager *locManager = [[CLLocationManager alloc] init];  
locManager.delegate = self;  
[locManager startUpdatingLocation];
```

When the application is done receiving updates (a single update is often sufficient), stop location updates with location manager's `stopUpdatingLocation` method.

Location Manager Delegate

The location manager delegate protocol defines the methods for receiving location updates. There are two methods in the delegate relating to location: `locationManager:didUpdateToLocation:fromLocation` and `locationManager:didFailWithError`.

The `locationManager:didUpdateToLocation:fromLocation` method's arguments are the location manager object instance and two `CLLocation` objects, one for the new location, and one for the previous location. The `CLLocation` instances provide a coordinate property that is a structure containing longitude and latitude expressed in `CLLocationDegrees`. `CLLocationDegrees` is just an alias for a floating-point number of type `double`.

We've already mentioned that different approaches to geolocating have different inherit accuracies and that each approach may be more or less accurate depending on the number of points (satellites, cell towers, WiFi hotspots) it has available to use in its calculations. `CLLocation` passes this confidence measure along in the `horizontalAccuracy` property.

The location's accuracy is provided as a circle, and the true location could lie anywhere within that circle. The circle is defined by the coordinate property as the center of the circle, and the `horizontalAccuracy` property as the radius of the circle in meters. The larger the `horizontalAccuracy` property, the larger the circle defined by it will be, so the less confidence there is in the accuracy of the location. If the `horizontalAccuracy` property is negative, it is an indication that the coordinate is completely invalid and should be ignored.

In addition to longitude and latitude, each `CLLocation` provides altitude above or below sea level in meters. The altitude property is a `CLLocationDistance`, which is also just an alias for a floating-point number of type `double`. A positive number is an altitude above sea level, and a negative number is below sea level. There is another confidence factor, this one called `verticalAccuracy`, that indicates how accurate the altitude is. A positive `verticalAccuracy` indicates that the altitude could be off, plus or minus, by that many meters. A negative `verticalAccuracy` means the altitude is invalid.

An implementation of the location manager delegate's `locationManager:didUpdateToLocation:fromLocation` method that logs the longitude, latitude, and altitude is shown in Listing 20.1.

LISTING 20.1

```
- (void)locationManager:(CLLocationManager *)manager
    didUpdateToLocation:(CLLocation *)newLocation
      fromLocation:(CLLocation *)oldLocation {

    NSString *coordinateDesc = @"Not Available";
    NSString *altitudeDesc = @"Not Available";

    if (newLocation.horizontalAccuracy >= 0) {
        coordinateDesc = [NSString stringWithFormat:@"%f, %f +/- %f meters",
                        newLocation.coordinate.latitude,
                        newLocation.coordinate.longitude,
                        newLocation.horizontalAccuracy];
    }

    if (newLocation.verticalAccuracy >= 0) {
        altitudeDesc = [NSString stringWithFormat:@"%f +/- %f meters",
                        newLocation.altitude, newLocation.verticalAccuracy];
    }

    NSLog(@"Latitude/Longitude: %@ Altitude: %@", coordinateDesc,
          altitudeDesc);
}
```

The resulting log output looks like this:

```
Latitude/Longitude: 35.904392, -79.055735 +/- 76.356886 meters Altitude:
➡28.000000 +/- 113.175757 meters
```

`CLLocation` also provides a property `speed`, which is based on comparing the current location with the prior location and comparing the time and distance variance between them. Given the rate at which Core Location updates, the speed property is not very accurate unless the rate of travel is fairly constant.

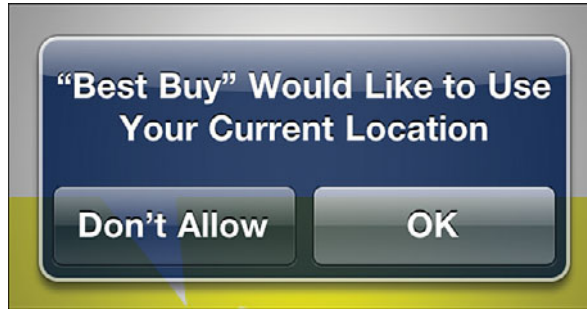
**Watch
Out!**

Handling Location Errors

When your application begins tracking the user's location, a warning will be displayed on the user's screen, as shown in Figure 20.1.

FIGURE 20.1

Core Location asks permission to provide an application with location data.



If the user chooses to disallow location services, iOS will not prevent your application from running but will generate errors from the location manager.

When an error occurs, the location manager delegate's `locationManager:didFailWithError` is called, letting you know the device cannot return location updates. A distinction is made as to the cause of the failure. If the user denies permission to the application, the error argument is `kCLErrorDenied`; if Core Location tries but cannot determine the location, the error is `kCLErrorLocationUnknown`; and if no source of trying to retrieve the location is available, the error is `kCLErrorNetwork`. Usually Core Location will continue to try to determine the location after an error, but after a user denial, it won't, and it is good form to stop the location manager with location manager's `stopUpdatingLocation` method and release the instance. An implementation of `locationManager:didFailWithError` is shown in Listing 20.2.

LISTING 20.2

```
- (void)locationManager:(CLLocationManager *)manager
    didFailWithError:(NSError *)error {

    if (error.code == kCLErrorLocationUnknown) {
        NSLog(@"Currently unable to retrieve location.");
    } else if (error.code == kCLErrorNetwork) {
        NSLog(@"Network used to retrieve location is unavailable.");
    } else if (error.code == kCLErrorDenied) {
        NSLog(@"Permission to retrieve location is denied.");
        [locMan stopUpdatingLocation];
        [locMan release];
        locMan = nil;
    }
}

}
```

It is important to keep in mind that the location manager delegate will not immediately receive a location; it usually takes a number of seconds for the device to pinpoint the location, and the first time it is used by an application, Core Location first asks the user's permission. You should have a design in place for what the application will do while waiting for an initial location, and what to do if location information is unavailable because the user didn't grant permission or the geolocation process failed. A common strategy that works for many applications is to fall back to a user-entered ZIP code.

**Watch
Out!**

Location Accuracy and Update Filter

It is possible to tailor the accuracy of the location to the needs of the application. An application that needs only the user's country, for example, does not need 10-meter accuracy from Core Location and will get a much faster answer by asking for a more approximate location. This is done before you start the location updates by setting the location manager's `desiredAccuracy` property. `desiredAccuracy` is an enumerated type, `CLLocationAccuracy`. Five constants are available with varying levels of precision (with current consumer technology, the first two are the same): `kCLLocationAccuracyBest`, `kCLLocationAccuracyNearestTenMeters`, `kCLLocationAccuracyNearestHundredMeters`, `kCLLocationAccuracyKilometer`, `kCLLocationAccuracyThreeKilometers`.

After updates on a location manager are started, updates continue to come into the location manager delegate until they are stopped. You cannot control the frequency of these updates directly, but you can control it indirectly with location manager's `distanceFilter` property. The `distanceFilter` property is set before starting updates and specifies the distance in meters the device must travel (horizontally, not vertically) before another update is sent to the delegate.

For example, starting the location manager with settings suitable for following a walker's progress on a long hike might look like this:

```
CLLocationManager *locManager = [[CLLocationManager alloc] init];
locManager.delegate = self;
locManager.desiredAccuracy = kCLLocationAccuracyHundredMeters;
locManager.distanceFilter = 200;
[locManager startUpdatingLocation];
```

Each of the three methods of locating the device (GPS, cellular, and WiFi) can put a serious drain on the device's battery. The more accurate an application asks the device to be in determining location, and the shorter the distance filter, the more battery the application will use. Be aware of the device's battery life and only request location updates as accurately and as frequently as the application needs them. Stop location manager updates whenever possible to preserve the battery life of the device.

**Watch
Out!**

The iPhone Simulator can provide just one location update: Apple HQ in Cupertino, California.

Creating a Location-Aware Application

Many iPhone and Mac users have a, shall we say, “heightened” interest in Apple Computer; visiting Apple’s campus in Cupertino, California, can be a life-changing experience. For these special users, we’re going to create a Core Location-powered application that keeps you informed of just how far away you are.

The application will be created in two parts: The first introduces Core Location and displays the number of miles from the current location to Cupertino. In the second section, we use the iPhone’s compass to display an arrow that points users in the right direction, should they get off track.

Setting Up the Project

For the rest of this hour, we’ll be working on a new application that uses the Core Location framework. Create a new view-based iPhone application in Xcode and call it **Cupertino**.

Adding the Core Location Framework

The Core Location framework isn’t linked into our project by default, so we need to add it. Open the Targets group in Xcode, and right-click the Cupertino target. Right-click the Frameworks group in the Cupertino project, and then choose Add, Existing Frameworks from the contextual menu. Scroll through the Framework list that appears and find CoreLocation.framework. Select it, and then click Add to add it to the project, as shown in Figure 20.2. If it doesn’t add directly to the Frameworks group, drag the CoreLocation.framework icon into the group to keep the project tidy.

Adding Background Image Resources

To make sure the user remembers where we’re going, we have a nice picture of an apple as the application’s background image. Locate apple.png within the project’s Images folder in the Finder, and drag it into the Resources group within the Xcode project group. Be sure to check the Copy Items into Destination Group’s Folder check box in the Copy dialog. (You can also include the apple@2x.png file if you want a higher-resolution version for the iPhone 4’s display.)

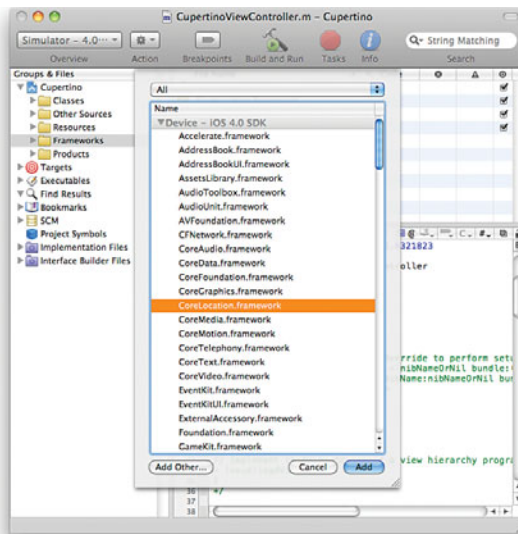


FIGURE 20.2
Add the Core Location framework to the project.

Adding Outlets, Properties, and Protocols

The `CupertinoViewController` will serve as the location manager delegate, receiving location updates and updating the user interface to reflect the new locations. Click the `CupertinoViewController.h` file in the Classes group. Update the file by importing the Core Location header file, indicating that we'll be conforming to the `CLLocationManagerDelegate` protocol, and adding properties for the location manager (`locMan`), a label with the distance to Cupertino (`distanceLabel`), and two subviews (`distanceView` and `waitView`), as demonstrated in Listing 20.3.

LISTING 20.3

```
#import <UIKit/UIKit.h>
#import <CoreLocation/CoreLocation.h>

@interface CupertinoViewController : UIViewController
    <CLLocationManagerDelegate> {

    CLLocationManager *locMan;
    IBOutlet UILabel *distanceLabel;
    IBOutlet UIView *distanceView;
    IBOutlet UIView *waitView;

}

@property (assign, nonatomic) CLLocationManager *locMan;
@property (retain, nonatomic) UILabel *distanceLabel;
@property (retain, nonatomic) UIView *distanceView;
@property (retain, nonatomic) UIView *waitView;

@end
```


For each of the properties, add a corresponding @synthesize line to the CupertinoViewController.m implementation file, following the @implementation directive:

```
@synthesize locMan;  
@synthesize distanceLabel;  
@synthesize distanceView;  
@synthesize waitView;
```

Finally, add a release for each of these objects to the implementation file's dealloc method:

```
- (void)dealloc {  
    [locMan release];  
    [distanceLabel release];  
    [distanceView release];  
    [waitView release];  
    [super dealloc];  
}
```

Creating the User Interface

The user interface for this hour's lesson is simple: We can't perform any actions to change our location (teleportation isn't yet possible), so all we need to do is update the screen to show information about where we are.

Double-click the CupertinoViewController.xib file in the Resources group to open Interface Builder, and then complete the following steps:

1. Start by adding a UIImageView onto the view and center it so that it covers the entire view. This will serve as the background image for the application.
2. With the image view selected, open the Attributes Inspector (Command+1). Select apple.png from the Image drop-down list.
3. Next, drag a UIView on top of the image view. Size it to about 80 points high and up to the left, right, and bottom edge guidelines. This view will serve as our primary information readout.
4. Select the UIView and open the Attributes Inspector (Command+1). Click the Background color and set the background to black. Change the Alpha to 0.75 and check the Hidden check box.
5. Add a UILabel to the UIView. Size the label up to all four edge guidelines and change the text to read **Lots of miles to the Mothership**.
6. Select the label and open the Attributes Inspector (Command+1). Click the center Layout button, uncheck the Adjust to Fit check box for the Font Size attribute, and change the text color to white. The view should now look like Figure 20.3



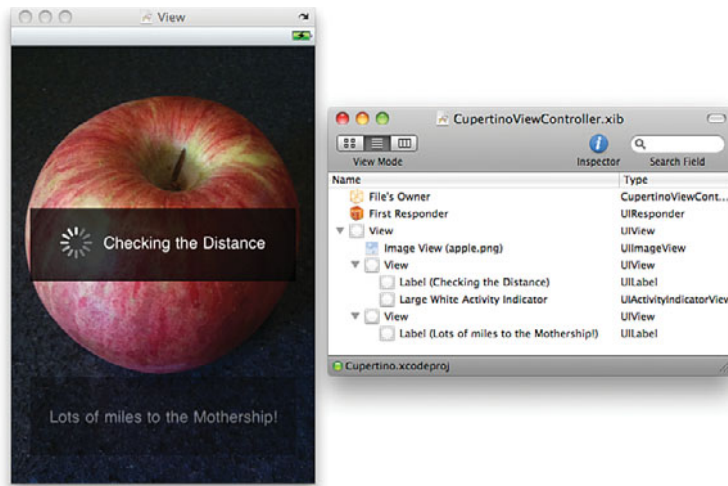
FIGURE 20.3
The beginnings
of the Cupertino
Locator UI.

7. Create a second semitransparent `UIView` with the same attributes as the first, but *not* hidden, and with a height of 77 points. Drag the second view to vertically center it on the background.
8. Add a new label to the second view that reads **Checking the Distance**. Resize the label so that it takes up approximately the right two-thirds of the semitransparent view.
9. From the library, drag a `UIActivityIndicatorView` to the new semitransparent view. Follow the guides to neatly align the activity indicator to the left of the label.
10. With the activity indicator selected, open the Attributes Inspector (Command+1). Check the check box on the Animated attribute.
11. Open the Document window. Control-drag from the File's Owner icon to the Lots of Miles label, choosing the `distanceLabel` output when prompted. Do the same for the two views, connecting the view with the activity indicator to the `waitView` outlet and the view that contains the distance estimate to the `distanceView` outlet.

The final view should resemble Figure 20.4. When satisfied with your results, save the XIB file and return to Xcode.

FIGURE 20.4

The final
Cupertino
Locator UI.



Implementing the Location Manager Delegate

Based on the XIB we just laid out, the application starts up with a message and a spinner that let the user know we are waiting on the initial location reading from Core Location. We'll request this reading as soon as the view loads in the view controller's `viewDidLoad` method. When the location manager delegate gets a reading, we'll calculate the distance to Cupertino, update the label, hide the activity indicator view, and unhide the distance view.

Click the `CupertinoViewController.m` file in the Classes group. Synthesize the four properties we added to the `CupertinoViewController` header file and release them in the `dealloc` method.

Uncomment the `viewDidLoad` method, and instantiate a location manager with the view controller itself as the delegate and a desiredAccuracy of `kCLLocationAccuracyThreeKilometers` and a distanceFilter of 1,609 meters (1 mile). Start the updates with the `startUpdatingLocation` method. The implementation should resemble Listing 20.4.

LISTING 20.4

```
- (void)viewDidLoad {
    [super viewDidLoad];

    locMan = [[CLLocationManager alloc] init];
    locMan.delegate = self;
    locMan.desiredAccuracy = kCLLocationAccuracyThreeKilometers;
    locMan.distanceFilter = 1609; // a mile
    [locMan startUpdatingLocation];
}
```

Now we need to implement the two methods of the location manager delegate protocol. We'll start with the error condition: `locationManager:didFailWithError`. In the case of an error getting the current location, we already have a default message in place in the `distanceLabel`, so we'll just remove the `waitView` with the activity monitor and show the `distanceView`. If the user denied access to Core Location updates, we will also clean up the location manager request. Implement `locationManager:didFailWithError` as shown in Listing 20.5.

LISTING 20.5

```
- (void)locationManager:(CLLocationManager *)manager
    didFailWithError:(NSError *)error {

    if (error.code == kCLErrorDenied) {
        // Turn off the location manager updates
        [manager stopUpdatingLocation];
        [locMan release];
        locMan = nil;
    }
    waitView.hidden = YES;
    distanceView.hidden = NO;
}
```

Our final method (`locationManager:didUpdateLocation:fromLocation`) will do the dirty work of calculating the distance to Cupertino. To do this, we obviously need a location in Cupertino that we can compare to the user's current location. According to <http://gpsvisualizer.com/geocode>, the center of Cupertino, California, is at 37.3229978 latitude, -122.0321823 longitude. Add two constants for these values (`kCupertinoLatitude` and `kCupertinoLongitude`) after the `#import` line in the `CupertinoViewController` implementation file:

```
#define kCupertinoLatitude 37.3229978
#define kCupertinoLongitude -122.0321823
```

This brings us to one more hidden gem in `CLLocation`. We don't need to write our own longitude/latitude distance calculations because we can compare two `CLLocation` instances with the `distanceFromLocation` method. In our implementation of `locationManager:didUpdateLocation:fromLocation`, we will create a `CLLocation` instance for Cupertino and compare it to the instance we get from Core Location to get the distance in meters. We'll then convert the distance to miles, and if it's more than 3 miles we show the distance with an `NSNumberFormatter` used to add a comma if more than 1,000 miles, and if the distance is less than 3 miles, we stop updating the location and congratulate the user on his or her reaching "the Mothership." Listing 20.6 provides the complete implementation of `locationManager:didUpdateLocation:fromLocation`.

LISTING 20.6

```

- (void)locationManager:(CLLocationManager *)manager
  didUpdateToLocation:(CLLocation *)newLocation
    fromLocation:(CLLocation *)oldLocation {

    if (newLocation.horizontalAccuracy >= 0) {

        CLLocation *Cupertino = [[[CLLocation alloc]
                                   initWithLatitude:kCupertinoLatitude
                                   longitude:kCupertinoLongitude] autorelease];
        CLLocationDistance delta = [Cupertino distanceFromLocation: newLocation];
        long miles = (delta * 0.000621371) + 0.5; // meters to rounded miles
        if (miles < 3) {
            // Stop updating the location
            [manager stopUpdatingLocation];
            // Congratulate the user
            distanceLabel.text = @"Enjoy the\nMothership!";
        } else {
            NSNumberFormatter *commaDelimited = [[[NSNumberFormatter alloc]
                                                  init] autorelease];
            [commaDelimited setNumberStyle:NSNumberFormatterDecimalStyle];
            distanceLabel.text = [NSString stringWithFormat:
                                @"%@ miles to the\nMothership",
                                [commaDelimited stringFromNumber:
                                [NSNumber numberWithIntLong:miles]]];
        }
        waitView.hidden = YES;
        distanceView.hidden = NO;
    }
}

```

Choose Build and Run and take a look at the result. Your application should, after determining your location, display the distance to Cupertino, California, as shown in Figure 20.5.

**Did you
Know?**

Location services work in the iOS 4 iPhone Simulator! The simulator uses Snow Leopard's location services to determine where your computer is sitting and then passes that information to your applications.

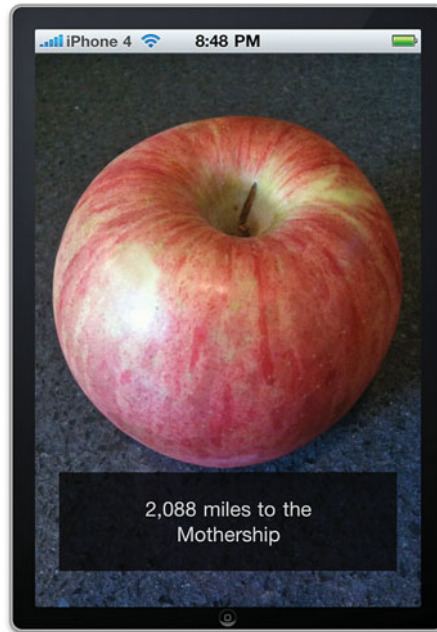


FIGURE 20.5
The Cupertino application in action showing the distance to Cupertino, California.

Understanding the Magnetic Compass

The iPhone 3GS was the first iOS device to include a magnetic compass. Since its introduction, the compass has been added to the iPad and the iPhone 4. It is used in Apple's Compass application and in the Maps application (to orient the map to the direction you are facing). The compass can also be accessed programmatically within iOS, which is what we'll take a look at now.

Location Manager Headings

The location manager includes a `headingAvailable` property that indicates whether the device is equipped with a magnetic compass. If the value is YES, you can use Core Location to retrieve heading information. Receiving heading events works similarly to receiving location update events. To start receiving heading events, assign a location manager delegate, assign a filter for how frequently you want to receive updates (measured in degrees of change in heading), and call the `startUpdatingHeading` method on the location manager.

**Watch
Out!**

There isn't one true north. Geographic north is fixed at the North Pole, and magnetic north is located hundreds of miles away and moves every day. A magnetic compass always points to magnetic north, but some electronic compasses, like the one in the iPhone, can be programmed to point to geographic north instead. Usually, when we deal with maps and compasses together, geographic north is more useful. Make sure you understand the difference between geographic and magnetic north and know which one you need for your application. If you are going to use the heading relative to geographic north (the `trueHeading` property), request location updates as well as heading updates from the location manager or the `trueHeading` property won't be properly set.

The location manager delegate protocol defines the methods for receiving heading updates. There are two methods in the delegate relating to headings: `locationManager:didUpdateHeading` and `locationManager:ShouldDisplayHeadingCalibration`.

The `locationManager:didUpdateHeading` method's argument is a `CLHeading` object. The `CLHeading` object makes the heading reading available with a set of properties: the `magneticHeading`, the `trueHeading` (see the Watch Out above), a `headingAccuracy` confidence measure, a timestamp of when the reading occurred, and an English language description that is more suitable for logging than showing to a user.

The `locationManager:ShouldDisplayHeadingCalibration` has the delegate return a YES or NO indicating if the location manager can display a calibration prompt to the user. The prompt asks the user to step away from any source of interference and to rotate the phone 360 degrees. The compass is always self-calibrating, and this prompt is just to help that process along after the compass receives wildly fluctuating readings. It's reasonable to implement this method to return NO if the calibration prompt would be annoying or distracting to the user at that point in the application, in the middle of data entry or game play for example.

**By the
Way**

The iPhone Simulator reports that headings are available and it provides just one heading update.

Implementing Compass Headings

As an example of using the compass, we are going to enhance the Cupertino application and provide the users with a left, right, or straight-ahead arrow to get them pointed toward Cupertino. As with the distance indicator, this is a limited look at the potential applications for the digital compass. As you work through these steps,

keep in mind that the compass provides information far more accurate than what we're indicating with three arrows!

Setting Up the Project

Depending on your comfort level with the project steps we've already completed this hour, you can continue building this directly off the existing Cupertino application or create a copy. You'll find a copy of Cupertino Compass in this hour's projects folder that includes the additional compass functionality for comparison.

Open the Cupertino application project, and let's begin by making some additions to support the use of the compass.

Adding the Direction Image Resources

The Images folder in the Cupertino project contains three arrow images: `arrow_up.png`, `arrow_right.png`, and `arrow_left.png`. Drag these three images into the Resources group and be sure to check the Copy Items into Destination Group's Folder check box in the Copy dialog.

Adding Outlets and Properties

To implement our new visual direction indicator, the `CupertinoViewController` needs an outlet to a `UIImageView` to show the appropriate arrow and needs a property to store the most recent location. We need to store the most recent location because we'll be doing a calculation on each heading update that uses the current location. During a heading update, the location manager delegate receives only the new `CLHeading` and not a `CLLocation`. Click the `CupertinoViewController.h` file in the Classes group and add an `IBOutlet` to a `UIImageView` (`directionArrow`), a property for the most recent `CLLocation` the controller received from location updates (`recentLocation`), and the method prototype we will implement to calculate the heading to Cupertino called `headingToLocation:current`. Listing 20.7 indicates the additions to the `CupertinoViewController.h` file.

LISTING 20.7

```
#import <UIKit/UIKit.h>
#import <CoreLocation/CoreLocation.h>

@interface CupertinoViewController : UIViewController
    <CLLocationManagerDelegate> {

    CLLocationManager *locMan;
    CLLocation *recentLocation;
    IBOutlet UILabel *distanceLabel;
    IBOutlet UIView *distanceView;
    IBOutlet UIView *waitView;
```


LISTING 20.7 continued

```

        IBOutlet UIImageView *directionArrow;

    }

    @property (assign, nonatomic) CLLocationManager *locMan;
    @property (retain, nonatomic) CLLocation *recentLocation;
    @property (retain, nonatomic) UILabel *distanceLabel;
    @property (retain, nonatomic) UIView *distanceView;
    @property (retain, nonatomic) UIView *waitView;
    @property (retain, nonatomic) UIView *directionArrow;

    -(double)headingToLocation:(CLLocationCoordinate2D)desired
        current:(CLLocationCoordinate2D)current;

@end

```

Open the CupertinoViewController.m file in the Classes group, and synthesize the two new properties:

```

@synthesize recentLocation;
@synthesize directionArrow;

```

Release them in the dealloc method:

```

- (void)dealloc {
    [locMan release];
    [distanceLabel release];
    [distanceView release];
    [waitView release];
    [recentLocation release];
    [directionArrow release];
    [super dealloc];
}

```

Updating the User Interface

To update our application for the compass, we need to add a new image view to the interface. Open the CupertinoViewController.xib file in Interface Builder, and then complete the following steps:

1. Open the Library (Shift+Command+L) and search for “image.” Drag a UIImageView onto the view.
2. Click the image view and open the Size Inspector (Command+3). Set the width (W) attribute to 150 points and the height (H) attribute to 150 points.
3. Open the Attributes Inspector (Command+1). Hide the image view by clicking the check box for the Hidden attribute.

4. Click the image view in the view, drag it to the top sizing guide, and then center it horizontally. The image view should now be just above the view that contains the activity indicator. If these two views overlap, drag the view with the activity indicator down. The UI should now look like Figure 20.6.
5. Open the Document window. Control-drag from the File's Owner icon to the image view, choosing the `directionArrow` outlet when prompted.

When satisfied with your interface, save the XIB file and return to Xcode.

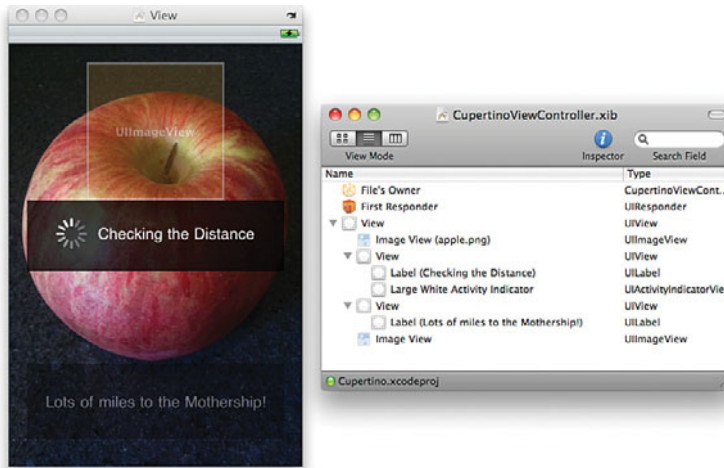


FIGURE 20.6
The updated
Cupertino appli-
cation UI.

Requesting and Using Heading Updates

Before asking for heading updates, we should check with the location manager to see whether heading updates are available via the class method `headingAvailable`. If heading updates aren't available, the arrow images will never be shown, and the Cupertino application works just as before. If `headingAvailable` returns YES, set the heading filter to 10 degrees of precision and start the updates with `startUpdatingHeading`. Update the `viewDidLoad` method of the `CupertinoViewController.m` file, as shown in Listing 20.8.

LISTING 20.8

```
- (void)viewDidLoad {
    [super viewDidLoad];

    locMan = [[CLLocationManager alloc] init];
    locMan.delegate = self;
    locMan.desiredAccuracy = kCLLocationAccuracyThreeKilometers;
    locMan.distanceFilter = 1609; // a mile
```

LISTING 20.8 continued

```

[locMan startUpdatingLocation];
if ([CLLocationManager headingAvailable]) {
    locMan.headingFilter = 10; // 10 degrees
    [locMan startUpdatingHeading];
}
}

```

As previously mentioned, we now need to store the current location whenever we get an updated location from Core Location so that we can use the most recent location in the heading calculations. Add a line to set the `recentLocation` property we created to the `newLocation` in the `locationManager:didUpdateLocation:fromLocation` method and another to stop updating the heading if we are within 3 miles of the destination. The changes to the `locationManager:didUpdateLocation:fromLocation` method can be seen in Listing 20.9.

LISTING 20.9

```

- (void)locationManager:(CLLocationManager *)manager
  didUpdateToLocation:(CLLocation *)newLocation
    fromLocation:(CLLocation *)oldLocation {

    if (newLocation.horizontalAccuracy >= 0) {

        // Store the location for use during heading updates
        self.recentLocation = newLocation;

        CLLocation *Cupertino = [[CLLocation alloc]
                                   initWithLatitude:kCupertinoLatitude
                                   longitude:kCupertinoLongitude] autorelease];
        CLLocationDistance delta = [Cupertino distanceFromLocation: newLocation];
        long miles = (delta * 0.000621371) + 0.5; // meters to rounded miles
        if (miles < 3) {
            // Turn off the location manager updates
            [manager stopUpdatingLocation];
            [manager stopUpdatingHeading];

            // Congratulate the user
            distanceLabel.text = @"Enjoy the\nMothership!";
        } else {
            NSNumberFormatter *commaDelimited = [[NSNumberFormatter alloc]
                                                  init] autorelease];
            [commaDelimited setNumberStyle:NSNumberFormatterDecimalStyle];
            distanceLabel.text = [NSString stringWithFormat:
                                   @"%@ miles to the\nMothership",
                                   [commaDelimited stringFromNumber:
                                   [NSNumber numberWithInt:miles]]];
        }
        waitView.hidden = YES;
        distanceView.hidden = NO;
    }
}

```

Calculate the Heading to Cupertino

In the previous two sections, we avoided doing calculations with latitude and longitude. This time, it requires just a bit of computation on our part to get a heading to Cupertino, and then to decide whether that heading is straight ahead or requires the user to spin to the right or to the left.

Given two locations such as the user's current location and the location of Cupertino, it is possible to use some basic geometry of the sphere to calculate the initial heading the user would need to use to reach Cupertino. A search of the Internet quickly finds the formula in JavaScript (copied here in the comment), and from that, we can easily implement the algorithm in Objective-C and provide the heading.

First, add two constants to CupertinoViewController.m, following the latitude and longitude for Cupertino. Multiplying by these constants will allow us to easily convert from radians to degrees and vice versa:

```
#define deg2rad 0.0174532925
#define rad2deg 57.2957795
```

Next, add the headingToLocation:current method in the CupertinoViewController.m file as in Listing 20.10.

LISTING 20.10

```
/*
 * According to Movable Type Scripts
 * http://mathforum.org/library/drmath/view/55417.html
 *
 * Javascript:
 *
 * var y = Math.sin(dLon) * Math.cos(lat2);
 * var x = Math.cos(lat1)*Math.sin(lat2) -
 * Math.sin(lat1)*Math.cos(lat2)*Math.cos(dLon);
 * var brng = Math.atan2(y, x).toDeg();
 */
-(double)headingToLocation:(CLLocationCoordinate2D)desired
    current:(CLLocationCoordinate2D)current {

    // Gather the variables needed by the heading algorithm
    double lat1 = current.latitude*deg2rad;
    double lat2 = desired.latitude*deg2rad;
    double lon1 = current.longitude;
    double lon2 = desired.longitude;
    double dlon = (lon2-lon1)*deg2rad;

    double y = sin(dlon)*cos(lat2);
    double x = cos(lat1)*sin(lat2) - sin(lat1)*cos(lat2)*cos(dlon);

    double heading=atan2(y,x);
    heading=heading*rad2deg;
    heading=heading+360.0;
    heading=fmod(heading,360.0);
    return heading;
}
```

Handling Heading Updates

The `CupertinoViewController` class implements the `CLLocationManagerDelegate` protocol, and as you learned earlier, one of the optional methods of this protocol, `locationManager:didUpdateHeading:`, provides heading updates anytime the heading changes by more degrees than the `headingFilter` amount.

For each heading update our delegate receives, use the user's current location to calculate the heading to Cupertino, then compare the desired heading to the user's current heading, and finally display the correct arrow image: left, right, or straight ahead.

For these heading calculations to be meaningful, we need to have the current location and some confidence in the accuracy of the reading of the user's current heading. Check these two conditions in an `if` statement before performing the heading calculations. If this sanity check does not pass, just hide the `directionArrow`.

Because this heading feature is more of a novelty than a true source of directions (unless you happen to be a bird or in an airplane), there is no need to be overly precise. Use ± 10 degrees from the true heading to Cupertino as close enough to display the straight-ahead arrow. If the difference is greater than 10 degrees, display the left or right arrow based on whichever way would result in a shorter turn to get to the desired heading. Implement the `locationManager:didUpdateHeading` method in the `CupertinoViewController.m` file, as shown in Listing 20.11.

LISTING 20.11

```
- (void)locationManager:(CLLocationManager *)manager
    didUpdateHeading:(CLHeading *)newHeading {

    if (self.recentLocation != nil && newHeading.headingAccuracy >= 0) {
        CLLocation *cupertino = [[CLLocation alloc]
                                initWithLatitude:kCupertinoLatitude
                                longitude:kCupertinoLongitude] autorelease];
        double course = [self headingToLocation:cupertino.coordinate
                                current:recentLocation.coordinate];
        double delta = newHeading.trueHeading - course;
        if (abs(delta) <= 10) {
            directionArrow.image = [UIImage imageNamed:@"up_arrow.png"];
        } else {
            if (delta > 180) directionArrow.image =
                [UIImage imageNamed:@"right_arrow.png"];
            else if (delta > 0) directionArrow.image =
                [UIImage imageNamed:@"left_arrow.png"];
            else if (delta > -180) directionArrow.image =
                [UIImage imageNamed:@"right_arrow.png"];
            else directionArrow.image = [UIImage imageNamed:@"left_arrow.png"];
        }
        directionArrow.hidden = NO;
    } else {
        directionArrow.hidden = YES;
    }
}
```

Build and run the project. If you have a device equipped with an electromagnetic compass, you can now spin around in your office chair and see the arrow images change to show you the heading to Cupertino. If you run the updated Cupertino application in the iPhone Simulator, you will have an arrow pointing to the right as a result of the simulator's one simulated heading update (see Figure 20.7).



FIGURE 20.7
The completed Cupertino application running in the iPhone Simulator.

Further Exploration

In the span of an hour, you covered a great deal of what Core Location has to offer. I recommend that you spend time reviewing the Core Location framework reference as well as the guide *Making Your Application Location-Aware*, both of which are accessible through the Xcode documentation.

In addition, I greatly recommend reviewing Movable Type Scripts documentation on latitude and longitude functions (<http://www.movable-type.co.uk/scripts/latlong.html>). Although Core Location provides a great deal of functionality, there are things (such as calculate a heading/bearing) that it can't currently do. The Movable Type Scripts library should give you the base equations for many common location-related activities.

Apple Tutorials

LocateMe (accessible through the Xcode documentation interface): A simple Xcode project to demonstrate the primary functions of Core Location.

Summary

In this hour, you worked with the powerful Core Location toolkit. As you saw in the sample application, this framework can provide detailed information from the iPhone's GPS and magnetic compass systems. Many modern iPhone applications use this information to provide data about the world around the user or to store information about where the user was physically located when an event took place.

You can combine these techniques with the Map Kit from the previous hour to create detailed mapping and touring applications.

Q&A

- Q.** *Should I start receiving heading and location updates as soon as my application launches?*
- A.** You can, as we did in the tutorial, but be mindful that the GPS features of the iPhone consume quite a bit of battery life. After you establish your location, turn off the location/heading updates.
- Q.** *Why do I need that ugly equation to calculate a heading? It seems overly complicated.*
- A.** If you imagine two locations as two points on a flat grid, the math is easier. Unfortunately, the earth is not flat but a sphere. Because of this difference, you must calculate distances and headings using the great circle (that is, the shortest distance between two points on a curved surface).
- Q.** *Can I use Core Location and Map Kit to provide turn-by-turn directions in my application?*
- A.** Yes and no. You can use Core Location and Map Kit as part of a solution for turn-by-turn directions, and many developers do this, but they are not sufficiently functional on their own, and there are terms of services conditions that prohibit you from using the Google-provided map tiles in an application that provides turn-by-turn directions. In short, you'll need to license some additional data to provide this type of capability.

Workshop

Quiz

1. True north and magnetic north are the same thing. True or false?
2. What can be done to limit the drain on battery life when using Core Location?
3. Explain the role of these important classes: `CLLocationManager`, `CLLocationManagerDelegate`, `CLLocation`.

Answers

1. False. Magnetic fields vary and are not exactly aligned with true (geographic) north. The error between the two is called *declination*.
2. Use the `distanceFilter` and `headingFilter` properties of `CLLocationManager` to get updates only as frequently as your application can benefit from them. Use the `stopUpdatingLocation` and `stopUpdatingHeading` methods of `CLLocationManager` to stop receiving the updates as soon as you no longer need them.
3. A `CLLocationManager` instance provides the basis of the interaction with Core Location services. A location manager delegate, implementing the `CLLocationManagerDelegate` protocol, is set on the `CLLocationManager` instance, and that delegate receives location/heading updates. Location updates come in the form of a pair of `CLLocation` objects, one providing the coordinates of the previous location, and the other providing the coordinates of the new location.

Activities

1. Adopt the Cupertino application to be a guide for your favorite spot in the world. Add a map to the view that displays your current location.
2. Identify opportunities to use the location features of core location. How can you enhance games, utilities, or other applications with location-aware features?

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HOUR 21

Building Background-Aware Applications

What You'll Learn in This Hour:

- ▶ How iOS 4 supports background tasks
- ▶ What types of background tasks are supported
- ▶ How to disable backgrounding
- ▶ How to suspend applications
- ▶ How to execute code in the background

“The ability to run multiple applications in the background” mocks the Verizon commercial. “Why can’t a modern operating system run multiple programs at once?” question the discussion groups. As a developer and a fan of the iPhone, I’ve found these threads amusing in their naiveté and somewhat confusing. The iPhone has always run multiple applications simultaneously in the background, but they were limited to Apple’s applications. This restriction has been to preserve the user experience of the device as a phone. Rather than an “anything goes” approach, Apple has taken steps to ensure that the phone remains responsive at all times.

With the release of iOS 4.x, Apple answers the call from the competition by opening up background processing to third-party applications. Unlike the competitors, however, Apple has been cautious in how it approached backgrounding—opening it up to a specific set of tasks that users commonly encounter. In this hour’s lesson, you learn several of the multi-tasking techniques that you can implement in iOS 4.

Understanding iOS 4 Backgrounding

If you've been working in iOS 4.x or later as you've built the tutorials in this book, you may have noticed that when you quit the applications on your phone or in the iPhone Simulator, they still show up in the iOS task manager, and, unless you manually stop them, they tend to pick up right where they left off. The reason for this is that projects created in iOS 4.x are background-ready as soon as you click the Build and Run button. That doesn't mean that they will run in the background, just that they're aware of the new iOS 4 background features and will take advantage with a little bit of help.

Before we examine how to enable backgrounding (also called multitasking) in our projects, let's first identify exactly what it means to be a background-aware application, starting with the types of backgrounding supported, then the application life cycle methods.

Types of Backgrounding

We explore four primary types of backgrounding in iOS 4.x: application suspension, local notifications, task-specific background processing, and task completion.

Suspension

When an application is suspended, it will cease executing code but be preserved exactly as the user left it. When the user returns to the application, it appears to have been running the whole time. In reality, all tasks will be stopped, keeping the app from using up your iPhone's resources. Any application that you compile against iOS 4.x will, by default, support background suspension. You should still handle cleanup in the application if it is about to be suspended (see "The Background-Aware Application Life Cycle" section, later in this chapter), but beyond that, it "just works."

In addition to performing cleanup as an application is being suspended, it will be your responsibility to recover from a background suspended state and update anything in the application that should have changed while it was suspended (time/date changes and so on).

Local Notifications

The second type of background processing is the scheduling of local notifications (`UILocalNotification`). If you've ever experienced a push notification, local notifications are the same but are generated by the applications that you write. An application, while running, can schedule notifications to appear onscreen at a point in

time in the future. For example, the following code initializes a notification (`UILocalNotification`) configures it to appear in five minutes, and then uses the application's `scheduleLocalNotification` method to complete the scheduling:

```
UILocalNotification *futureAlert;
futureAlert = [[[UILocalNotification alloc] init] autorelease];
futureAlert.fireDate = [NSDate dateWithTimeIntervalSinceNow:300];
futureAlert.timeZone = [NSTimeZone defaultTimeZone];
[[UIApplication sharedApplication] scheduleLocalNotification:futureAlert];
```

These notifications, when invoked by iOS, can show a message, play a sound, and even update your application's notification badge. They cannot, however, execute arbitrary application code. In fact, it is likely that you will simply allow iOS to suspend your application after registering your local notifications. A user who receives a notification can click View button in the notification window to return to your application.

Task-Specific Background Processing

Before Apple decided to implement background processing, they did some research on how users worked with their handhelds. What they found was that there were specific types of background processing that people needed. First, they needed audio to continue playing in the background; this is necessary for applications like Pandora. Next, location-aware software needed to update itself in the background so that users continued to receive navigation feedback. Finally, VoIP applications like Skype needed to operate in the background to handle incoming calls.

These three types of tasks are handled uniquely and elegantly in iOS 4.x. By declaring that your application requires one of these types of background processing, you can, in many cases, enable your application to continue running with little alteration. To declare your application capable of supporting any (or all) of these tasks, you will add the Required Background Modes (`UIBackgroundModes`) key to the project's plist file, and then add values of App Plays Audio (Audio), App Registers for Location Updates (Location), or App Provides Voice over IP Services (VoIP).

Task Completion for Long-Running Tasks

The fourth type of backgrounding that we'll be using in iOS 4.x is task completion. Using task-completion methods, you can "mark" the tasks in your application that will need to finish before it can be safely suspended (file upload/downloads, massive calculations, and so on).

For example, to mark the beginning of a long running task, first declare an identifier for the specific task:

```
UIBackgroundTaskIdentifier myLongTask;
```

Then use the application's `beginBackgroundTaskWithExpirationHandler` method to tell iOS that you're starting a piece of code that can continue to run in the background:

```
myLongTask = [[UIApplication sharedApplication]
               beginBackgroundTaskWithExpirationHandler:^(
                   // If you're worried about exceeding 10 minutes, handle it here
               )];
```

And, finally, mark the end of the long-running task with the application `endBackgroundTask` method:

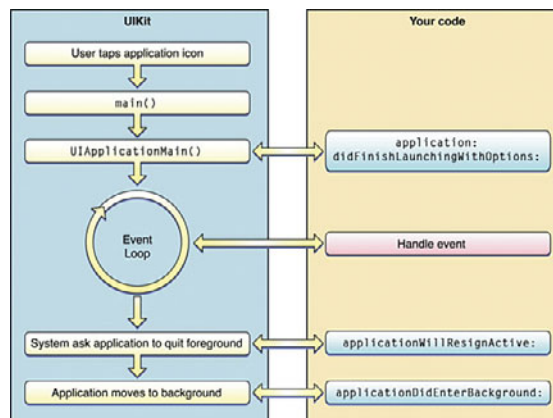
```
[[UIApplication sharedApplication] endBackgroundTask:myLongTask];
```

Each task you mark will have roughly 10 minutes (total) to complete its actions, plenty of time for most common uses. After the time completes, the application is suspended and treated like any other suspended application.

The Background-Aware Application Life Cycle Methods

In Hour 4, “Inside Cocoa Touch,” you started learning about the application life cycle, as shown in Figure 21.1. You learned that, in iOS 4.x, applications should clean up after themselves in the `applicationDidEnterBackground` delegate method. This replaces `applicationWillTerminate` in earlier versions of the OS, or as you'll learn shortly, in applications that you've specifically marked as not capable (or necessary) to run in the background.

FIGURE 21.1
The iOS 4.x
application life
cycle.



In addition to `applicationDidEnterBackground`, there are several other methods that you should implement to be a proper background-aware iOS citizen. For many small applications, you won't need to do anything with these, other than leave them as is in the application delegate. As your projects increase in complexity, however, you'll want to make sure that your apps move cleanly from the foreground to background (and vice versa), avoiding potential data corruption and creating a seamless user experience.

It is important to understand that iOS can terminate your applications, even if they're backgrounded, if it decides that the device is running low on resources. You can expect that your applications will be fine, but plan for a scenario where they are forced to quit unexpectedly.

**Watch
Out!**

The methods that Apple expects to see in your background-aware apps are as follows:

- ▶ **`application:didFinishLaunchingWithOptions:`** Called when your application first launches. If your application is terminated while suspended, or purged from memory, needs to restore its previous state manually. (You did save it your user's preferences, right?)
- ▶ **`applicationDidBecomeActive:`** Called when an application launches or returns to the foreground from the background. This method can be used to restart processes and update the user interface, if needed.
- ▶ **`applicationWillResignActive:`** Invoked when the application is requested to move to the background or to quit. This method should be used to prepare the application for moving into a background state, if needed.
- ▶ **`applicationDidEnterBackground:`** Called when the application has become a background application. This replaces `applicationWillTerminate` in iOS 4.x. You should handle all final cleanup work in this method. You may also use it to start long-running tasks and use task-completion backgrounding to finish them.
- ▶ **`applicationWillEnterForeground:`** Called when an application returns to an active state after being backgrounded.
- ▶ **`applicationWillTerminate:`** Invoked when an application on a nonmultitasking version of iOS is asked to quit, or when iOS determines that it needs to shut down an actively running background application.

Method stubs for all of these exist in your iOS 4.x application delegate implementation files. If your application needs additional setup or teardown work, just add the code to the existing methods. As you'll see shortly, many applications, such as the majority of those in this book, require few changes.

Watch Out!

The assumption in this hour's lesson is that you are using iOS 4.x or later. If you are not, using background-related methods and properties on earlier versions of the OS will result in errors. To successfully target both iOS 4.x and earlier devices, check to see whether backgrounding is available, and then react accordingly in your apps.

Apple provides the following code snippet in the *iPhone Application Programming Guide* for checking to see (regardless of OS version) whether multitasking support is available:

```
UIDevice* device = [UIDevice currentDevice];
BOOL backgroundSupported = NO;
if ([device respondsToSelector:@selector(isMultitaskingSupported)])
    backgroundSupported = device.multitaskingSupported;
```

If the resulting `backgroundSupported` Boolean is YES, you're safe to use background-specific code.

Now that you have an understanding of the background-related methods and types of background processing available to you, let's look at how they can be implemented. To do this, we'll reuse tutorials that we've built throughout the book (with one exception). We won't be covering how these tutorials were built, so be sure to refer to the earlier hours if you have questions on the core functionality of the applications.

Disabling Backgrounding

We start with the exact opposite of enabling backgrounding: disabling it. If you think about it, there are many different “diversion” apps that don't need to support background suspension or processing. These are apps that you use and then quit. They don't need to hang around in your task manager afterward.

For example, consider the HelloNoun application in Hour 6, “Model-View-Controller Application Design.” There's no reason that the user experience would be negatively affected if the application started from scratch each time you ran it. To implement this change in the project, follow these steps:

1. Open the project in which you want to disable backgrounding (such as HelloNoun).
2. Open the project's plist file in the resources group (HelloNoun-Info.plist).

3. Add an additional key to the property list, selecting Application Does Not Run in Background (UIApplicationExitsOnSuspend) from the Key pop-up menu.
4. Click the check box beside the key, as shown in Figure 21.2.
5. Save the changes to the plist file.

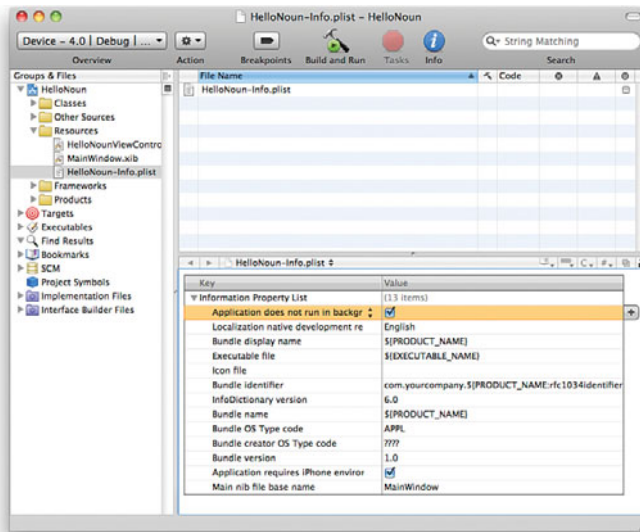


FIGURE 21.2
Add the Application Does Not run in Background (UIApplicationExitsOnSuspend) key to the project.

Build and run the application on your iPhone or in the iPhone simulator. When you exit the application with the Home button, it will not be suspended, nor will not show in the task manager, and it will restart fresh when you launch it the next time.

Handling Background Suspension

In the second tutorial, we handle background suspension. As previously noted, you don't have to do anything to support this other than build your project with the iOS 4.x development tools. That said, we use this example as an opportunity to prompt users when they return to the application after it was backgrounded.

For this example, we update the ImageHop application from Hour 8, "Handling Images, Animation, and Sliders." It is conceivable (work with me here, folks!) that a user will want to start the bunny hopping, exit the application, and then return to exactly where it was at some time in the future.

To alert the user when the application returns from suspension, we'll edit the application delegate method `applicationWillEnterForeground`. Recall that this method is invoked only when an application is returning from a backgrounded state. Open `ImageHopAppDelegate.m` and implement the method, as shown in Listing 21.1.

LISTING 21.1

```

- (void)applicationWillEnterForeground:(UIApplication *)application {
    UIAlertView *alertView;
    alertDialog = [[UIAlertView alloc]
        initWithTitle: @"Yawn!"
        message:@"Was I asleep?"
        delegate: nil
        cancelButtonTitle: @"Welcome Back"
        otherButtonTitles: nil];
    [alertView show];
    [alertView release];
}

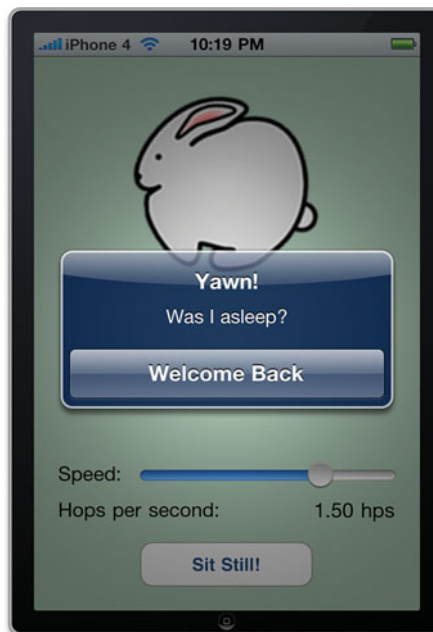
```

Within the method, we declare, initialize, show, and release an alert view, exactly as we did in the “Getting Attention” tutorial in Hour 10, “Getting the User’s Attention.” After updating the code, build and run the application. Start the ImageHop animation, and then use the Home button to background the app.

After waiting a few seconds (just for good measure), open ImageHop again using the task manager or its application icon (not Build and Run!). When the application returns to the foreground, it should pick up exactly where it left off and present you with the alert shown in Figure 21.3.

FIGURE 21.3

The application `WillEnterForeground` method is used to display an alert upon returning from the background.



Implementing Local Notifications

Earlier in this lesson, you saw a short snippet of the code necessary to generate a local notification (`UILocalNotification`). As it turns out, there's not much more you'll need beyond those few lines! To demonstrate the use of local notifications, we'll be updating Hour 10's "Getting the User's Attention" `doAlert` method. Instead of just displaying an alert, it will also show a notification 5 minutes later and then schedule local notifications to occur every day thereafter.

Common Notification Properties

You want to configure several properties when creating notifications. A few of the more interesting of these include the following:

- ▶ **`applicationIconBadgeNumber`**: An integer that is displayed on the application icon when the notification is triggered
- ▶ **`fireDate`**: An `NSDate` object that provides a time in the future for the notification to be triggered
- ▶ **`timeZone`**: The time zone to use for scheduling the notification
- ▶ **`repeatInterval`**: How frequently, if ever, the notification should be repeated
- ▶ **`soundName`**: A string (`NSString`) containing the name of a sound resource to play when the notification is triggered
- ▶ **`alertBody`**: A string (`NSString`) containing the message to be displayed to the user

Creating and Scheduling a Notification

Open the `GettingAttention` application and edit the `doAlert` method so that it resembles Listing 21.2. (Bolded lines are additions to the existing method.) Once the code is in place, we'll walk through it together.

LISTING 21.2

```
1: -(IBAction)doAlert:(id)sender {
2:     UIAlertView *alertView;
3:     UILocalNotification *scheduledAlert;
4:
5:     alertDialog = [[UIAlertView alloc]
6:         initWithTitle: @"Alert Button Selected"
7:         message:@"I need your attention NOW (and in a little bit)!"
8:         delegate: nil
9:         cancelButtonTitle: @"Ok"
```

LISTING 21.2 continued

```

10:         otherButtonTitles: nil];
11:
12:     [alertView show];
13:     [alertView release];
14:
15:
16:     [[UIApplication sharedApplication] cancelAllLocalNotifications];
17:     scheduledAlert = [[[UILocalNotification alloc] init] autorelease];
18:     scheduledAlert.applicationIconBadgeNumber=1;
19:     scheduledAlert.fireDate = [NSDate dateWithTimeIntervalSinceNow:300];
20:     scheduledAlert.timeZone = [NSTimeZone defaultTimeZone];
21:     scheduledAlert.repeatInterval = NSDayCalendarUnit;
22:     scheduledAlert.soundName=@"soundeffect.wav";
23:     scheduledAlert.alertBody = @"I'd like to get your attention again!";
24:
25:     [[UIApplication sharedApplication]
➤scheduleLocalNotification:scheduledAlert];
26:
27: }
```

First, in line 3, we declare `scheduledAlert` as an object of type `UILocalNotification`. This local notification object is what we set up with our desired message, sound, and so on, and then pass off to the application to display sometime in the future.

In Line 16, we use `[UIApplication sharedApplication]` to grab our application object, and then call the `UIApplication` method `cancelAllLocalNotifications`. This cancels any previously scheduled notifications that this application may have made, giving us a clean slate.

Line 17 allocates and initializes the local notification object `scheduledAlert`. Because the notification is going to be handled by iOS rather than our `GettingAttention` application, we can use `autorelease` to release it.

In line 18, we configure the notification's `applicationIconBadgeNumber` property so that when the notification is triggered, the application's badge number is set to 1 to show that a notification has occurred.

Line 19 uses the `fireDate` property along with the `NSDate` class method `dateWithTimeIntervalSinceNow` to set the notification to be triggered 300 seconds in the future.

Line 20 sets the `timeZone` for the notification. This should almost always be set to the local time zone, as returned by `[NSTimeZone defaultTimeZone]`.

Line 21 sets the `repeatInterval` property for the notification. This can be chosen from a variety of constants, such as `NSDayCalendarUnit` (daily), `NSHourCalendarUnit`

(hourly), and `NSMinuteCalendarUnit` (every minute). The full list can be found in the `NSCalendar` class reference in the Xcode developer documentation.

In Line 22, we set a sound to be played along with the notification. The `soundName` property is configured with a string (`NSString`) with the name of a sound resource. Because we already have `soundeffect.wav` available in the project, we can use that without any further additions.

Line 23 finishes the notification configuration by setting the `alertBody` of the notification to the message we want the user to see.

When the notification object is fully configured, we schedule it using the `UIApplication` method `scheduleLocalNotification` (line 25). This finishes the implementation!

Choose Build and Run to compile and start the application on your iPhone or in the iPhone Simulator. After `GettingAttention` is up and running, click the Alert Me! button. After the initial alert is displayed, click the Home button to exit the application. Go get a drink, and come back in about 4 minutes and 59 seconds. At exactly 5 minutes later, you'll receive a local notification, as shown in Figure 21.4.

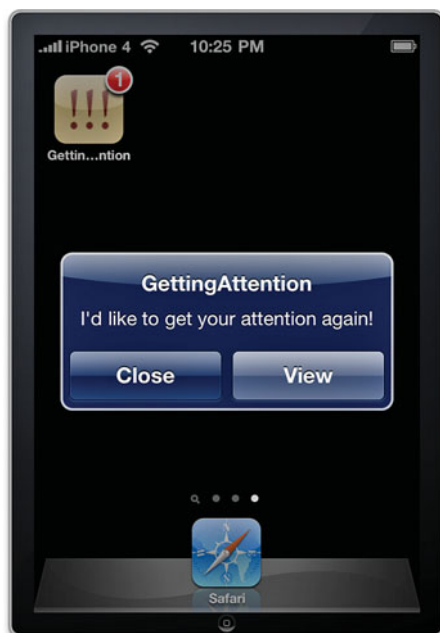


FIGURE 21.4

Local notifications are displayed onscreen even when the application isn't running.

Using Task-Specific Background Processing

So far, we haven't actually done any real background processing! We've suspended an application and generated local notifications, but, in each of these cases, the application hasn't been doing any processing. Let's change that! In our final two examples, we'll execute *real* code behind the scenes while the application is in the background. Although it is well beyond the scope of this book to generate a VoIP application, we can use our Cupertino application from last hour's lesson, with some minor modifications, to show background processing of location and audio!

Preparing the Cupertino Application for Audio

When we finished off the Cupertino application in the last hour, it told us how far away Cupertino was, and presented straight, left, and right arrows on the screen to indicate the direction the user should be traveling to reach the Mothership. We can update the application to audio using `SystemSoundServices`, just as we did in Hour 10's `GettingAttention` application.

The only tricky thing about our changes is that we won't want to hear a sound repeated if it was the same as the last sound we heard. To handle this requirement, we'll use a constant for each sound: 1 for straight, 2 for right, and 3 for left, and store this in a variable called `lastSound` each time a sound is played. We can then use this as a point of comparison to make sure that what we're about to play isn't the same thing we did just play!

Adding the AudioToolbox Framework

To use System Sound Services, we need to first add the AudioToolbox framework. Open the Cupertino (with Compass implementation) project in Xcode. Right-click the Frameworks group and choose Add, Existing Frameworks. Choose `AudioToolbox.framework` from the list that appears, and then click Add, as shown in Figure 21.5.

Adding the Audio Files

Within the Cupertino Audio Compass - Navigation and Audio folder included with this hour's lesson, you'll find an Audio folder. Drag the files from the audio folder (`straight.wav`, `right.wav`, and `left.wav`) to the Resources group within the Xcode project. Choose to copy the files into the application when prompted, as shown in Figure 21.6.

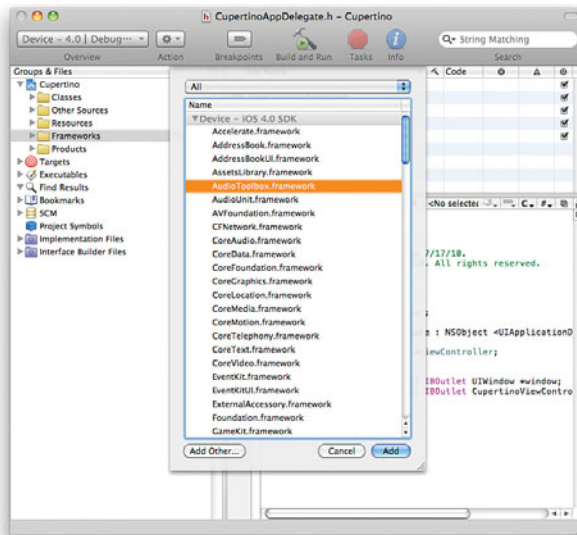


FIGURE 21.5
Add the AudioToolbox.framework to the project.

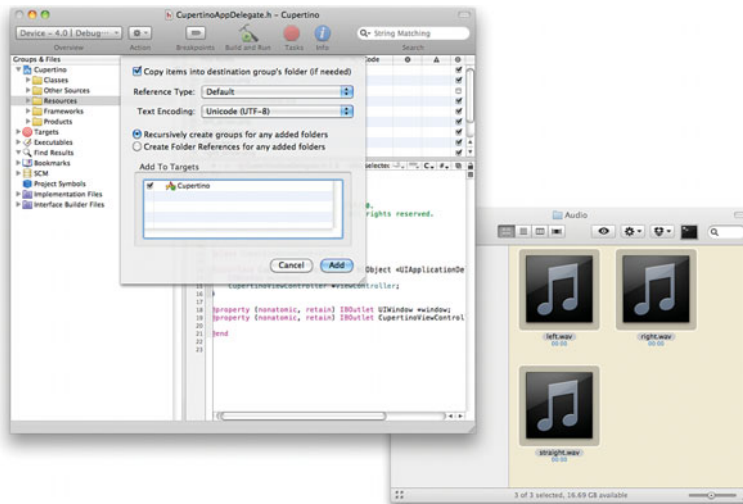


FIGURE 21.6
Add the necessary sound resources to the project.

Updating the CupertinoViewController.h Interface File

Now that the necessary files are added to the project, we need to update the CupertinoViewController interface file. Add an `#import` directive to import the AudioToolbox interface file, and then declare instance variables for three SystemSoundIDs (soundStraight, soundLeft, and soundRight) and an integer

lastSound to hold the last sound we played. Remember that these aren't objects, so there's no need to declare the variables as pointers to objects, add properties for them, or release them!

The updated CupertinoViewController.h file should resemble Listing 21.3.

LISTING 21.3

```
#import <UIKit/UIKit.h>
#import <CoreLocation/CoreLocation.h>
#import <AudioToolbox/AudioToolbox.h>

@interface CupertinoViewController : UIViewController
<CLLocationManagerDelegate> {

    CLLocationManager *locMan;
    CLLocation *recentLocation;
    IBOutlet UILabel *distanceLabel;
    IBOutlet UIView *distanceView;
    IBOutlet UIView *waitView;
    IBOutlet UIImageView *directionArrow;
    SystemSoundID soundStraight;
    SystemSoundID soundRight;
    SystemSoundID soundLeft;
    int lastSound;

}

@property (assign, nonatomic) CLLocationManager *locMan;
@property (retain, nonatomic) CLLocation *recentLocation;
@property (retain, nonatomic) UILabel *distanceLabel;
@property (retain, nonatomic) UIView *distanceView;
@property (retain, nonatomic) UIView *waitView;
@property (retain, nonatomic) UIImageView *directionArrow;

-(double)headingToLocation:(CLLocationCoordinate2D)desired
                        current:(CLLocationCoordinate2D)current;

@end
```

Adding Sound Constants

To help keep track of which sound we last played, we declared the lastSound instance variable. Our intention is to use this to hold an integer representing each of our three possible sounds. Rather than remembering that 2 = right, and 3 = left, and so on, let's add some constants to the CupertinoViewController.m implementation file to keep these straight.

Insert these three lines following the existing constants we defined for the project:

```
#define straight 1
#define right 2
#define left 3
```

With the setup out of the way, we're ready to implement the code to generate the audio directions for the application.

Implementing the Cupertino Audio Directions

To add sound playback to the Cupertino application, we need to modify two of our existing `CupertinoViewController` methods. The `viewDidLoad` method will give us a good place to load all three of our sound files and set the `soundStraight`, `soundRight`, `soundLeft` references appropriately. We'll also use it to initialize the `lastSound` variable to `0`, which doesn't match any of our sound constants. This ensures that whatever the first sound is, it will play.

Edit `CupertinoViewController.m` and update `viewDidLoad` to match Listing 21.4.

LISTING 21.4

```
- (void)viewDidLoad {
    [super viewDidLoad];

    NSString *soundFile;

    soundFile = [[NSBundle mainBundle]
                  pathForResource:@"straight" ofType:@"wav"];
    AudioServicesCreateSystemSoundID((CFURLRef)
    [NSURL fileURLWithPath:soundFile]
    ,&soundStraight);
    [soundFile release];

    soundFile = [[NSBundle mainBundle]
                  pathForResource:@"right" ofType:@"wav"];
    AudioServicesCreateSystemSoundID((CFURLRef)
    [NSURL fileURLWithPath:soundFile]
    ,&soundRight);
    [soundFile release];

    soundFile = [[NSBundle mainBundle]
                  pathForResource:@"left" ofType:@"wav"];
    AudioServicesCreateSystemSoundID((CFURLRef)
    [NSURL fileURLWithPath:soundFile]
    ,&soundLeft);
    [soundFile release];
    lastSound=0;

    locMan = [[CLLocationManager alloc] init];
    locMan.delegate = self;
    locMan.desiredAccuracy = kCLLocationAccuracyThreeKilometers;
    locMan.distanceFilter = 1609; // a mile
    [locMan startUpdatingLocation];
    if ([CLLocationManager headingAvailable]) {
        locMan.headingFilter = 15;
        [locMan startUpdatingHeading];
    }
}
```

Did you Know?

Remember, this is all code we've used before! If you are having difficulties understanding the sound playback process, refer back to the Hour 10 tutorial.

The final logic that we need to implement is to play each sound when there is a heading update. The `CupertinoViewController.m` method that implements this is `locationManager:didUpdateHeading`. Each time the arrow graphic is updated in this method, we'll prepare to play the corresponding sound with the `AudioServicesPlaySystemSound` function. Before we do that, however, we'll check to make sure it isn't the same sound as `lastSound`; this will help prevent a Max Headroom stuttering effect as one sound file is played repeatedly over top of itself. If `lastSound` doesn't match the current sound, we'll play it and update `lastSound` with a new value.

Edit the `locationManager:didUpdateHeading` method as described. Your final result should look similar to Listing 21.5.

LISTING 21.5

```
- (void)locationManager:(CLLocationManager *)manager
    didUpdateHeading:(CLHeading *)newHeading {

    if (self.recentLocation != nil && newHeading.headingAccuracy >= 0) {
        CLLocation *cupertino = [[CLLocation alloc]
                                   initWithLatitude:kCupertinoLatitude
                                   longitude:kCupertinoLongitude] autorelease];
        double course = [self headingToLocation:cupertino.coordinate
                                   current:recentLocation.coordinate];
        double delta = newHeading.trueHeading - course;
        if (abs(delta) <= 10) {
            directionArrow.image = [UIImage imageNamed:@"up_arrow.png"];
            if (lastSound!=straight) AudioServicesPlaySystemSound(soundStraight);
            lastSound=straight;
        } else {
            if (delta > 180) {
                directionArrow.image = [UIImage imageNamed:@"right_arrow.png"];
                if (lastSound!=right) AudioServicesPlaySystemSound(soundRight);
                lastSound=right;
            } else if (delta > 0) {
                directionArrow.image = [UIImage imageNamed:@"left_arrow.png"];
                if (lastSound!=left) AudioServicesPlaySystemSound(soundLeft);
                lastSound=left;
            } else if (delta > -180) {
                directionArrow.image = [UIImage imageNamed:@"right_arrow.png"];
                if (lastSound!=right) AudioServicesPlaySystemSound(soundRight);
                lastSound=right;
            } else {
                directionArrow.image = [UIImage imageNamed:@"left_arrow.png"];
                if (lastSound!=left) AudioServicesPlaySystemSound(soundLeft);
                lastSound=left;
            }
        }
    }
}
```

```
    }  
    directionArrow.hidden = NO;  
} else {  
    directionArrow.hidden = YES;  
}  
}
```

The application is now ready for testing. Use Build and Run to install the updated Cupertino application on your iPhone, and then try moving around. As you move, it will speak “Right,” “Left,” and “Straight” to correspond to the onscreen arrows. Try exiting the applications and see what happens. Surprise! It won’t work! That’s because we haven’t yet updated the project’s plist file to contain the Required Background Modes (UIBackgroundModes) key.

If, while you’re testing the application, it still seems a bit “chatty” (playing the sounds too often), you may want to update the `locMan.headingFilter` to a larger value (like 15 or 20) in the `viewDidLoad` method. This will help cut down on the number of heading updates.

**Did you
Know?**

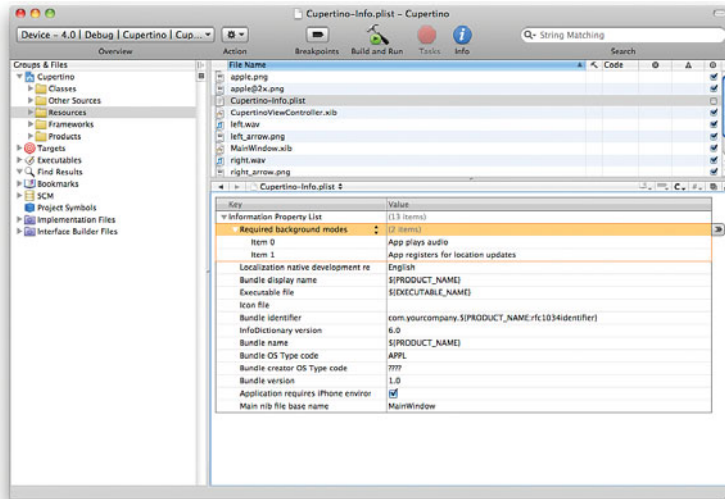
Adding the Background Modes Key

Our application performs two tasks that should remain active when in a background state. First, it tracks our location. Second, it plays audio to give us a general heading. We need to add both audio and location background mode designations to the application for it to work properly. Update the Cupertino project plist by following these steps:

1. Click to open the project’s plist file in the resources group (Cupertino-Info.plist).
2. Add an additional key to the property list, selecting Required Background Modes (UIBackgroundModes) from the Key pop-up menu.
3. Expand the key and add two values within it: App Plays Audio (Audio) and App Registers for Location Updates (Location), as shown in Figure 21.7. Both values will be selectable from the pop-up menu in the Value field.
4. Save the changes to the plist file.

FIGURE 21.7

Add the background modes that are required by your application.



After updating the plist, install the updated application on your iPhone and try again. This time, when you exit the application, it will continue to run! As you move around, you'll hear spoken directions as Cupertino continues to track your position behind the scenes.

By the Way

By declaring the location and audio background modes, your application is able to use the full services of Location Manager and the iOS's many audio playback mechanisms when it is in the background.

Completing a Long-Running Background Task

In our final tutorial of the hour, we need to create a project from scratch. Our book isn't about building applications that require a great deal of background processing. Sure, we could demonstrate how to add code to an existing project and allow a method to run in the background, but we don't have any long running methods that could make use of it.

To demonstrate how we can tell iOS to allow something to run in the background, we'll create a new application, SlowCount, that does nothing but count to 1,000—slowly. We'll use the task-completion method of background to make sure that, even when the application is in the background, it continues to count until it reaches 1,000—as shown in Figure 21.8.



FIGURE 21.8
To simulate a long-running task, our application will count. Slowly.

Preparing the Project

Create a new view-based iPhone application named **SlowCount**. We'll move through development fairly quickly because, as you can imagine, this application is pretty simple.

The application will have a single outlet, a `UILabel` named `theCount`, which we'll use to present the counter onscreen. In addition, it will need an integer to use as a counter (`count`), an `NSTimer` object that will trigger the counting at a steady interval (`theTimer`), and a `UIBackgroundTaskIdentifier` variable (not an object!) that we'll use to reference the task we have running in the background (`counterTask`).

Every task that you want to enable for background task completion will need its own `UIBackgroundTaskIdentifier`. This is used along with the `UIApplication` method `endBackgroundTask` to identify which background task has just ended.

**By the
Way**

Open the `SlowCountViewController.h` file and implement it as shown in Listing 21.6.

LISTING 21.6

```
#import <UIKit/UIKit.h>

@interface SlowCountViewController : UIViewController {
    int count;
    NSTimer *theTimer;
    UIBackgroundTaskIdentifier counterTask;
    IBOutlet UILabel *theCount;
}

@property (nonatomic,retain) UILabel *theCount;

@end
```

**By the
Way**

The UILabel theCount is the only object we'll be accessing and modifying properties of in the application; therefore, it is the only thing that needs a @property declaration.

Next, clean up after the UILabel object in the SlowCountViewController.m dealloc method. The other instance variables either aren't objects (count, counterTask) or will be allocated and released elsewhere in the application (NSTimer):

```
- (void)dealloc {
    [theCount release];
    [super dealloc];
}
```

Creating the User Interface

It's a bit of a stretch to claim that this application has a "user interface," but we still need to prepare the SlowCountViewController.xib to show the theCount label on the screen.

Open the XIB file in Interface Builder, and drag a UILabel into the center of the view. Set the label's text to read **0**. With the label selected, use the Attributes Inspector (Command+1) to set the label alignment to center and the font size to 36. Finally, align the right and left sides of the label with the right and left sizing guides. You've just created a UI masterpiece, as shown in Figure 21.9.

Finish the view by Control-dragging from the File's Owner icon in the Document window to the UILabel in the view. Choose theCount when prompted to make the connection.

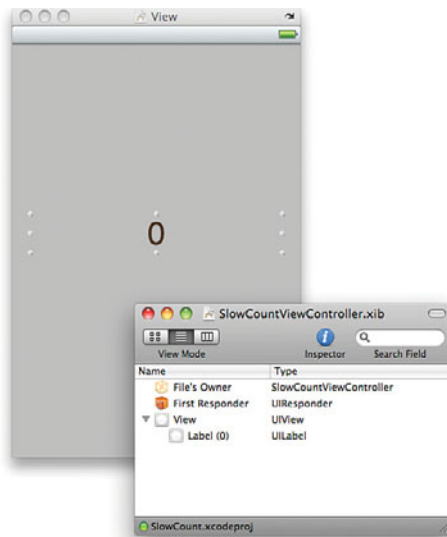


FIGURE 21.9
Add a UILabel
to the view to
hold the current
count.

Implementing the Counter Logic

To finish our applications core functionality (counting!), we need to do two things. First, we need to set the counter (count) to 0 and allocate and initialize NSTimer that will fire at a regular interval. Second, when the timer fires, we will ask it to invoke a second method, countUp. In the countUp method, we'll check to see whether count is 1000. If it is, we'll turn off the timer and we're done, if not, we'll update count and display it in our UILabel theCount .

Initializing the Timer and Counter

Let's start with initializing the counter and timer. What better place to do this than in SlowCount.m's viewDidLoad method. Implement viewDidLoad as shown in Listing 21.7.

LISTING 21.7

```
1: - (void)viewDidLoad {
2:     [super viewDidLoad];
3:     count=0;
4:     theTimer=[NSTimer scheduledTimerWithTimeInterval:0.1
5:                 target:self
6:                 selector:@selector(countUp)
7:                 userInfo:nil
8:                 repeats:YES];
9: }
```

Line 3 initializes our integer counter, `count`, to 0.

Lines 4–8 initialize and allocate the `theTimer` `NSTimer` object with an interval of 0.1 seconds. The selector is set to use the method `countUp`, which we'll be writing next. The timer is set to keep repeating with `repeats:YES`.

All that remains is to implement `countUp` so that it increments the counter and displays the result.

Updating the Counter and Display

Add the `countUp` method, as shown in Listing 21.8, before the `viewDidLoad` method in `SlowCountViewController.m`. This should be quite straightforward—if the count equals 1000, we're done and it's time to clean up—otherwise, we count!

LISTING 21.8

```
1: - (void)countUp {
2:     if (count==1000) {
3:         [theTimer invalidate];
4:         [theTimer release];
5:     } else {
6:         count++;
7:         NSString *currentCount;
8:         currentCount=[[NSString alloc] initWithFormat:@"%d",count];
9:         theCount.text=currentCount;
10:        [currentCount release];
11:    }
12: }
```

Lines 2–4 handle the case that we've reached the limit of our counting (`count==1000`). If it has, we use the timer's `invalidate` method to stop it, and then release it.

Lines 5–11 handle the actual counting and display. Line 5 updates the count variable. Line 7 declares the `currentCount` string, which is then allocated and populated in line 8. Line 9 updates our `theCount` label with the `currentCount` string. Line 10 releases the string object.

Build and Run the application—it should do exactly what you expect—count slowly until it reaches 1,000. Unfortunately, if you background the application, it will suspend. The counting will cease until the application returns to the foreground.

Enabling the Background Task Processing

To enable the counter to run in the background, we need to mark it as a background task. We'll use this code snippet to mark the beginning of the code we want to execute in the background:

```
counterTask = [[UIApplication sharedApplication]
    beginBackgroundTaskWithExpirationHandler:^(
        // If you're worried about exceeding 10 minutes, handle it here
    )];
```

And we'll use this code snippet to mark the end:

```
[[UIApplication sharedApplication] endBackgroundTask:counterTask];
```

If we were worried about the application not finishing the background task before it was forced to end (roughly 10 minutes), we could implement the optional code in the `beginBackgroundTaskWithExpirationHandler` block. You can always check to see how much time is remaining by checking the `UIApplication` property `backgroundTimeRemaining`.

**By the
Way**

Let's update our `viewDidLoad` and `countUp` methods to include these code additions. In `viewDidLoad`, we'll start the background task right before we initialize the counter. In `countUp`, we end the background task after `count==1000` and the timer is invalidated and released.

Update `viewDidLoad` as shown in Listing 21.9.

LISTING 21.9

```
- (void)viewDidLoad {
    [super viewDidLoad];

    counterTask = [[UIApplication sharedApplication]
        beginBackgroundTaskWithExpirationHandler:^(
            // If you're worried about exceeding 10 minutes, handle it here
        )];

    count=0;
    theTimer=[NSTimer scheduledTimerWithTimeInterval:0.1
        target:self
        selector:@selector(countUp)
        userInfo:nil
        repeats:YES];
}
```

Then make the corresponding additions to `countUp`, demonstrated in Listing 21.10.

LISTING 21.10

```
- (void)countUp {
    if (count==1000) {
        [theTimer invalidate];
        [theTimer release];
        [[UIApplication sharedApplication] endBackgroundTask:counterTask];
    } else {
        count++;
    }
}
```


LISTING 21.10 continued

```
NSString *currentCount;
currentCount=[[NSString alloc] initWithFormat:@"%d",count];
theCount.text=currentCount;
[currentCount release];
    }
}
```

Save your project files, then Build and Run the application on your iPhone or in the simulator. After the counter starts counting, pressing the Home button to move the application to the background. Wait a minute or so, and then re-open the application through the task manager or the application icon. The counter will have continued to run in the background!

Obviously, this isn't a very compelling project itself, but the implications for what can be achieved in real-world apps is definitely exciting!

Further Exploration

When I sat down to write this lesson, I was torn. Background tasks/multitasking is definitely the “must have” feature of iOS 4.0, but it's a challenge to demonstrate anything meaningful in the span of a dozen or two pages. What I hope we've achieved is a better understanding of how iOS multitasking works and how you might implement it in your own applications. Keep in mind that this is not a comprehensive guide to background processing—there are many more features available, and many ways that you can optimize your background-enabled apps to maximize iPhone battery life and speed.

As a next step, you should read the following sections in Apple's *iPhone Application Programming Guide* (available through the Xcode documentation): “Executing Code in the Background,” “Preparing Your Application to Execute in the Background,” and “Initiating Background Tasks.”

As you review Apple's documentation, pay close attention to the tasks that your application should be completing as it enters the background. There are implications for games and graphic-intensive applications that are well beyond the scope of what we can discuss here. How well you adhere to these guidelines will determine whether Apple accepts your application or kicks it back to you for optimization.

Summary

Background applications on iOS devices are not the same as background applications on your Macintosh. There are a well-defined set of rules that iOS background-enabled applications you must follow to be considered “good citizens” of iOS 4.x. In this hour’s lesson, you learned about the different types of backgrounding available in iOS and the methods available to support background tasks. Over the course of five tutorial applications, you put these techniques to the test, creating everything from notifications triggered when an application isn’t running to a simple navigation app that provides background voice prompting.

You should now be well prepared to create your own background-aware apps and take full advantage of the latest and greatest feature of iOS 4.0.

Q&A

Q. *Why can’t I run any code I want in the background?*

A. Someday, I suspect you will, but for now the platform is constrained to the specific types of background processing we discussed. The security and performance implications of running anything and everything on a device that is always connected to the Internet is enormous. Remember that the iPhone is a *phone*. Apple intends to ensure that when your iPhone needs to be used as a phone, it functions as one!

Q. *What about timeline-based background processing, like IM clients?*

A. Timeline-based processing (reacting to events that occur over time) is currently not allowed in iOS. This is a disappointment but ensures that there aren’t dozens of apps sitting on your phone, eating up resources, waiting for something to happen.

Workshop

Quiz

1. Background tasks can be anything you want in iOS 4.0. True or false?
2. Any application you compile for iOS 4.0 will continue to run when the user exits it. True or false?
3. Only a single long-running background task can be marked background completion. True or false?

Answers

1. False. Apple has a well-defined set of rules for implementing background processing in iOS 4.0.
2. False. Applications will suspend in the background by default. To continue processing, you must implement background tasks as described in this hour's lesson.
3. False. You can mark as many long-running tasks as you'd like, but they must all complete within a set period of time (around 10 minutes).

Activities

1. Return to a project in an earlier hour and properly enable it for background processing.

HOURL 22

Building Universal Applications

What You'll Learn in This Hour:

- ▶ What makes a universal application “universal”
- ▶ How to use the universal application template
- ▶ Ways of designing universal applications
- ▶ How to detect the device an application is running on
- ▶ Tools for migrating to a universal architecture

The iPhone and iPod Touch represent Apple's entry into touch-based computing but aren't the only devices that your users may have in-hand. The venerable iPad has been an undeniable success and extends the iOS platform to a much larger screen. Even better, now that you know how iPhone development works, you can easily transition over to the iPad and create universal applications.

In this hour's lesson, you'll be learning how to create an application that runs on both the iPhone and the iPad—termed a *universal* application by Apple. You'll also learn, firsthand, some of the problems that come with supporting an application that works on both platforms, and some tips for overcoming them. You're an iPhone developer now, but there's no reason why you can't be an iPhone *and* iPad developer!

Universal Application Development

Congratulations are in order! You've reached the point in the book where you should have a good handle on iPhone development, so we'll spend the next 3 hours looking at ways that you can optimize and expand the reach of your projects, as well as ultimately deploy them to the app store. This hour focuses on developing “universal” applications.

A universal application is one that contains the necessary resources to run on the iPhone and the iPad. Although the iPad already supports running iPhone applications, they don't look that great! To build a truly unique iPad experience, you'll likely need different XIB files, images, and maybe even completely different classes. Your code may even need to make decisions on-the-fly about the type of device it is running on.

If this is starting to sound like a bit of a pain, that's because it can be! The iPhone and iPad are not the same device. Users expect a different experience from each of them; so, although an app may have the same functionality, it will likely need to look and work differently depending on where it is running. Depending on how you approach a universal application design, you might end up with duplicate classes, methods, resources, and so on that you will need to support for each device. The good news is that, from your user's perspective, they get a single application that they can run on either their iPhone, iPad, or both; and you get to reach a much larger audience than targeting a single device.

By the Way

Keep in mind that not all capabilities (such as cameras and GPS) are shared across your development platforms (iPhone/iPad/iPod Touch). Be sure that you plan your universal apps appropriately!

Not all developers have decided that a universal application is the best approach for their projects. Many have created separate HD or XL versions of their apps that are sold at a slightly higher price than the iPhone version. If your application is going to be substantially different on the two platforms, this might be the route you want to take, too. Even if it is, you can consolidate development into a single project that builds two different executables, called *targets*. Later in the hour, we look at the tool available in Xcode that can set this up for you.

By the Way

There isn't a "right" or "wrong" when deciding how to deal with a project that spans the iPhone and iPad devices. As a developer, you will need to evaluate what makes the most sense for your code, your marketing plans, and your users.

If you know upfront that you want to create an application that works on any device, you'll likely begin development with the Universal Window-based Application template.

Understanding the Universal Window-Based Application Template

To aid you in creating a universal application, Apple has included a helpful template. When creating a new project in Xcode, you can choose the iOS Window-based Application template and set the Product drop-down to Universal, as shown in Figure 22.1.

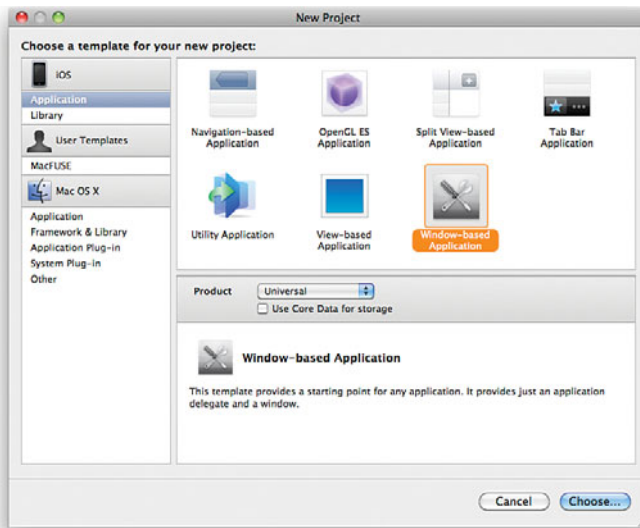


FIGURE 22.1
Begin your universal applications with the universal template.

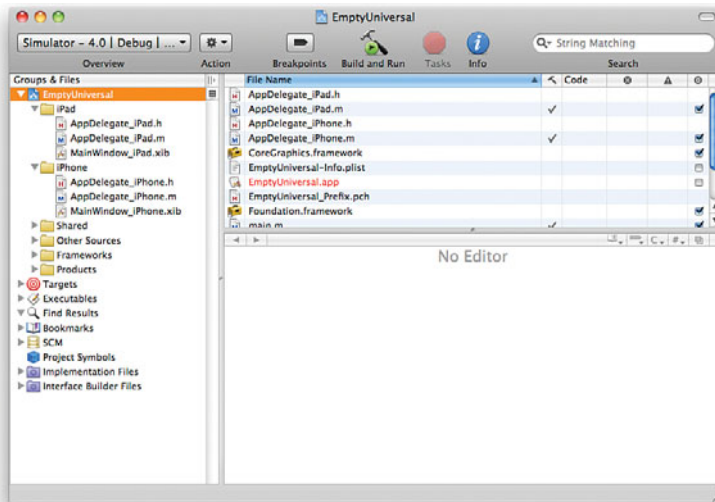
The universal template is just like a typical window-based application but with a key difference. Rather than a single Classes group, there are iPad and iPhone groups. Each group contains a separate app delegate and separate MainWindow.xib files, named `MainWindow_iPad.xib` and `MainWindow_iPhone.xib`, demonstrated in Figure 22.2. As the names suggest, the files with the suffix *Pad* are used when the application executes on the iPad and *Phone* when it is running on the iPhone.

Universal Plist Changes

A universal project's plist file is also slightly different, showing the same differentiation between platforms. This is where the actual “magic” takes place. The keys: `Main nib file base name` and `Main nib file base name (iPad)` are defined, along with values that point to the previously mentioned platform-specific XIB files. When the application is launched, the XIB files referenced in the plist are opened, and every object in them is instantiated. The rest of the application branches out from these important starting points, a fact we put to the test shortly.

FIGURE 22.2

A universal application includes distinct project files for the iPad and iPhone platforms.

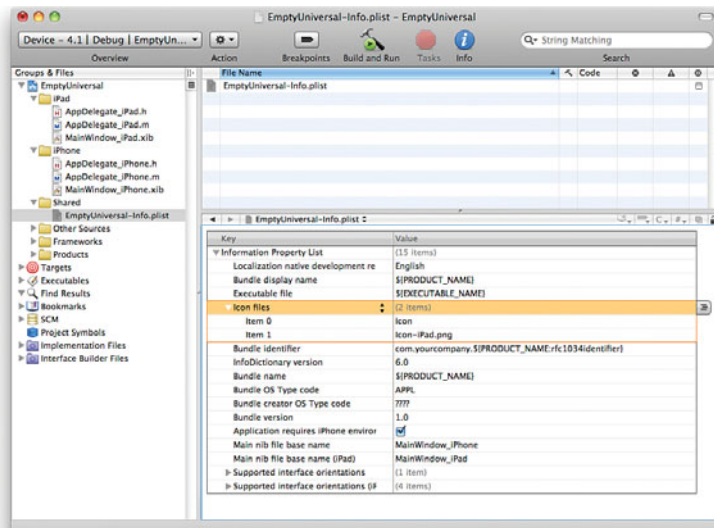


Icon Files

One interesting note is that the current universal application template does not provide for multiple application icons. iPhone application icons are 57x57 pixels, iPhone 4 icons are 114x114 pixels, but iPad icons are 72x72. To update the template to support all the different icons, you must update the Icon File key in the plist to Icon Files (as described in Hour 2's "Project Properties" section) to enable multiple icon files to be referenced by the project. This is done by just renaming the Icon File key to Icon Files, as shown in Figure 22.3.

FIGURE 22.3

Add the Icon Files key, of type Array, to reference two distinct icon files.



Within the `Icon` `Files` array, add two items: `Icon` for the 57x57 iPhone file (`Icon@2x.png` for the 114x114 iPhone 4 is located automatically) and `Icon-iPad.png` for the iPad's 72x72 icon. Be sure that you also add corresponding resources to your project! Even though we gave recommended names, technically you don't even need to say which is which. Because the icons are different dimensions, the devices themselves can identify the correct icon and display it to the user.

Launch Images

Another key, or rather, set of keys, that you need to use with your application is `Launch image` and `Launch image (iPad)`. Recall that the launch image is the picture that is displayed as an application loads on your device. Because the iPhone and iPad have different screen sizes, they require multiple types of launch images. Use the `Launch image` key to set an image for the iPhone (a file with a `@2x` suffix will be automatically loaded for the iPhone 4, if available), and the `Launch image (iPad)` key to configure an image for the iPad.

Remember that orientation-specific launch images can be added by appending a “-” followed by `PortraitUpsideDown`, `LandscapeLeft`, `LandscapeRight`, `Portrait`, and `Landscape` to the base launch image filenames. These files do not need to be explicitly listed within the plist values.

On the iPhone, launch images should be created with the dimensions 320x480 pixels (or 640x960 for the iPhone 4). If the device operates in landscape mode only, those numbers are flipped to 480x320 and 960x640. If you are leaving the status bar visible, subtract 20 pixels from the vertical resolution. Because the iPad's status bar is never supposed to be hidden, its launch images should *always* have 20 pixels removed from the vertical dimension—that is, 768x1024 pixels (portrait) or 1024x748 (landscape).

**Did you
Know?**

Beyond those minor tweaks, the universal application template is very much “ready” to go. I could, at this point, just say “use it,” but this chapter wouldn't be very useful if I did. Let's go ahead and take the Universal Window-based Application template to a place where it becomes useful. We'll build out an application that launches and displays different views and executes a simple line of code on both the iPad and iPhone platforms.

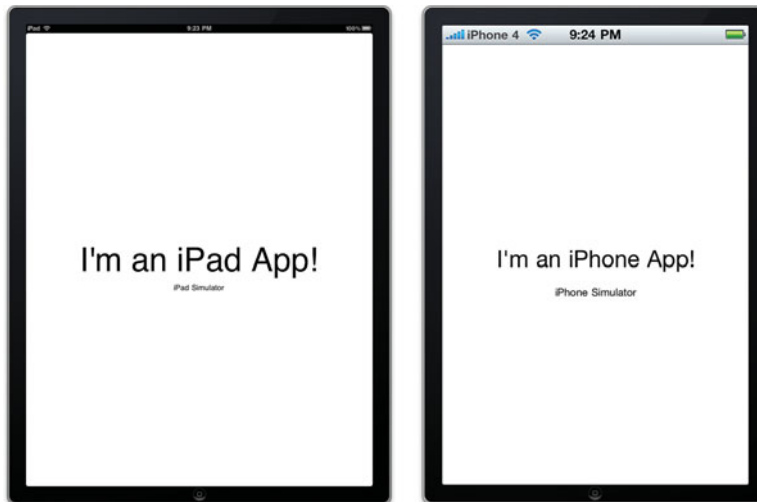
Creating a Universal Application (Take 1)

We're going to go through the process of building two universal applications. Either approach is valid, but the first application will help demonstrate some of the inefficiencies that you should try to avoid when coding a single app for two platforms.

Both examples have the same purpose: to launch, instantiate a view controller, load a device specific view, and then display a string that identifies the type of device the code is running on. It's not the most exciting thing we've done in the book, but it should give you the background you need to build your apps for all of Apples "i" devices. Figure 22.4 demonstrates the outcome we hope to achieve.

FIGURE 22.4

We will create an application that runs and displays information on iPhone and iPad devices.



Preparing the Project

Begin by creating a new window-based application with a Product setting of Universal. Name the application **Universal**, in case there's any question of what we're trying to do. As we discussed, this template provides us with some `MainWindow_<platform>.xib` files and an application delegate class, but there really isn't any "meat" to the template. We're used to building things out using view controllers, so adding view controllers for the iPad and iPhone seems like a good first step.

Adding Device-Specific View Controllers and Views

We'll start by adding an iPad-specific view controller, as follows:

1. Choose File, New File from the Xcode menu.
2. When prompted, choose the Cocoa Touch Class category and the `UIViewController` subclass.
3. Be sure that the Targeted for iPad is unchecked, but that With XIB for User Interface is checked.
4. Name the new class `iPhoneViewController`, and be sure that an interface (.h) file is created, too.

5. After the files are added to your project, drag them into the iPhone group within the Groups and Files list.

Now we need to repeat the process for the iPad. Again, Choose File, New File from the Xcode menu and follow the same steps. This time, however, check the Targeted For iPad check box (leave the XIB check box checked), and name the class **iPadViewController**. Drag the resulting files into the iPad group.

Adding the View Controllers to the Application Delegates

Our universal application now has view controllers for both our platforms, but they aren't connected to anything. To be useful, we need to instantiate them and add their views to our windows within AppDelegate_iPhone and AppDelegate_iPad.

Concentrating again on the iPhone version of the files, open the AppDelegate_iPhone.h file, and add an outlet named phoneViewController for an instance of our iPhoneViewController class. Because we're referencing a new class, we also need to import the iPhoneViewController.h interface file. Lastly, be sure to add a @property declaration for the view controller. The final AppDelegate_iPhone.h file is shown in Listing 22.1.

LISTING 22.1

```
#import
#import "iPhoneViewController.h"

@interface AppDelegate_iPhone : NSObject {
    UIWindow *window;
    IBOutlet iPadViewController *phoneViewController;
}

@property (nonatomic, retain) IBOutlet UIWindow *window;
@property (nonatomic, retain) iPhoneViewController *phoneViewController;

@end
```

Within the AppDelegate_iPhone.h file, add a corresponding @synthesize line after the @implementation line:

```
@synthesize phoneViewController;
```

Then, as we've done so many times in the past, release the phoneViewController within the AppDelegate_iPhone.m's dealloc method:

```
- (void)dealloc {
    [phoneViewController release];
    [window release];
    [super dealloc];
}
```

The last change that we need to make to the iPhone application delegate is to add the `phoneViewController`'s view property to the application's window when the app is launched. Find the `application:didFinishLaunchingWithOptions` method in `AppDelegate_iPhone.m` and use the window's `addSubview` method to add `phoneViewController.view` to the window. The finished method should look like this:

```
- (BOOL)application:(UIApplication *)application
➔didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    // Override point for customization after application launch
    [window addSubview:phoneViewController.view];
    [window makeKeyAndVisible];
    return YES;
}
```

The application delegate is now configured with the outlets it needs to reference an instance of the `iPhoneViewController` class (although we still haven't instantiated it) and to add the instance's view to the iPhone window.

Okay, take a deep breath, now repeat the exact same process for the `AppDelegate_iPhonePad` files, but referencing the `iPadViewController` class and naming its instance, `padViewController`.

Watch Out!

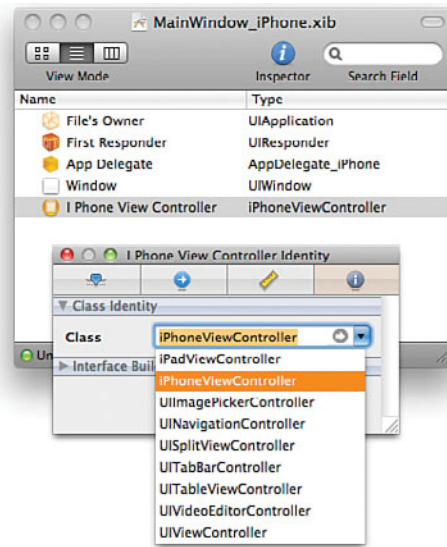
Are you sure you updated the application delegate for the iPad? It's easy to skim over those last two sentences, thinking its time to move on; but it's not! We have two view controllers and two views to deal with in this application. The coding is identical in each, so it isn't repeated in the text. But if you accidentally miss the code for one device or the other, your application will either be broken or not truly be universal.

When both application delegates are prepared, our next step is to instantiate the view controllers by adding them to the `MainWindow_iPhone.xib` and `MainWindow_iPad.xib` files.

Instantiating the View Controllers

To instantiate the view controllers and connect them to our instances `phoneViewController` and `padViewController`, we'll use Interface Builder. Double-click the `MainWindow_iPhone.xib` file to open it. Using the Library (Tools, Library), drag an instance of `UIViewController` from the Library into the XIB file's Document window.

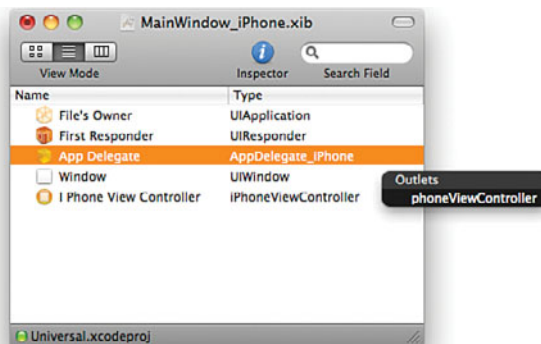
Next, select the instance of the `UIViewController` and open the Identity Inspector (Command+4). Use the drop-down menu to set the class identity for the controller to `iPhoneViewController`, as shown in Figure 22.5.

**FIGURE 22.5**

Set the `UIViewController` object to the specific device-targeted view controller class.

Switch to the Attributes Inspector (Command+I) and be sure that the NIB file attribute is set to use `iPhoneViewController.xib` for its view contents.

Finally, connect the view controller instance to the `phoneViewController` outlet added earlier. Control-drag from the `AppDelegate_iPhone` object to the view controller instance, choosing `phoneViewController` when prompted. This is demonstrated in Figure 22.6.

**FIGURE 22.6**

Connect the view controller instance to the `phoneViewController` outlet.

Save the XIB file. You've just finished the setup of the view controller for the iPhone. Guess what? The process needs to be repeated for the `MainWindow_iPad.xib` file. Follow the same steps, but using the `iPadViewController` class and connecting the `AppDelegate_iPad` to the `padViewController` outlet.

Watch Out!

Hold up! I just want to make sure that you did indeed repeat the instructions for the iPad side of the application. If you skipped over the last paragraph, bad things could happen. (Most likely, your application will crash spectacularly!)

At this point, you should have a working universal application that instantiates two separate view controllers and loads two different views, depending on what device it is running on. This, however, isn't readily apparent because the views don't actually *do* anything. We'll finish this project up by editing the `iPhoneViewController` and `iPadViewController` to add a teensy bit of functionality to the app.

Detecting and Displaying the Active Device

Our goal for our application is to get and display the name of the device that it is running on. To do this, we'll use a `UIDevice` class method `currentDevice` to get an object that refers to the active device, and then `model` to return an `NSString` that describes the device (such as `iPhone`, `iPhone Simulator`, and so on). The code fragment to return this string is just this:

```
[[UIDevice currentDevice] model]
```

To get this displayed in our views, we'll first concentrate on the iPhone. Open the `iPhoneViewController.h` file and add a `UILabel` reference called `deviceType`, along with the `@property` declaration, as shown in Listing 22.2.

LISTING 22.2

```
#import

@interface iPhoneViewController : UIViewController {
    IBOutlet UILabel *deviceType;
}

@property (nonatomic,retain) UILabel *deviceType;

@end
```

Open the `iPhoneViewController.m` implementation file and add a corresponding `@synthesize` directive after the `@implementation` line:

```
@synthesize deviceType;
```

Keep things clean by releasing `deviceType` in the `dealloc` method:

```
- (void)dealloc {
    [deviceType release];
    [super dealloc];
}
```

While we're at it, we might as well add the code to set the `deviceType` label when the view is loaded. Uncomment the `viewDidLoad` method and implement it like this:

```
- (void)viewDidLoad {  
    deviceType.text=[[UIDevice currentDevice] model];  
    [super viewDidLoad];  
}
```

The last step is to open the `iPhoneViewController.xib` file itself and design the view. In mine, I've added a big label that reads **I'm an iPhone App!**, and then a `Device` label beneath it, as shown in Figure 22.7.



FIGURE 22.7

Build the view to look however you want; just make sure there's a label (Device here) to connect back to the `deviceType` outlet.

When your design is done, Control-drag from the File's Owner icon to the label you want to use to display the device type. Choose `deviceType` from the pop-up window when prompted. You can now save and close the `iPhoneViewController.xib` file. The iPhone view/view controller is complete.

You know what I'm going to say next. You're not done. You need to repeat all of these steps for the `iPadViewController` class, too. Add the `deviceType` outlet, implement the `viewDidLoad` method, design the view, connect the outlet...whew... and after you've made it through all of that, *then* you're done.

Just checking in to make sure you're still awake! The steps outlined in the text cover the iPhone view controller and view. Make sure you also complete the `iPadViewController` implementation!

**Watch
Out!**

At this point, you can choose Build and Run and finally see the results on the iPhone or iPad. So what have you learned? Hopefully, that universal applications are not necessarily easy to maintain and that if you structure the application so that no classes are shared, you'll end up repeating yourself *a lot*.

Our next example shows a variation of this project. It will do the exact same thing, but instead of using two different view controllers, we use *one* that can load two different views. It isn't perfect, but sharing code between the platforms is a good habit to get into.

Did you Know?

To target a specific platform in the simulator, the easiest way is to use the Overview menu in Xcode. For example, choose iPad Simulator 3.2 to force the application to run on the iPad, or iPhone Simulator 4.0 to force it to the iPhone.

Creating a Universal Application (Take 2)

Our second pass at building a universal application will work similarly to what we just built, but with one distinct difference. Instead of creating `iPhoneViewController` and `iPadViewController` classes, we'll create a view controller class called `GenericViewController` that loads one of two views: an iPhone view when instantiated by the iPhone application delegate and an iPad view when instantiated by the iPad delegate.

Preparing the Project

Start the second tutorial the same way as the first: Create a new window-based application with a Product setting of Universal. Name the new application **UniversalToo**. Next, we need to create the generic view controller class that will work with both the iPhone *and* iPad views.

Adding a Generic View Controller and Device-Specific Views

1. Choose File, New File from the Xcode menu.
2. When prompted, choose the Cocoa Touch Class category and the `UIViewController` subclass.
3. Uncheck *all* the check boxes. (This is a first!)
4. Name the new class **GenericViewController**, and be sure that an interface (.h) file is created, too.
5. After the files are added to your project, drag them into the Shared group within the Groups and Files list.

Next, we need to create the XIB files that will contain the interfaces for the iPhone and iPad:

1. Choose File, New File from the Xcode menu.
2. Select the User Interface category, and then pick the View XIB icon.
3. Set the product to iPhone and click Next.
4. Name the new XIB file **iPhoneView.xib**.
5. Drag the file into the iPhone group after it is created.
6. Repeat steps 1–5, creating a View XIB file targeted to the iPad, but in this case name the view **iPadView.xib**.
7. Drag it to the iPad group so that things stay organized.

We now have a single view controller class and two views. Let's see how they get connected to the app.

Adding the View Controller to the Application Delegates

Unlike the previous tutorial, we have only a single view controller to deal with. That said, there is still a bit of duplicate setup work that we need to complete, starting with adding the view controller to both of the application delegates.

Open the AppDelegate_iPhone.h file, add an outlet named `viewController` for an instance of `GenericViewController` class, import the `GenericViewController.h` interface file, and add a `@property` declaration for the view controller. Listing 22.3 shows a completed AppDelegate_iPhone.h file.

LISTING 22.3

```
#import <UIKit/UIKit.h>
#import "GenericViewController.h"

@interface AppDelegate_iPhone : NSObject {
    IBOutlet GenericViewController *viewController;
    UIWindow *window;
}

@property (nonatomic, retain) IBOutlet UIWindow *window;
@property (nonatomic, retain) IBOutlet GenericViewController *viewController;

@end
```

Within the AppDelegate_iPhone.h file, add a corresponding `@synthesize` line after the `@implementation` line:

```
@synthesize viewController;
```


Next, release the `phoneViewController` within the `AppDelegate_iPhone.m`'s `dealloc` method:

```
- (void)dealloc {
    [viewController release];
    [window release];
    [super dealloc];
}
```

As in the previous tutorial, the last step is to add the view controller's view to the window. Find the `application:didFinishLaunchingWithOptions` method in `AppDelegate_iPhone.m` and use the window's `addSubview` method to add `viewController.view` to the window. The finished method should look like this:

```
- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    // Override point for customization after application launch
    [window addSubview:viewController.view];
    [window makeKeyAndVisible];
    return YES;
}
```

Repeat the process for the `AppDelegate_iPad` class. Unlike last time, however, the view controller class is *not* unique for the iPad. The code you add to the application delegate will be absolutely identical to what was built for `AppDelegate_iPhone`.

Watch Out!

This is one of those rinse-and-repeat moments. Make sure that you've finished building out both `AppDelegate_iPhone` and `AppDelegate_iPad` before continuing.

The next step is to instantiate the view controllers by adding it to the `MainWindow_iPhone.xib` and `MainWindow_iPad.xib` files.

Instantiating the View Controllers

Double-click the `MainWindow_iPhone.xib` file to open it. Using the Library (Tools, Library), drag an instance of `UIViewController` from the Library into the XIB file's Document window.

Select the instance of the `UIViewController` and open the Identity Inspector (Command+4). Use the drop-down menu to set the class identity for the controller to `GenericViewController`, as shown in Figure 22.8.

Next, use the Attributes Inspector (Command+1) to set the NIB file attribute to `iPhoneView.xib`.

Finish up by connecting the view controller instance to the `viewController` outlet added earlier. Control-drag from the `AppDelegate_iPhone` object to the view controller instance, choosing `viewController` when prompted, as shown in Figure 22.9.

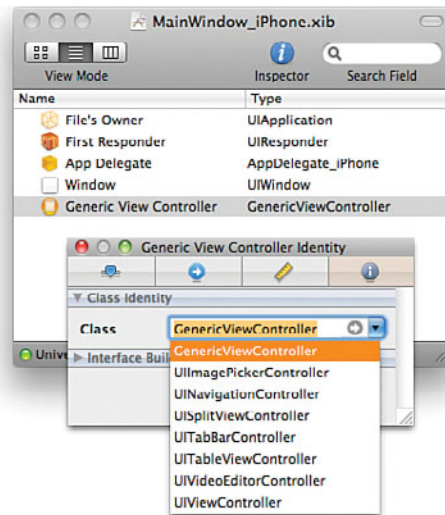


FIGURE 22.8
Set the UIView
Controller
object to the
GenericView
Controller
class.

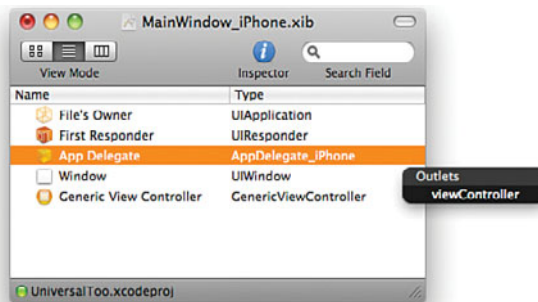


FIGURE 22.9
Connect the
view controller
instance to the
viewController
outlet.

Save the XIB file. Open the MainWindow_iPad.xib file and repeat the setup of the GenericViewController instance and the connection to the viewController output. The only change is that you should select the iPadView.xib for the interface NIB file, rather than iPhoneView.xib.

Be sure that you've completed setup of the MainWindow xib files for both the iPhone and iPad before continuing; otherwise, only one platform will work.

**Watch
Out!**

Setting Up the XIB files

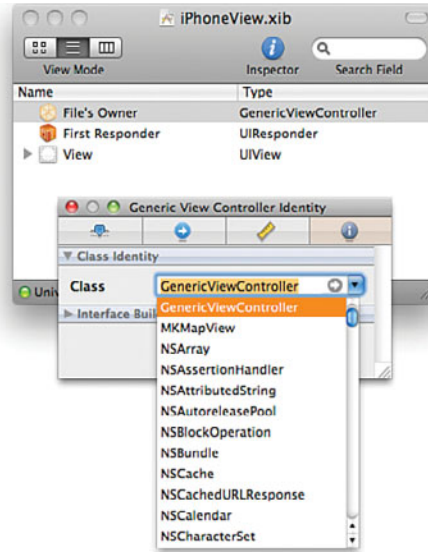
By creating the XIB files without a corresponding view controller, we lose a little bit of configuration that normally we get for free. Specifically, the File's Owner is not set to the appropriate class, nor is the view itself connected to the File's Owner.

Let's rectify this oversight.

Open the iPhoneView.xib file. Select the File's Owner icon in the Document window, and then open the Identity Inspector (Command+4). Set the class to `GenericViewController`, as shown in Figure 22.10.

FIGURE 22.10

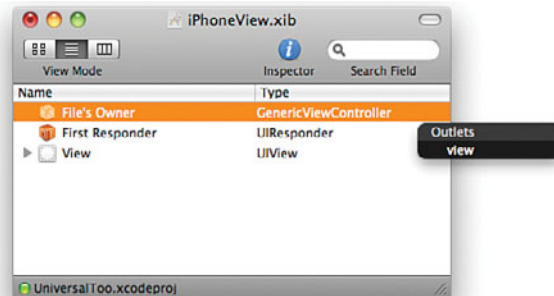
Each XIB must be modified to set the File's Owner to the correct class.



Now, Control-drag from the File's Owner icon to the View icon. Select the view outlet, as shown in Figure 22.11.

FIGURE 22.11

Connect the view to the view outlet.



Configure the iPadView.xib file in the same manner. Because we're dealing with only one class, the steps are literally identical.

Before continuing, be sure that you've configured both the iPadView.xib and iPhoneView.xib files as described.

**Watch
Out!**

The application skeleton is now complete. To finish the functionality, we need to implement the logic in `GenericViewController`, including defining the `deviceType` outlet, and connect to the outlet from the iPhoneView.xib and iPadView.xib views.

Implementing the Generic View Controller

Open the `GenericViewController.h` file and add a `UILabel` reference called `deviceType`, along with the `@property` declaration, as shown in Listing 22.4.

LISTING 22.4

```
#import <UIKit/UIKit.h>

@interface GenericViewController : UIViewController {
    IBOutlet UILabel *deviceType;
}

@property (nonatomic,retain) UILabel *deviceType;

@end
```

Open `GenericViewController.m`, and add a `@synthesize` directive for `deviceType` after the `@implementation` line:

```
@synthesize deviceType;
```

Clean up by releasing `deviceType` in the `dealloc` method:

```
- (void)dealloc {
    [deviceType release];
    [super dealloc];
}
```

Complete the class by implementing the `viewDidLoad` method just as we did in the last tutorial:

```
- (void)viewDidLoad {
    deviceType.text=[[UIDevice currentDevice] model];
    [super viewDidLoad];
}
```

Implementing the iPhone and iPad Views

Finish this second project by opening and implementing the iPhoneView.xib and iPadView.xib files exactly as you did in the first project. Add a `UILabel`, if you want,

that states what type of device the view is for, and then a second label that will be connected to the `deviceType` outlet.

Control-drag from the File's Owner icon to the device type label you want to use to display the device type. Choose `deviceType` from the pop-up window when prompted.

Watch Out!

Last time I'll say this: Make sure that you've built the views for both `iPadView.xib` and `iPhoneView.xib`!

If you Build and Run the `UniversalToo` application, it should appear exactly the same as the first application. There is, however, one very important difference. This application shares a view controller between the iPhone and the iPad. Any logic that is implemented in the view controller (such as the display of the device type in the `deviceType` label) needs to be implemented only *once*!

The Takeaway

Granted, both `Universal` and `UniversalToo` required work. Although `UniversalToo` required more time setting up the XIB files, those configuration changes never need to change once put into place.

Imagine what would happen if the application we were building included thousands of lines in the view controller. In `UniversalToo`, the code has to be maintained only in one place. In the `Universal` app, however, any changes to the iPad view controller would have to be copied into the iPhone view controller, and vice versa. Extend this approach across multiple classes and you'll quickly see how the maintenance of an application like `Universal` could spiral out of control.

In short, look for opportunities to consolidate classes and share code within your iPad and iPhone applications. You'll almost always need to create multiple XIB files, but there's a big difference between keeping and maintaining different interface files and maintaining the same methods repeated over and over and over.

Other Universal Application Tools

You'll want to take advantage of a few additional tools within Interface Builder and Xcode. Within Xcode, for example, you can quickly prepare a universal application—or automate the conversion of an iPhone application to the iPad.

Upgrading an iPhone Target

To do this, open your project file in Xcode, expand the Targets group, selecting the enclosed target. Next, choose Upgrade Current Target for iPad from the Project menu. The upgrade dialog will appear, as shown in Figure 22.12.

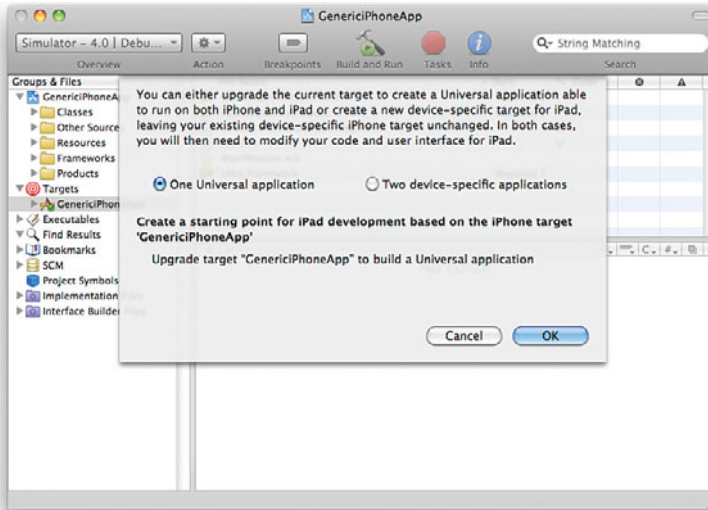


FIGURE 22.12
Xcode can help you upgrade your iPhone apps to run on the iPad.

You can choose between One Universal Application and Two Device-Specific Applications. The first choice will create iPad resources, including views, with the same split delegate approach that we used earlier this hour. The second option again creates iPad resources, but they are segregated from the iPhone application. Although you can share resources and classes, you will choose between an iPhone and iPad target when building, thus creating distinct executables for both platforms. Click OK to complete the conversion and upgrade your iPhone project for the iPad.

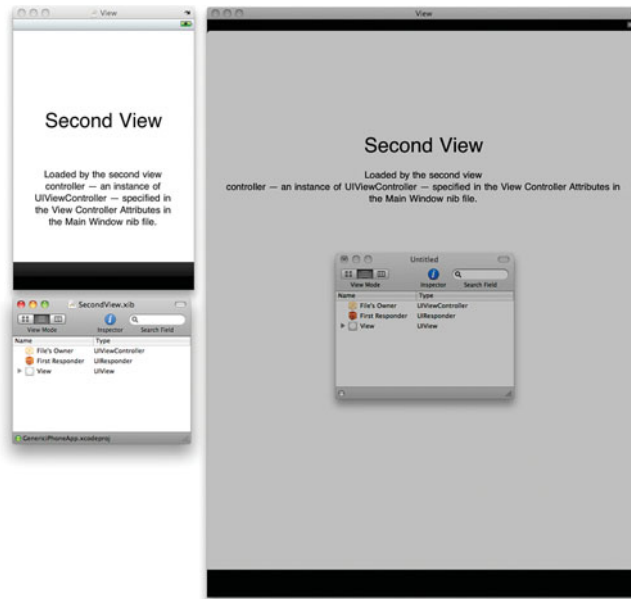
Converting Interfaces

Another helpful tool is Interface Builder's Create iPhone/iPod Touch Version and Create iPad Version features. When viewing an interface for the iPhone or iPad, you can convert to the other device type using these options, found under the File menu. A new copy of the XIB will be created with an auto "magically" generated view, as shown in Figure 22.13.

You'll notice that there are two variations of interface conversion function: one that uses autosizing masks and one that doesn't. Autosizing masks will attempt to resize objects within the view in a way that "makes sense" for the various screen sizes. Try each option, view the results, and choose the one that comes closest to what you want.

Did you Know?

FIGURE 22.13
Create iPad versions of an interface from an iPhone view or vice versa.



Further Exploration

The best way to learn more about universal applications is to start building them. Apple's developer documentation, "iPad Human Interface Guidelines" and "iPhone Human Interface Guidelines," will help you understand how your application's interface can be presented on each device.

These documents are also important because what is "acceptable" on one platform (according to Apple) might not be acceptable on the other. iPhone UI classes such as `UIPickerView` and `UIActionSheet`, for example, cannot be displayed directly within a view on the iPad. These features require the use of a popover (`UIPopoverController`) to meet Apple's guidelines. In fact, this UI feature is probably one of the largest differences between developing interfaces for the platforms. Be sure to read up on `UIPopoverController` before simply converting your interface to the iPad.

Summary

This hour's lesson covered the process of building universal applications on the iPhone and iPad platforms. Using the Universal Window-based Application template, you can quickly create an application that is customized to the device that it is running on. As you (somewhat painfully) learned, one of the problems in developing a universal application is avoiding duplicating code. In the first example, multiple view controllers were used, resulting in essentially two different applications within a single executable. The second tutorial, however, combined the application logic into a single view controller that displayed either a iPhone or iPad view.

The lesson ended with a quick look at a few tools built in to Xcode and Interface Builder that can help convert your existing applications and views so that they can target both iPhone and iPad platforms.

Q&A

Q. *Why isn't everyone building universal applications?*

A. Surprisingly, many people are creating versions of their iPhone applications that run only on the iPad. In my opinion, this is being driven by two things. First, many applications, when expanded for the iPad, are "different" enough that a separate application is warranted. Second, I think that many developers see the potential for higher profits by selling multiple copies of their apps!

Q. *I want to share code, but my views are too different to share a controller. What do I do?*

A. Look for opportunities to create other shared classes. View controllers aren't the only opportunity for shared code. Any application logic that is shared between the iPhone and iPad could potentially be placed in its own class.

Workshop

Quiz

1. Universal apps run on the Mac, iPhone, and iPad. True or false?
2. Apple requires that any app available for both the iPhone and iPad be submitted as a universal application. True or false?
3. Only a single icon is required for universal applications. True or false?

Answers

1. False. Universal apps run only on the iPhone and iPad platforms (not including the iPhone simulator on the Mac).
2. False. You can create separate applications for iPad and iPhone platforms, or a universal app. Apple does not take this into account during evaluation.
3. False. You must add a `CFBundleIconFiles` array to the project's plist file containing icons for both the iPad and iPhone.

Activities

1. Return to a project in an earlier hour and create an iPad-ready version!

HOURL 23

Application Debugging and Optimization

What You'll Learn in this Hour:

- ▶ Debugging in Xcode
- ▶ Monitoring with Instruments
- ▶ Profiling with Shark

Despite our best efforts, no application is ever bug-free. The ability to find and eliminate bugs quickly is an essential skill.

This hour covers the debugging, tracing, and profiling tools included in the iOS SDK. You learn how to use Xcode's debugger to find and correct errors. We also delve into the Instruments and Shark tools to profile an application's resource usage and performance. This potent combination of tools can help you deliver applications that run more efficiently and with fewer bugs.

With the term *debugging*, it is assumed your project builds with no errors but then encounters an error or otherwise fails to work as designed when it's executed. If there is an error in your code that prevents it from building, you are still coding, not debugging. The tools in this hour are for improving applications that build but then have errors or resource-utilization problems.

***By the
Way***

Debugging in Xcode

Xcode brings together the five basic tools of the software developer's trade into a single application: the text editor, compiler, linker, debugger, and reference documentation. Xcode has debugging tools integrated within it, and so all your debugging activities can take place from within the now-familiar confines of Xcode.

Debugging with NSLog

The first, and most primitive, debugging tool in your Xcode arsenal is the humble NSLog function. Many a gnarly bug has been slain with just this function alone. At any point in your application, you can embed a call to NSLog to confirm the flow of your application into and out of methods or to check the current value of a variable. Any statement you log with NSLog is echoed to Xcode's Debugger Console.

Did you Know?

To show the Debugger Console, choose Run, Console from the Xcode menu bar or press Command+Shift+R.

The NSLog function takes an NSString argument that can optionally contain string format specifiers. NSLog then takes a variable number of arguments that are inserted into the string at the location of the specifiers. This is colloquially known as "printf style" from the C printf function.

A string format specifier is nothing more than a percent sign (%) followed by one or two characters. The characters after the % sign indicate the type of the variable that will be displayed. You can get the full list of string format specifiers from the "String Format Specifier" section of the *String Programming Guide for Cocoa* in Xcode's Help. Three string format specifiers to learn and know are %i for integers (often used to debug loop counters and array offsets), %f for floats, and %@ for any Objective-C object, including NSString objects. Here are a few examples of typical NSLog function calls:

```
NSLog(@"Entering method");

int foo = 42;
float bar = 99.9;
NSLog(@"Value of foo: %i, Value of bar: %f", foo, bar);

NSString *name = [[NSString alloc] initWithString: @"Prince"];
NSDate *date = [NSDate distantPast];
NSLog(@"Value of name: %@, Value of date: %@", name, date);
[name release];
```

And here is what the output from these calls looks like in the Debugger Console:

```
[Session started at 2010-07-25 14:18:56 -0400.]
2010-07-25 14:19:29.289 TestLogger[15755:207] Entering method
2010-07-25 14:19:29.291 TestLogger [15755:207] Value of foo: 42, Value of bar:
↳99.900002
2010-07-25 14:19:29.356 TestLogger [15755:207] Value of name: Prince, Value of
↳date: 0001-12-31 19:00:00 -0500
```

When the `%@` string format specifier is used with an Objective-C object, the object's description method is called—this can provide additional information about the object within the debugging output. Many of Apple's classes include an implementation of description that is useful for debugging. If you need to debug your own objects with `NSLog`, you can implement `description`, which returns an `NSString` variable.

**By the
Way**

As its name implies, the `NSLog` function is actually intended for logging, not debugging. In addition to printing the statements to Xcode's console, the statements are written out to a file on the file system. Logging to the file system is not what you're intending, it's just a side effect of using `NSLog` for debugging. It's easy to accidentally leave old `NSLog` statements in your code after you've finished debugging, which means your application is taking time to write out statements to the file system and is wasting space on the user's device. Search through your project and remove or comment old `NSLog` statements in your application before you build a release to distribute.

**Watch
Out!**

Building a Project for Debugging

`NSLog` is a good quick-and-dirty approach to debugging, but it is not the best tool for debugging more complex issues. It's often more productive to use a debugger, which is a tool that lets you examine a running program and inspect its state. It's been said that what separates true software development professionals from weekend hackers is the ability to proficiently use a debugger. If this statement is true, you are in luck, because using Xcode's debugger is not hard.

Normally an application executes at computer speeds, which on an iPhone is millions of instructions per second. A debugger acts like the developer's brake, slowing the progress of the application down to human speeds and letting the developer control the progress of the program from one instruction to the next. At each step in the program, the developer can use the debugger to examine the values of the variables in the program to help determine what's gone wrong.

Debuggers work on the machine instructions that are compiled from an application's source code. With a source-level debugger, however, the compiler provides data to the debugger about which lines of source code generated which instructions. Using this data, the source-level debugger insulates the developer from the machine instructions generated by the compiler and lets the developer work with the source code he has written.

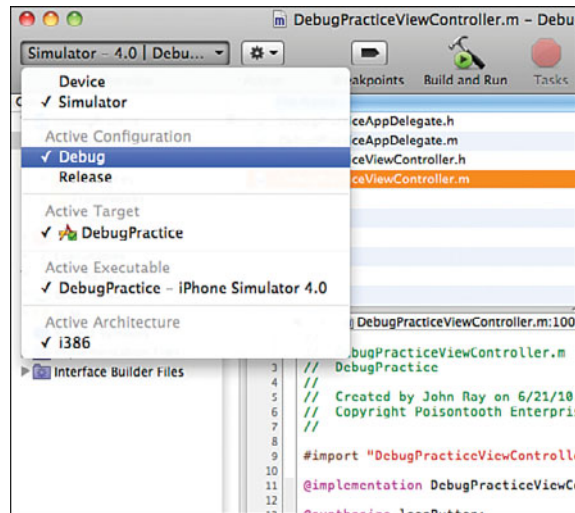
Xcode's debugger, called `gdb` (GNU Debugger), is a source-level debugger. The compiler doesn't always generate the data needed for source-level debugging. It can

amount to a lot of data, and it provides no benefit to an application's users, so the data is not generated in a release build configuration. Before you can benefit from source-level debugging, you need to build your application in a debug build configuration that will generate the debug symbols.

By default, a new Xcode project comes with two build configurations, Debug and Release. The Debug build configuration includes debug symbols, whereas the Release build configuration does not. Whenever you are working on developing your application, use the Debug configuration so that you can drop into the debugger whenever you need to. Because Debug is usually the build configuration you want to work with, it's the default configuration, too. To switch back and forth between the Debug and Release configurations, use the Overview drop-down menu, demonstrated in Figure 23.1, or choose Project, Set Active Build Configuration, Debug from the menu.

FIGURE 23.1

Set the Configuration in the Overview drop-down menu.

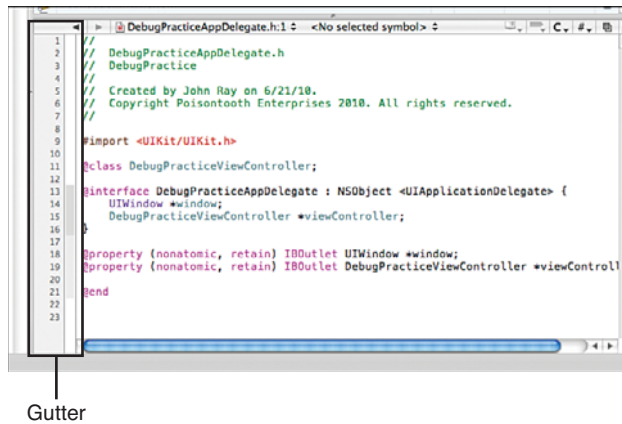


By the Way

Make sure you remember to use the Release build configuration when you create a version of your application for distribution. See Hour 24, “Distributing Applications Through the App Store,” for details on preparing your application for distribution.

Setting Breakpoints and Stepping Through Code

Create a new Xcode project with the View-Based Application template and call it **DebuggerPractice**. Many of Xcode's debugging features are located on the left side of the content area, called the “gutter,” shown in Figure 23.2.

**FIGURE 23.2**

Xcode's gutter contains useful features for debugging.

The debugger frequently references source code line numbers, and it is helpful to have these displayed in the gutter.

If you don't see the gutter or if your gutter is not displaying line numbers, open the Xcode, Preferences menu, and check the Show Gutter and Show Line Numbers check boxes in the Text Editing tab.

**Did you
Know?**

Open the DebugPracticeViewController.m file in the Classes group and uncomment the viewDidLoad method. Add a for loop that uses NSLog to display the numbers between 1 and 10 in Xcode's debugger console. Next, add a describeInteger method with a conditional to return a string that describes the number as odd or even, as shown in Listing 23.1.

LISTING 23.1

```
-(NSString *)describeInteger:(int)i {

    if (i % 2 == 0) {
        return @"even";
    } else {
        return @"odd";
    }
}

- (void)viewDidLoad {
    [super viewDidLoad];

    NSString *description;

    NSLog(@"Start");
    for (int i = 1; i <= 10; i++) {
```

LISTING 23.1 continued

```

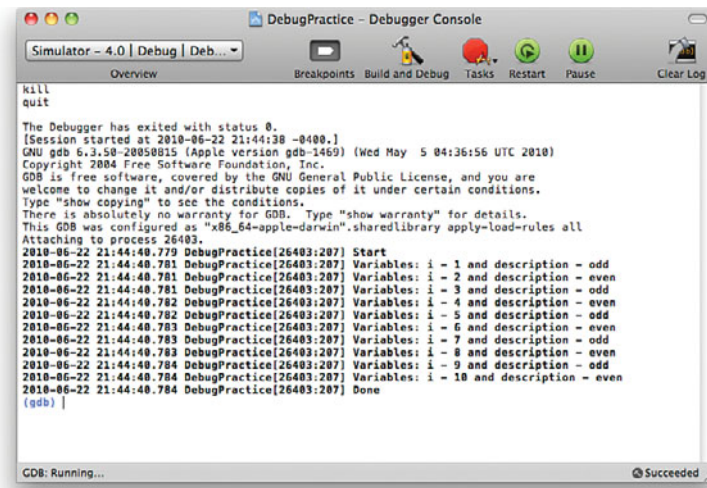
description = [self describeInteger:i];
NSLog(@"Variables: i - %i and description - %@", i, description);
}
NSLog(@"Done");
}

```

Click the Breakpoints button in the Xcode toolbar, and then choose Run, Debug from the menu. The program starts up and brings us to our application's empty view. The output from our NSLog statements are in the Debugger Console. As shown in Figure 23.3, there is some extra, unbolded output from gdb, and a gdb prompt, but nothing else indicates that we are running in the debugger.

FIGURE 23.3

The debugger is waiting....



The gdb debugger is running; we just haven't told it that we want it to do anything. The most common way to start interacting with the debugger is to set a breakpoint in your application's source code.

Setting a Breakpoint

A breakpoint is an instruction to the debugger letting it know you want the program execution to pause at that point. To set a breakpoint, click once in the gutter next to the line where you want the application to pause. A breakpoint will appear as a blue arrow, demonstrated in Figure 23.4. Click the blue arrow to toggle the breakpoint off and on. When the breakpoint is on, it is displayed as dark blue. When it is off, it is light blue, and the debugger ignores it. To remove a breakpoint, right-click it and select Remove Breakpoint from the contextual menu, or simply drag it out of the Xcode gutter and it will disappear.

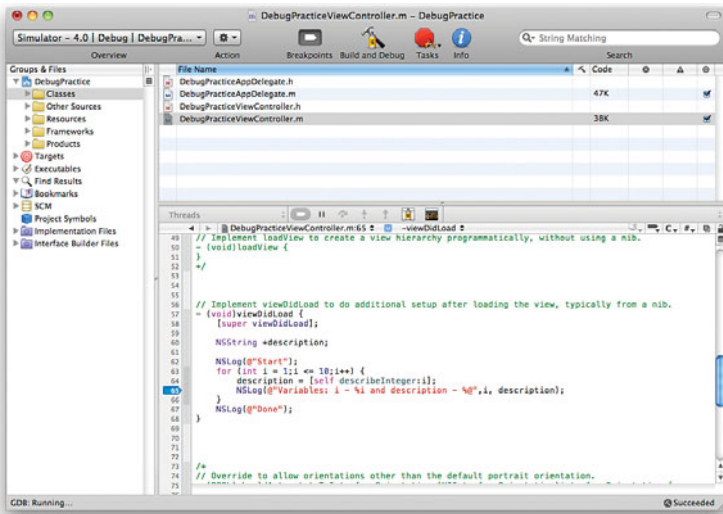


FIGURE 23.4
Set a breakpoint by clicking in the gutter.

Let's create and use a breakpoint. Quit the execution of the application and click the gutter to set a breakpoint next to this line:

```
NSLog(@"Variables: i - %i and description - %@", i, description);
```

Make sure the Breakpoints icon is highlighted in the toolbar (this enables/disables debugging breakpoints), and then click the Build and Debug icon. Notice that the application stops after printing just one log statements to the Debugger Console:

```
2010-07-29 21:28:13.115 DebugPractice[1257:207]
```

The debugger has paused the execution of the application at our breakpoint and is awaiting further direction, as shown in Figure 23.5.

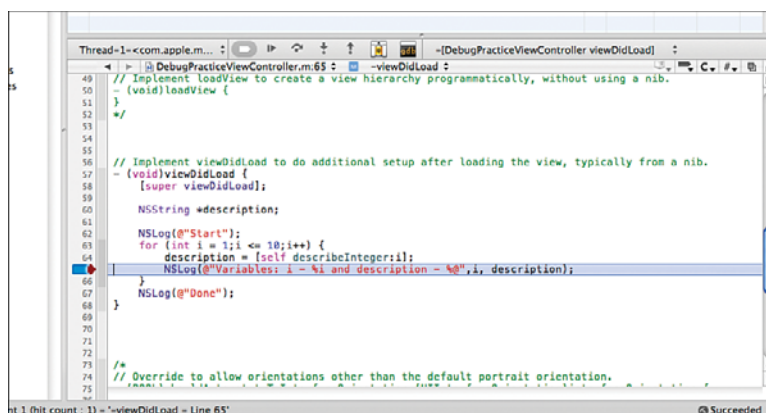


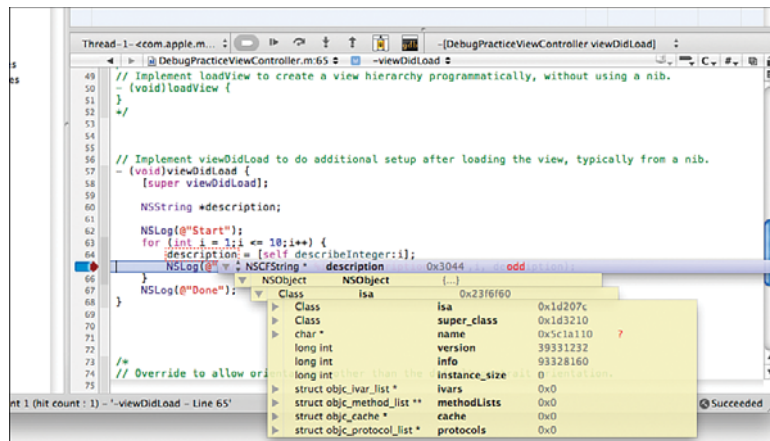
FIGURE 23.5
The debugger pauses at breakpoints.

Examining and Changing Variable States

Now that the execution of the program is paused in the debugger, we can look at the value of any variables that are in scope. One of the easiest ways Xcode provides to examine variables is the debugger *datatip*. Just hover over a variable in the source code of the paused method and Xcode will display a cascading pop-up menu, visible in Figure 23.6. The type, name, memory address, and value of the variable are displayed. Hover over the `i` loop counter in the `for` statement, and then the description variable. Notice that the datatip for `i` is just one level, but the datatip for the more complex `NSString` object has three levels. (Click the disclosure triangles to see the additional levels.)

FIGURE 23.6

You can display the datatip for the description variable by hovering over the variable.



Datatips can also be used to change the value of a variable. Again, hover over the `i` variable in the `for` loop statement and click the value in the datatip. It is currently 1, but you can change it to 4 by typing 4 and pressing Enter. The value in the running program is immediately changed, so this trip through the loop will log to the console with a value of 4, and there won't be a logged statement with a value of 2 or 3. To confirm that the program does execute as if the `i` variable has a value of 4, we need to continue the execution of the program.

Stepping Through Code

By far, the most common debugging activity is watching the flow of your application and following what it does while it's running. To do this, you need to be able to control the flow of execution, pausing at the interesting parts and skipping over the mundane.

The debugger provides four icons for controlling program execution (see Figure 23.7):

- **Continue:** Resumes execution of the paused program, pausing again at the next error or active breakpoint.
- **Step Over:** Steps to the next line of code in the same method.
- **Step Into:** Steps into the method that is being called. If a method isn't being called on the current line of code, it acts like Step Over.
- **Step Out:** Steps out of the current method back to the caller of the current method.

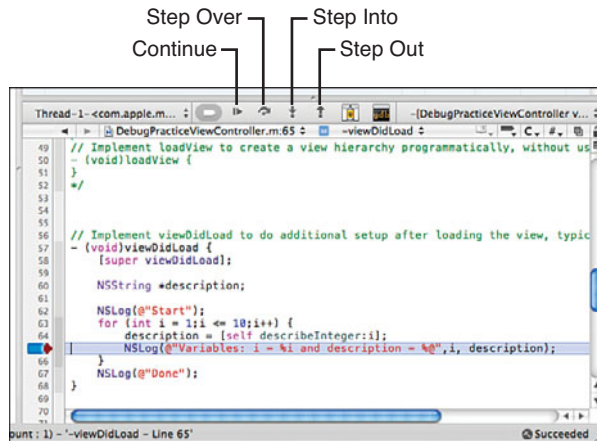


FIGURE 23.7
Program execution control icons.

Whereas the global breakpoint control is obvious (and useful!), the other options might not be so clear. Let's take a look at how each of these works to control the flow of our application. First click the Continue icon a couple of times. Control returns back to the same breakpoint each time you continue, but if you hover over the `i` and `description` variables, you'll see that `i` is incrementing and `description` is switching between even and odd.

Add a breakpoint to this line of code by clicking the gutter:

```
description = [self describeInteger:i];
```

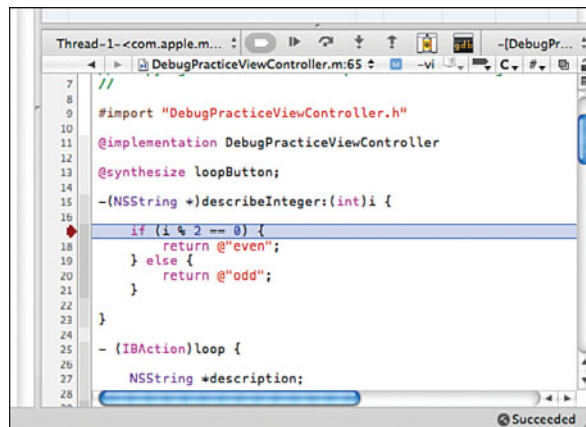
Click the Continue icon again, and this time you'll see the program stops at the new breakpoint because it's the next breakpoint the program encounters. This breakpoint is on a line of source where we are calling the `describeInteger` method. If we want to see what's going on inside that method, we need to step into it. Click the Step Into icon, and the program stops on the first line of the `describeInteger` method, demonstrated in Figure 23.8.

To step line by line through a method without entering any of the methods that might be called, use the step over task. Click the Step Over icon three times to step through the `describeInteger` method and return to the `viewDidLoad` method.

Click the Continue icon to return to the breakpoint on the `describeInteger` method, and click the Step Into icon to step into the method a second time. This time, rather than stepping all the way through `describeInteger`, click the Step Out icon, and you'll be stopped back at the line where the `describeInteger` method was called. The rest of the `describeInteger` method still executed; you just didn't watch each step of it. You are stopped where the program flow has just exited the `describeInteger` method.

FIGURE 23.8

Program execution after stepping into the `describeInteger` method.

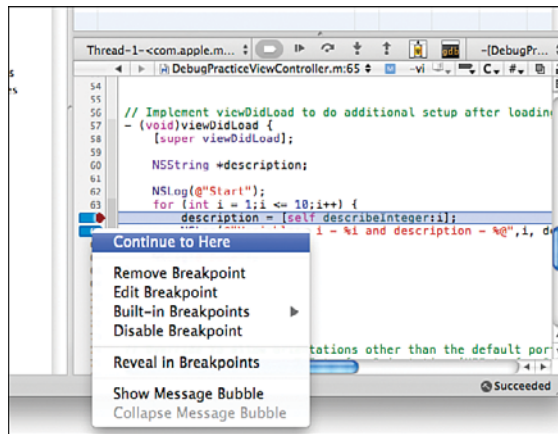


In addition to these program control tasks, another important option is hidden in the gutter. It's called Continue to Here. Continue to Here works on the line of code you select it on, and it works like a combination of the continue task and a temporary breakpoint. Program flow continues until it reaches an error, an active breakpoint, or it reaches the line of code you continued to.

To try this, right-click in the gutter next to this line:

```
NSLog(@"Done");
```

Click Continue to Here in the contextual menu, as shown in Figure 23.9. Notice that we didn't make it to the line of code we continued to; we stopped on one of the two existing breakpoints inside the `for` loop.

**FIGURE 23.9**

The Continue to Here option of the gutter context menu.

Click each breakpoint once to make it inactive, and click Continue to Here on the gutter next to the final line of the method one more time. This time we make it to the end of the method. Inspect the `i` and `description` variables with the hover datatip and notice that `description`'s value is even, but `i` is no longer in scope and can't be inspected. The `i` variable was scoped only to the for loop, and now that we have exited the for loop, it no longer exists. You can now quit the application.

Setting a Watchpoint

Let's suppose now that there is a tricky bug in your application that only occurs on the 1,000th time through the loop. You wouldn't want to put a breakpoint in the loop and have to click the continue icon 1,000 times! That's where a watchpoint comes in handy. A watchpoint is a conditional breakpoint; it doesn't stop execution every time, it stops only when a condition you define is true.

To test this out, update the for loop to execute 2,000 times rather than 10 times. Your `viewDidLoad` method should now resemble Listing 23.2.

LISTING 23.2

```
- (void)viewDidLoad {
    [super viewDidLoad];

    NSString *description;

    NSLog(@"Start");
    for (int i = 1; i <= 2000; i++) {
        description = [self describeInteger:i];
        NSLog(@"Variables: i - %i and description - %@", i, description);
    }
    NSLog(@"Done");
}
```

Now let's set a watchpoint that'll stop execution when the loop counter is equal to 1,000. First, right-click the two existing breakpoints and remove them with the Remove Breakpoint option in the context menu. Add a normal breakpoint by clicking in the gutter next to this line:

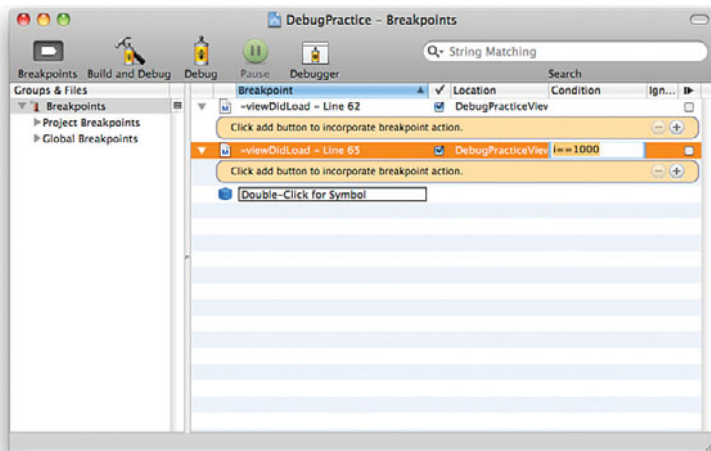
```
NSLog(@"Start");
```

Right-click the gutter next to this line to add a watchpoint:

```
NSLog(@"Variables: i - %i and description - %@", i, description);
```

To add the watchpoint, click the Add & Edit Breakpoint menu option in the context menu. The Breakpoints window will open and you'll see a table containing two breakpoints in the viewDidLoad method. There is a column called Condition. Click in the cell for this column in the second row and type `i == 1000` (as shown in Figure 23.10).

FIGURE 23.10
Program execution stops on the 1,000th iteration.



Click the Build and Debug icon to execute the application. The program will stop at the first breakpoint. Click the Continue icon, and the application will go through the loop 999 times before stopping on the watchpoint on the 1,000th trip through the loop when the loop counter `i` is equal to 1,000. You can confirm this by looking at the 999 log messages in the Debugger Console or by hovering over the `i` variable in the source and looking at its value in the datatip.

Debugging in the Debugger View

We first looked at the debugger in the Debugger Console and since then we've been debugging in the Text Editor window. There is also a window dedicated to debugging that has some helpful benefits. With the application still paused on the 1,000th trip

through the loop, open the Debugger window by choosing Run, Debugger from the menu (Shift+Command+Y) or by clicking the Show Debugger icon immediately following the Step Out icon.

Flow controls, just as you've been using, are present in this window, as shown in Figure 23.11. The window is divided into three panels. The lower-middle panel is the same view we've been working with in the Editor and so should be familiar. The upper-left panel is the application's call stack listed by thread. A call stack is the list of all the subroutines (methods and functions) currently being executed.

Each method in the call stack has been called by the method below it. Notice that the `viewDidLoad` method of our view controller is at the top of the stack and was called by the superclass's (`UIViewController`) `view` method. Also notice that two of the methods, `viewDidLoad` and the app delegate's `application:DidFinishLaunchingWithOptions`, are listed in bold. The bold listing indicates the debugger has source code symbols for those methods and can display them as source. Click the row for the app delegate's `application:DidFinishLaunchingWithOptions` method; you'll see that program execution is waiting for this line of code to return from executing:

```
[window addSubview:viewController.view];
```

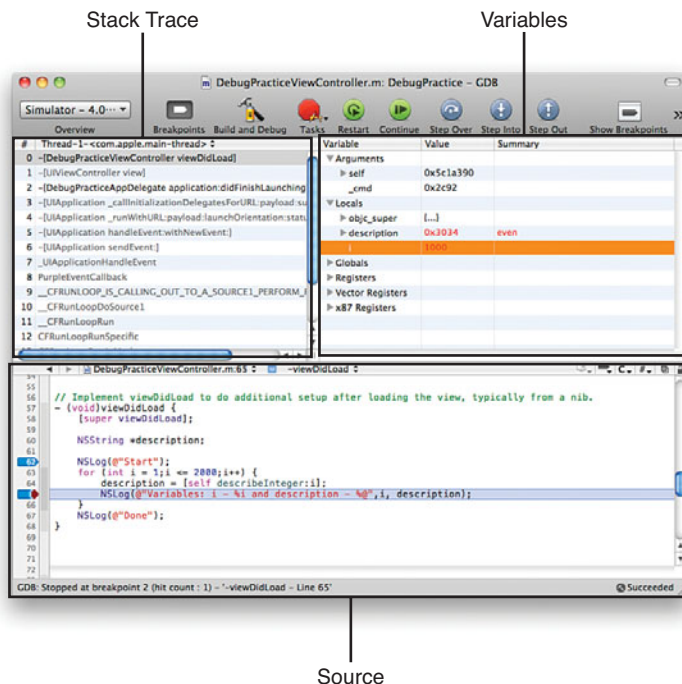


FIGURE 23.11
The Debugger window.

The rows in the call stack that are not in bold are for methods where the debugger only has assembly language available. Click the row for the `UIViewController`'s `view` method to see some assembly code. (Doesn't that make you thankful that we have the `gdb` source-level debugger?)

The upper-right panel contains the variable list. This is a list of all the variables that are in scope in the current method. Click back on the row in the call stack for the `viewDidLoad` method, and you'll see that both the `i` and `description` variables we've been inspecting with datatips are listed in the variable list under the Locals disclosure, as shown in Figure 23.11. The Locals designation means these variables are declared locally in the method. The other disclosure in the variable list that you'll be most interested in is the Arguments scope for variables that have been passed into the current method as arguments.

You've done enough now to start getting the hang of using the debugger. With just these few simple steps for controlling program flow and inspecting and changing program state, you can debug many of the issues you may run into.

Monitoring with Instruments

The next tool we'll look at is called Instruments. Instruments is used for profiling various aspects of an application and helps you to understand the runtime behavior of the application and the iOS.

Instruments is a flexible container for plug-ins (also known as instruments) that each record and display a different aspect of an application's behavior. You choose the instruments you want to use to capture the particular aspects of the application you want to examine. The user interface is modeled after timeline editors such as Apple's GarageBand and iMovie, with the different instruments forming a vertical list and the time expanding horizontally left to right demonstrated in Figure 23.13.

Each execution of an application that is monitored by Instruments is called a run and contains all the traces collected by the various instruments. A trace document can contain the traces from multiple instruments across multiple runs. Typically you'll work with traces immediately, but you can also save trace documents and open them again later.

Tracing an Application

Let's take one common use for Instruments, memory-leak detection, and walk through a scenario.

As a quick reminder, a memory leak occurs when memory is allocated by an application but never released. One of the instruments available in Instruments is a leak detector called Leaks. How does Leaks know when an application has leaked memory? It tracks all memory allocation by the application, and it tracks the pointers to that memory. At the point where an application no longer has a valid pointer to memory it has allocated, Leaks knows the application can never free the memory, and therefore a leak has occurred.

An application can simply use too much memory by never freeing the memory it allocates, even after it no longer needs it, but as long as a pointer to the memory exists in the application then there is at least the possibility that the application will free the memory, and so a leak does not yet exist. You'd use the Object Allocations instrument to detect this scenario of using too much memory without every actually leaking any. It's typical, when debugging memory issues, to use these two instruments together.

**By the
Way**

To test the Leaks instrument, we are going to purposely leak memory. Let's first trace the application as is to confirm there are no leaks yet. There are many ways to start a trace session with Instruments: You can run Instruments and have it launch the application on the iPhone or in the simulator, or you can have Instruments attach to an already running application on the device or in the simulator.

Instruments is located in Developer/Applications. You can launch it from there using Finder, or you can drag it to the Dock for quicker access.

**By the
Way**

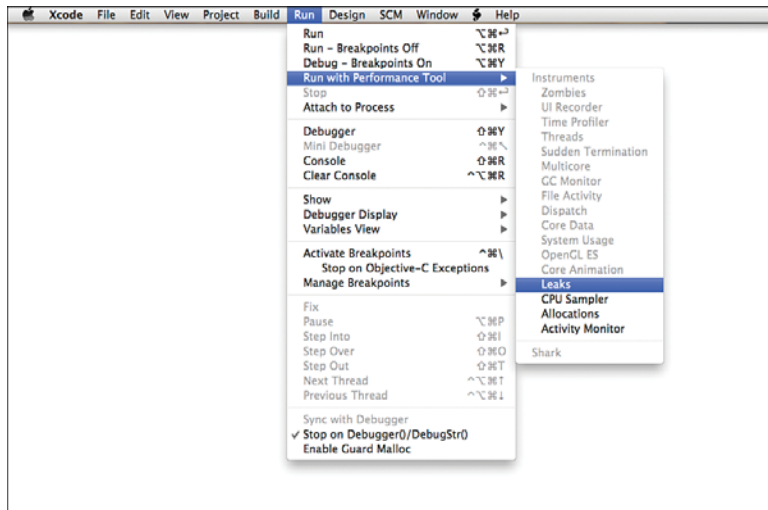
For this scenario, we use a third and more straightforward method: launching Instruments from within Xcode. When launching Instruments from Xcode, we need to decide whether we want to trace the application on the device or in the simulator. The device provides a much more accurate picture of how our application is going to perform and should be your default choice in most cases, but for the purposes of detecting leaks, the simulator works just fine, so let's trace from there.

Open the Debugger window with the Run, Debugger menu option (Shift+Command+Y) and use the Active SDK drop-down to target the iPhone Simulator. To launch the DebugPractice application in Instruments from Xcode, select Run, Run with Performance Tool, Leaks from the Xcode menu, as shown in Figure 23.12.

The Instruments application will launch, and it will start the DebugPractice application in the iPhone Simulator. Our (very sparse) application will launch in the simulator, and after the initial object allocations involved in getting the application started, displaying the UI, and iterating through our odd/even loop, there is no other activity for Instruments to trace.

FIGURE 23.12

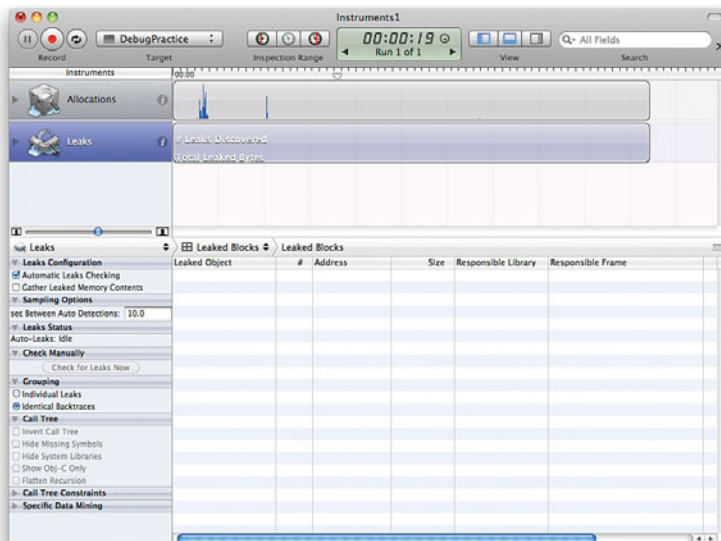
Launching the application with Instruments tracing.



When you are convinced of this, click the Stop button. Notice that this also stops the application in the simulator. We've now completed one run in Instruments. Click the row for the Leaks instrument and you can see, as in Figure 23.13, that it has no leaks to report.

FIGURE 23.13

No leaks during the first run.



Now let's be nefarious and introduce a memory leak into the application. Allocate memory for a new string each time through the loop and let the pointer to the string go out of scope at the end of each loop iteration. Update the `viewDidLoad` method of the `DebugPracticeViewController.m` file, as shown in Listing 23.3.

LISTING 23.3

```
- (void)viewDidLoad {
    [super viewDidLoad];

    NSString *description;

    NSLog(@"Start");
    for (int i = 1; i <= 2000; i++) {
        description = [self describeInteger:i];

        // Don't try this at home!
        NSString *status = [[NSString alloc] initWithUTF8String:"leaking"];

        NSLog(@"Variables: i - %i and description - %@ and status - %@",
              i, description, status);
    }
    NSLog(@"Done");
}
```

Now we are ready to give the application a second run. Because we last ran the application with Instruments, Xcode keeps that as the default. This time we can start the application with the Build and Run icon.

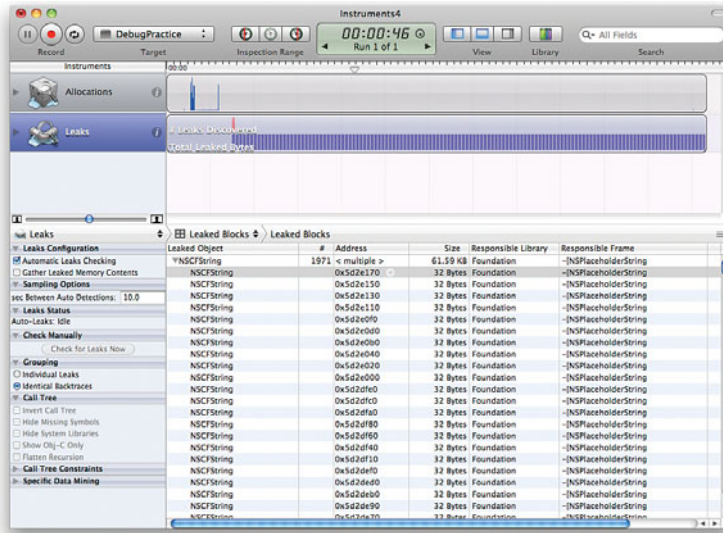
You can't use Xcode's gdb debugger and Instruments at the same time. Their use is mutually exclusive. When we run the `DebugPractice` application with Instruments tracing, breakpoints are ignored, and there is no output to the Debugger Console. Whereas Xcode's first option in the Run menu had been called Run, Go (Debug), after running with Instruments tracing, the default option becomes Run, Go (Leaks). To stop running with Instruments tracing and to go back to running in the debugger, use the Run, Debugger menu option.

**By the
Way**

After about 10 seconds you'll see a red spike in the output of the leaks application. You can see this effect in Figure 23.14. The spike represents our leaking of 2,000 strings. After you see the spike, you can stop the application with the iPhone Simulator's Home button.

FIGURE 23.14

Oh no! In this run we are leaking like a sieve!



By the Way

It didn't actually take 10 seconds for the DebugPractice application to leak the memory. This happened within the first second. The Leaks instrument is trying to keep out of the way of our application and is sampling only every 10 seconds; it was 10 seconds into the run before Leaks had its first chance to notice our leakage. We can increase or decrease the sample rate using the Sec. Between Auto Detections text box (see Figure 23.14). While the application is running, you can also force a check for leaks at any time by clicking the Check for Leaks Now button.

Knowing we have leaked some objects is helpful, but unlike in this artificial case, we usually won't know where the leak is coming from. Remember that we said the Leaks instrument works by tracking all the application's memory allocations. The Leaks instrument knows where in the application we allocated the memory that was leaked.

Click the third View button in the upper-right portion of the toolbar to toggle on Extended Detail. This opens a new panel on the right of the Instruments application, as seen in Figure 23.15. Now click the first leaked object in the list and you'll see a color-coded stack trace. The colors indicate the library that each method belongs to, and our application's code is purple. We can see that our application's DebugPracticeViewController's viewDidLoad method allocated the leaked NSString objects. Double-clicking the stack trace even takes us to the specific line that leaked!

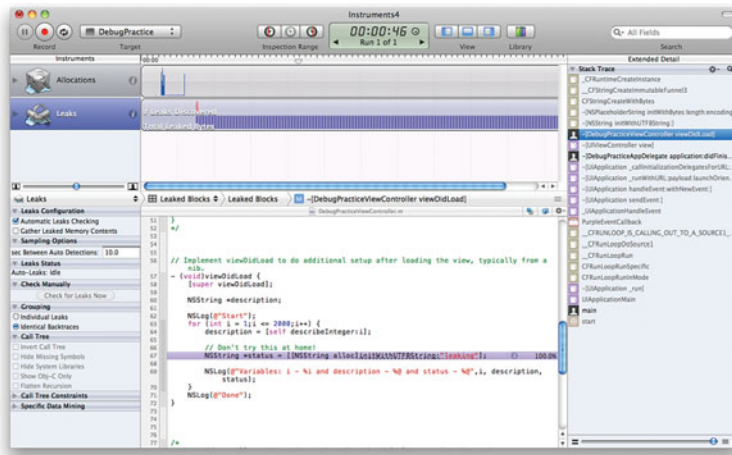


FIGURE 23.15
Details on the leak.

Available Instruments

Tracking down excess memory consumption and leaks is one use for Instruments, but it's really just the tip of the iceberg. There are other instruments besides Leak and Object Allocations that can quickly shed light on aspects of your application that would be difficult and very time-consuming to explore with just NSLog and the debugger. Not every instrument works with iPhone applications. Table 23.1 is a list of default instruments sets that are useful with iOS development. When you need an instrument, choose File, New, within Instruments, and then pick the appropriate instrument template from the iPhone or iPhone Simulator categories on the left, as seen in Figure 23.16.

You can also add instruments directly from the Instruments Library (Window, Library), but by opening a new template, you automatically get a set of preconfigured instruments rather than having to add the appropriate combinations yourself.

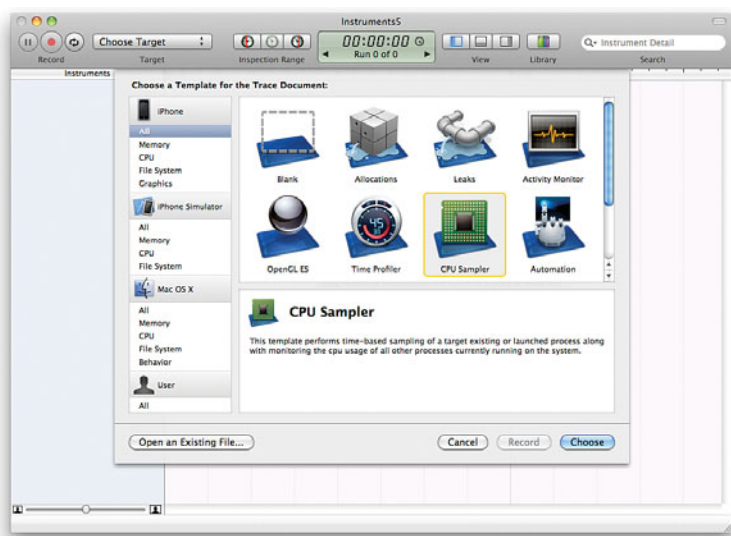
TABLE 23.1 Available Instruments

Instrument	Function
Activity Monitor	Monitors overall CPU, memory, disk, and network activity
Automation	Simulates user interactions with the iPhone application.
CPU Sampler	Precise time-based sampling of CPU usage
Time Profiler	Low-overhead sampling of processes running on the iPhone
Leaks	Detects memory leaks
Object Allocations	Measures memory usage by class
Core Data	Monitors Core Data activity and performance, including writes to the data repository and cache efficiency

TABLE 23.1 continued

File Activity	Monitors an application’s interaction with the file system
Core Animation	Measures Core Animation graphics performance and the resulting CPU load
Open GL ES	Measures Open GL ES graphics performance and the resulting CPU load
Energy Diagnostics	Monitor power usage and the power state (on/off) of system components
System Usage	Monitors file, network, and memory I/O use and duration for each method

FIGURE 23.16
Instruments Library.



Profiling with Shark

The last tool we’ll look at in this hour is the Shark profiler. A profiler is a tool for better understanding application performance so that you know where to make targeted optimizations in the application. A profiler like Shark polls the application while it’s running to see where it is spending time. The result of a profiling session with Shark is a report on which methods and lines of code your application is spending its time on. These lines of code and methods where you application is spending the bulk of its time are referred to as hot spots and are where you should direct your optimization efforts.

Many applications spend the bulk of their time waiting on user input or a network response and will not benefit at all from optimization or from using a profiler. A classic sin of application development is premature optimization. Premature optimization is spending time improving the performance of your code before you know a particular section of code has a real and significant impact on the user's experience. A profiler can be a dangerous tool in this regard, because it tells you where your application is spending its time, and there can be temptation to blindly optimize according to the profiler's results. Don't profile your application looking for slow spots. This is a mistake. Instead, find the slow spots by using your application as the user will use it, and then profile those slow spots to determine what's causing the slow down.

Attaching to Your Application

Using Shark for iPhone applications is a little tricky because to get data that has any value, you need to remotely profile the application running on the device. Profiling your application in the simulator usually doesn't make sense because the performance characteristics will be completely different.

Also, it can be especially tricky to use Shark to profile application startup time because Shark must attach to an already running application. To avoid this problem, let's go ahead and make a small adjustment to the DebugPractice application so that there will be something interesting happening after startup for Shark to profile. Add an IBOutlet called loopButton and an IBAction called loop to the DebugPracticeViewController.h file in the Classes group, as shown in Listing 23.4.

LISTING 23.4

```
#import <UIKit/UIKit.h>

@interface DebugPracticeViewController : UIViewController {
    IBOutlet UIButton *loopButton;
}

@property (nonatomic, retain) UIButton *loopButton;
-(IBAction)loop;

@end
```

In the DebugPracticeViewController.m file in the Classes group, synthesize the loopButton property and add a loop method that does the same thing as the nonleaking version of the loop from the viewDidLoad. Remove the for loop from viewDidLoad. The methods, following the @implementation line in the DebugPracticeViewController implementation file should now be similar to Listing 23.5.

LISTING 23.5

```

@synthesize loopButton;

- (void)viewDidLoad {
    [super viewDidLoad];
}

- (IBAction)loop {
    NSString *description;

    for (int i = 1; i <= 2000; i++) {
        description = [self describeInteger:i];
        NSLog(@"Variables: i - %i and description - %@", i, description);
    }

    [loopButton setTitleColor:[UIColor redColor]
      forState:UIControlStateNormal];
}

```

Perform the following steps to add the button to the view and connect the outlet and action for the button:

1. Double-click the DebugPracticeViewController.xib file in the Resources group to launch Interface Builder.
2. Open the Library and drag a UIButton to the center of the view.
3. Click the new button and open the Attributes Inspector (Command+1). Click the Title field and type **Loop**. Change the color of the text to green.
4. Switch to the Connections Inspector for the button, and drag-click from the circle beside Touch Up Inside to the File's Owner icon. Choose loop when prompted for the action.
5. Press Control; then click and drag from the File's Owner icon to the button within the view. Connect to the loopButton outlet when prompted.
6. Your view should now look like Figure 23.17. Save the XIB file and return to Xcode.

To use Shark to profile the modified DebugPractice application, follow these steps:

1. Set the Active SDK to Device with the Overview menu.
2. Click the Build and Run icon to build the application and install it on the device. We want to run without gdb attached, so when the application starts, terminate it either on the iPhone or using the Tasks (stop sign) icon in Xcode. Find the application on the device (it will have a completely white icon) and start it back up again. This time, leave it running on the device.

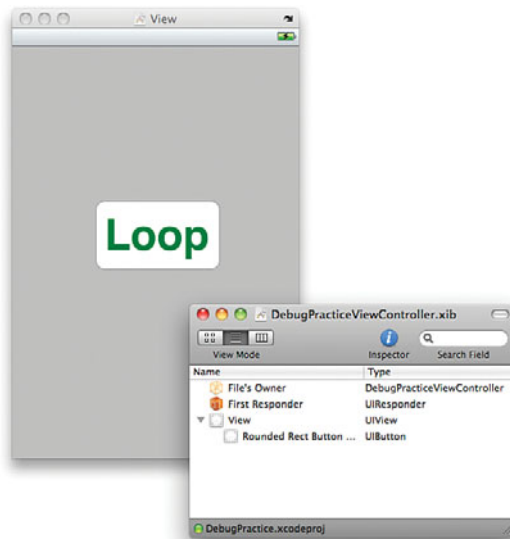


FIGURE 23.17
The Debug Practice view in Interface Builder.

3. Use Finder to navigate to Developer/Applications/Performance Tools, and double-click the Shark application.
4. After Shark starts up, make sure iPhone profiling is enabled by selecting the Sampling, Network/iPhone Profiling menu option (Shift+Command+N).
5. Select the Control Network Profiling of Shared Computers radio button, and the devices you have connected to your Mac will appear.
6. Click the Use check box beside the mobile device where the DebugPractice application is running. After a small delay, the Target column will populate with a list of the processes running on the device. The initially selected value is Everything. Profiling everything running on the iPhone will result in a lot of data, and it will take a long time to gather and analyze it. We are just interested in data for the DebugPractice application, and so that's the only process we'll profile.
7. Click the Target drop-down menu for the device, and select DebugPractice from the list, as seen in Figure 23.18.
8. Press the Start button in the upper-left corner of the Shark UI, and Shark will start sampling where DebugPractice is spending its time.
9. Click the Loop button in the DebugPractice application on the device and wait until the button text turns red to let you know the loop is complete (a few seconds). Press the Stop button in the upper-left corner of the Shark UI. Shark will spend a couple of minutes or more analyzing the samples.

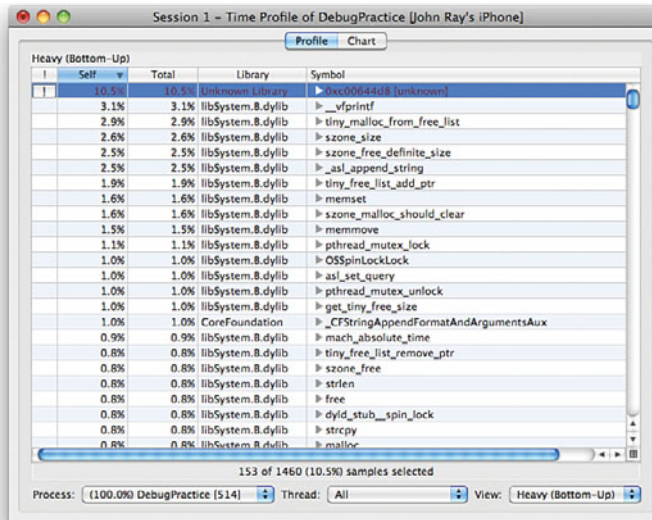


FIGURE 23.19
Profile results in
the Heavy view.

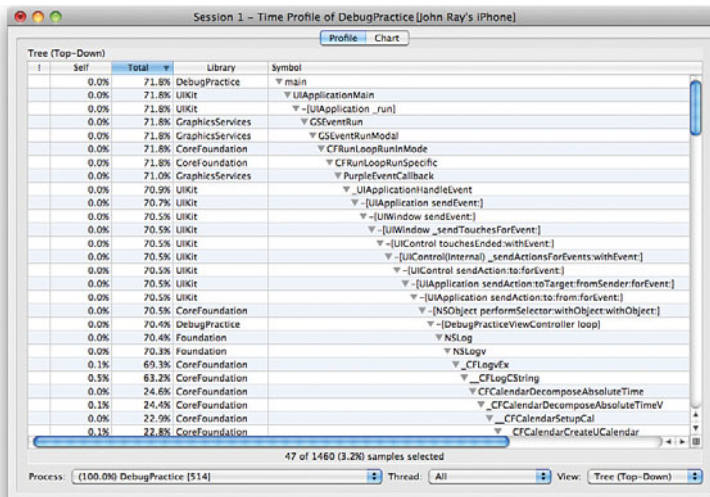


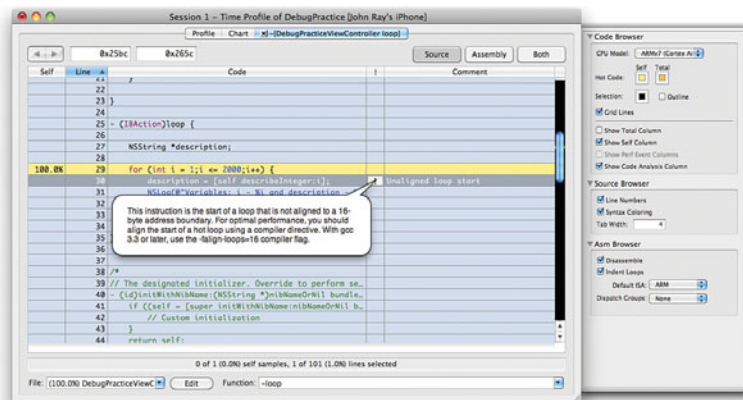
FIGURE 23.20
Profile results in
the Tree view.

Finally, there is a Heavy and Tree view that stacks the Heavy view above the Tree view and let's you see both at the same time. Change the view with the View drop-down in the lower-right corner. At any point, you can look at a method's implementation by double-clicking the method name in the Symbol column. Like the debugger, Shark will show you the source of the method if it has the debug symbols for that method, as is the case in Figure 23.21, and will otherwise show the assembly code. Shark also has some built-in optimization tips that will display.

The key data point to consider in the Shark profile data is the total and self percentages for each of your methods. The Total column tells you approximately how much of the application's time (during the window of time that was profiled) was spent in that method, and the Self column tells you how much of the time was spent in the method itself rather than in the other methods that were called by the method.

The majority of the time, the methods you write yourself will have fairly small self percentages, because often the heavy computation in your application is done by the iPhone SDK frameworks on your behalf. Consider how a single line of your code can dismiss a complex model view with a flip transition and return to displaying the parent view. A huge amount of code in Core Animation and Quartz must then execute to make this one line of your code happen. Optimizing iPhone applications usually means changing your application to make a more informed use of the SDK when you understand the expense of the operations you're asking be performed.

FIGURE 23.21
An optimization
hint from Shark.



There is more art than science in profiling and optimizing, and I can't begin to tell you the exact way to proceed. The overall approach is to look through the Shark data for the things that surprise you the most. When writing your application, you have some sense of how it is going to perform. You expect certain operations you are calling to be expensive and others to be computationally cheap. When you find something in the data that breaks your mental model and surprises you, follow your nose and get to the bottom of it.

Remain patient and resist the urge to jump into optimizing. It's usually best to try a little test first to fake any optimization you are contemplating making. Make sure that if you succeeded in the optimization, there is a noticeable impact in the user experience of the application before you invest the time in implementing the optimization.

Further Exploration

Investing some time into becoming proficient with Xcode debugging, Instruments, and Shark can really pay off toward the end of a development project when you are trying to get a product release out the door, or when you are trying to quickly turn around a fix to an embarrassing bug or performance problem. In these cases, time is short and the stress level is high, so it's not the ideal circumstances to be learning these applications for the first time. Become comfortable with these tools now, and they'll provide a significant productivity boost when you need it the most.

To begin mastering the iOS toolset, and to delve deeper into debugging, Instruments, and Shark, you should read Fritz Anderson's excellent book *Xcode 3 Unleashed*. If instead you want to focus in on just one of these tools, you can find Apple's *Xcode Debugging Guide*, *Shark User Guide* in the iOS Reference Library.

If you want to start interacting with the debugger directly, I recommend Richard Stallman's *Debugging with GDB: The GNU Source-Level Debugger* and Arnold Robbins's *GDB Pocket Reference*.

Summary

In this hour, we used three important tools of the iOS SDK: Xcode's gdb debugger, the Instruments tracing tool, and the Shark profiler. It takes much longer than an hour to understand everything these powerful tools can do for you, but the goal has been to give you enough exposure to them that you recognize when you need the benefits of each of these tools. You also know enough to start using each tool and exploring further what it can do for you.

Q&A

- Q.** *Why is using a debugger easier or better than just using NSLog?*
- A.** NSLog is a great place for beginning developers to start. It gives a degree of insight into what is going on in the code, without having to change the development process. Using the full-blown Xcode debugger, however, will enable you to view *and modify* values in your code as it is running. In addition, it doesn't require any changes directly to your code, so there isn't a need to remove debugger statements when the code is clean. Using a debugger takes awhile to get used to, but for large projects, it is a must.

Workshop

Quiz

1. What is a breakpoint? What is a watchpoint?
2. Name some useful things you can monitor with Instruments.
3. Shark helps track down application performance problems when running in the iPhone Simulator. True or false?

Answers

1. A breakpoint tells the debugger to stop execution at the start of a particular line of source code so that the developer can inspect and possibly change the state of the running application and control and monitor the application's progress. A watchpoint is a conditional breakpoint that stops execution only if a specified condition is true.
2. Answers will vary. In this hour, we used Instruments to look at memory allocation and leakage. Read through Table 23.1 again if you couldn't remember any other uses.
3. False. You're really interested in using Shark to see how an application performs on the targeted device hardware. In some cases, applications will perform better in the simulator than on the actual device.

Activities

1. Use the tools discussed in this chapter to analyze the implementation of other hours' projects. What did you find? Does any of your analysis identify potential optimizations that could be made to improve performance or memory usage?

HOURL 24

Distributing Applications Through the App Store

What You'll Learn in This Hour:

- ▶ How to prepare and build a version of your application for distribution
- ▶ The different ways an application can be distributed
- ▶ How to market your application

You've done it! Your application is built, tested, and ready for prime time. Now you need to decide how to deploy and market it. More than 100,000 applications are available for download via Apple's iTunes App Store. The trick to success is to stand out from the crowd. This hour provides step-by-step instructions on how to submit your application and examines how to most effectively get your application to those who need it.

Keep a close eye on how your app is managed in the App Store. If Apple makes changes, such as requiring support for the latest OS, ensure that your application supports the latest requirements. (Otherwise, you risk your application being dropped from the App Store.) Also, give Apple plenty of time to evaluate your updates. Typically, Apple takes about a week to evaluate an update or new submission before posting it to the App Store. Apple does continue to tweak and evaluate their process, but it is still far from perfect. Part of the problem is the massive number of new applications posted to the App Store each day. So, if Apple mandates specific changes, get to them fast.

***By the
Way***

Preparing an Application for the App Store

You're almost there: Your application has been developed and tested, and now you want to share it. However, before you can sell on the App Store, you must complete a few finishing touches.

Creating Artwork

Remember that admonition to never judge a book by its cover? Unfortunately, that sage advice doesn't apply to iPhone applications. Artwork for your application is important. People browsing the iTunes App Store are presented with thousands of applications. You need to have artwork that stands out from the crowd.

You have tight control over three important, and *required*, pieces of artwork: the artwork used to present your application in your iTunes Applications library (generally a large icon), the icon used to present your application on your iPhone, and the application launch image.

Let's quickly review the steps needed to add these resources to your projects.

Adding the iTunes Artwork

Open the Applications library in your copy of iTunes to see how iTunes artwork is used to visually identify applications (see Figure 24.1). Many companies extend their company brand to the colors, images, and treatment of their artwork used by their applications.

The artwork used in the iTunes Applications library is 512×512 pixels in size. You upload this file during the application submission process, but if you are also planning to distribute your application via ad-hoc means (during testing, for example), you will need to store a copy of the artwork directly in your project.

We use a simple Welcome project here to demonstrate how to add artwork to your application. You can follow these same steps for your own application:

1. Create and save the 512×512 PNG image as iTunesArtwork with no file extension. (Included in the Images folder within the Hour 1 Welcome project is a sample iTunesArtwork file.)



FIGURE 24.1
You can see iTunes artwork used by every application in your Applications library in your copy of iTunes.

2. Open the iOS project in Xcode.
3. Drag the iTunesArtwork file into the Resources group of the project. Choose to copy the resources to the project when prompted.

You've successfully added the iTunesArtwork resource! The next step is to set the application icons.

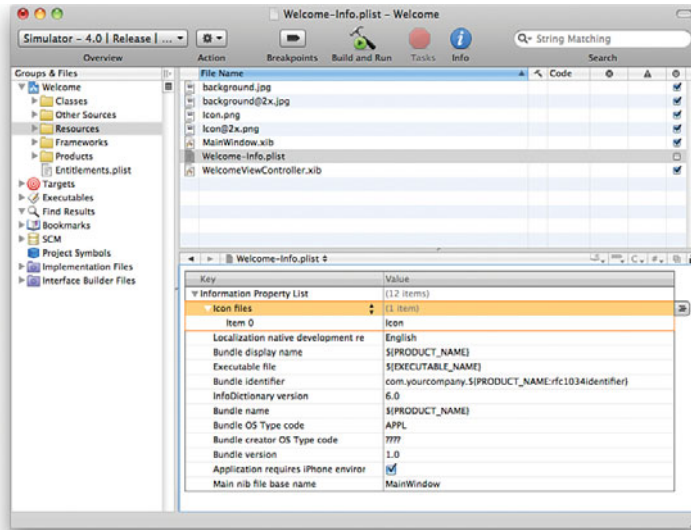
Adding Application Icons

Included in the Welcome project are two icon files that can serve as the standard resolution icon (57×57 pixels) for your application and the iPhone 4 icon (@2x—114×114 pixels):

1. Open the Welcome project in Xcode.
2. Drag the icon files (Icon.png and Icon@2x.png) in the Images folder into the Resources group of the project. Choose to copy the resources to the project when prompted.
3. Open Welcome-Info.plist. Double-click the Icon File property name, and then change the name to **Icon Files**. The Icon Files will then display a disclosure arrow to its left.
4. Expand the Icon Files by clicking the disclosure arrow. There will be a single item 0 entry present.

5. Double-click the field to the right of item 0 and type **Icon**, leaving off the extension. Your screen should look similar to Figure 24.2.
6. Xcode will automatically know to look for a file named `Icon@2x.png`. If you had included the extension on the first icon filename, you would have to add both filenames to the Icon Files property.

FIGURE 24.2
Add the application icons to your project.



Did you Know?

I've covered the icons that are *required* for your project, but there might be a few more that you need to add depending on your application and target platform:

Settings/Search icon: Displayed in the settings application and in the Spotlight search results (29×29 pixels for the low-res iPhone and iPad, 58×58 pixels for the hi-res iPhone 4).

Search Results icon: Displayed in the search results for the iPad Spotlight search (50×50 pixels).

Remember, you don't need to do anything special to differentiate between the icon types. Just add them to the plist, and iOS will automatically select the icon closest to the size it needs.

Did you Know?

If you want, you can override Apple's effects on your icon image by using a special key added to the plist called `UIPrerenderedIcon`.

Just create a new key and enter **UIPrerenderedIcon** as the key value. The name will change to **Icon Already Includes Gloss and Bevel Effects**. Check the box to activate the feature. Save all your work.

Almost there! The project will now correctly display icons for both available iPhone screen resolutions. Now we just need the last resource: launch images.

Adding Launch Images

The final artwork requirement is the inclusion of launch images. All applications must have at least one launch image. The launch image should be sized to match the screen resolution of your device, typically 320×480 on the iPhone 3GS or earlier and 640×960 on the iPhone 4. Let's add one to the Welcome application:

1. Open the Welcome project in Xcode.
2. Drag the launch image files (launchImage.png and launchImage@2x.png) in the Images folder into the Resources group of the project. Choose to copy the resources to the project when prompted.
3. Open Welcome-Info.plist. With the Information Property List key selected, click the icon to the far right of the line containing the key. A new row will be added to the plist file.
4. Change the key for the new row to **Launch image (iPhone)**.
5. Double-click the field to the right of the key and type **launchImage**, leaving off the extension, just as you did with the icons.
6. Xcode will automatically know to look for a file named launchImage@2x.png for hi-res displays.

Remember, you can choose from these suffixes (preceded by a hyphen) to configure different launch images to appear in any orientation: PortraitUpsideDown, LandscapeLeft, LandscapeRight, Portrait, and Landscape.

**By the
Way**

The rules for icons and launch images change a little if you are building a universal application. Be sure to read Hour 22, "Building Universal Applications," for more details on the resource requirements for applications that run on both the iPhone and iPad platforms.

**Watch
Out!**

That's it for images! You'll want to take some screenshots of the app for later, but they won't be needed within the project itself. Save the project and we'll move on to application device capabilities.

Defining Device Capability Requirements

iOS hardware devices are a moving target. For developers and consumers, this is a good thing: We both get more toys to play with each year! The side effect, however, is that not all iOS devices have exactly the same capabilities. There's no point, for example, in trying to run a camera application on the first-generation iPad or attempting to use the iPhone 4's gyroscope on the iPhone 3GS.

To help define where your application will run, you can add a new key to your project's plist file: required device capabilities (`UIRequiredDeviceCapabilities`). This is a multivalue property that you can use to store values such as `front-facing-camera`, `camera-flash`, `gyroscope`, `sms`, and so on. A full list of the device capabilities can be found in the developer document "Build-Time Configuration Details," accessible through the Xcode documentation tools.

To define the capabilities required by your application, follow these steps:

1. Open your project's plist file. With the Information Property List key selected, click the icon to the far right of the line containing the key. A new row will be added to the plist file.
2. Change the key for the new row to **Required device capabilities**.
3. Expand the Required Device Capabilities property by clicking the disclosure arrow. A single item 0 entry will be present.
4. Double-click the field to the right of item 0 and type one of the capability keywords, as shown in Figure 24.3.
5. Click the + button to the right of the field to add additional items to the property for more device capability requirements.
6. Save the plist file when finished.

Our next steps will take place outside of Xcode but are absolutely critical for a successful app submission.

Creating an iPhone Distribution Certificate

The person responsible for submitting final applications to the iTunes store is called the team agent. For the team agent to submit any solutions, he must have an approved Distribution Certificate. This section discusses how to obtain this certificate.

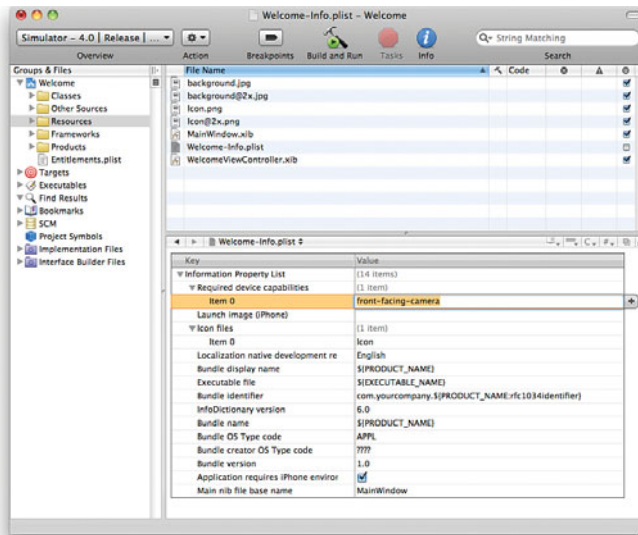


FIGURE 24.3
Define the hardware requirements of your application.

If you followed the steps in Hour 1, you should already have a personal certificate loaded on your machine. If you are part of a larger team, you'll need to generate a new certificate for the person who will submit the app to the App Store. Let's revisit that process again.

From the Applications folder on your Mac, launch the Keychain Access utility. You are going to request a certificate from a certificate authority (CA). To do this, you must change some of the settings in the Keychain Access utility (see Figure 24.4). Select the Preferences menu, and then set Online Certificate Status Protocol (OCSP) and Certificate Revocation List (CRL) to Off in the Certificates section.

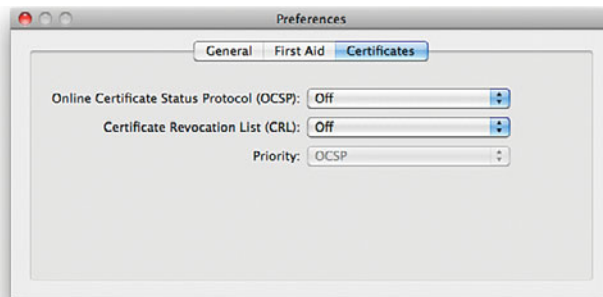
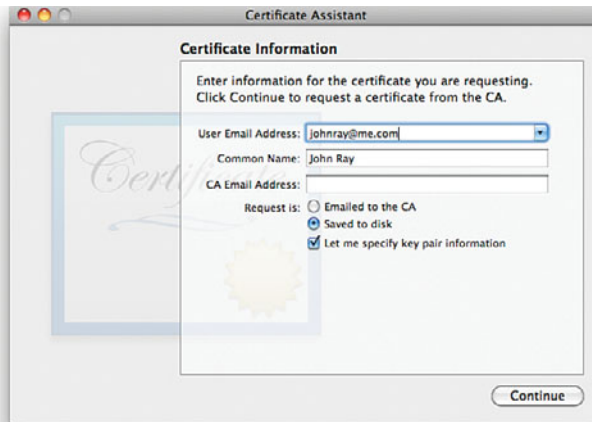


FIGURE 24.4
Modifying the settings for the Keychain Access utility.

To request a new certificate, complete the following steps:

1. Choose Certificate Assistant, Request a Certificate from a Certificate Authority (see Figure 24.5).

FIGURE 24.5
Requesting a
new certificate
from a CA.



2. Enter the team agent's email address and the name of your company as it appears in the iPhone Developer Program. You do not need a CA email address.
3. Save the data to disk and select Let Me Specify Key Pair Information. Click Continue.
4. Choose Key Size and Algorithm. Select 2048 bits and RSA for the algorithm. Save the certificate as a CSR file to your desktop.
5. Navigate to the Provisioning Portal (<http://developer.apple.com/iphone/manage/overview/index.action>). Click the Certificates category (left side), and then the Distribution tab. All active certificates you have will be listed in the Distribution window. To obtain a certificate, select Request Certificate and upload the CSR file you just created.
6. After your certificate has been approved, you can download a CER file to your computer. The CER file is the Distribution Certificate associated with your computer. Double-click the CER file to add it to your keychain.

Save your Distribution Certificate somewhere safe. The certificate ties your development environment directly to your solutions. Without the Distribution Certificate, you cannot deploy your applications. Best practice is to burn the certificate to a CD and store that CD somewhere safe.

Setting an App ID (Bundle Identifier)

When you distribute an app, you'll need to provide a unique identifier for it; this is known as the App ID or a Bundle Identifier. The App ID is necessary for providing

push notifications and for sharing keychain information between multiple apps that you push. In Hour 1, you created an App ID for all the tutorial projects in this book. Chances are, you'll want a new App ID for distributing your final creation. To create one, just complete these steps:

1. Within the Provisioning Portal (on the left side), click the App IDs category.
2. Click New App ID to create a new identifier for this project you will be publishing to the App Store.
3. On the App ID creation screen, shown in Figure 24.6, provide a description for the App ID.

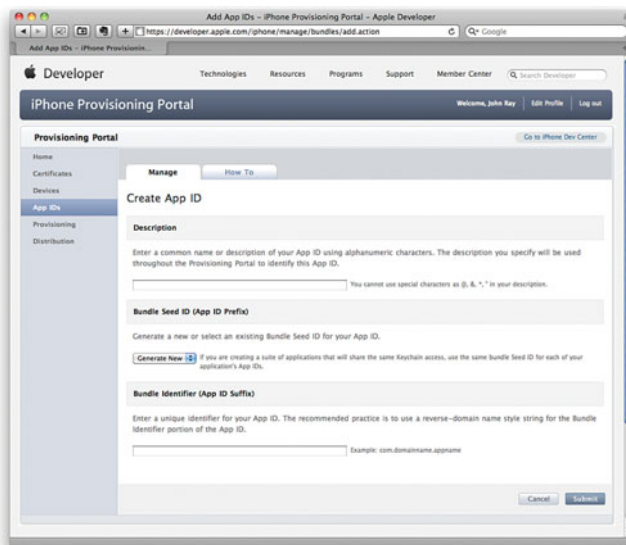


FIGURE 24.6
Create a new App ID for the apps you are publishing.

4. Choose Generate New for the bundle seed ID, unless you want to share a keychain between multiple applications.
5. Set a unique ID for the bundle identifier. Apple prefers a format that follows *com.domainname.appname*, substituting your own *domain* and *app name*.
6. Click Submit to create the new App ID.

Developers who don't mind their apps sharing data among themselves can take advantage of a "wildcard ID." With a wildcard ID, you typically define your app ID as *com.domainname.**—in other words, an asterisk replaces your app name. You can then use this App ID repeatedly with your App Store submissions.

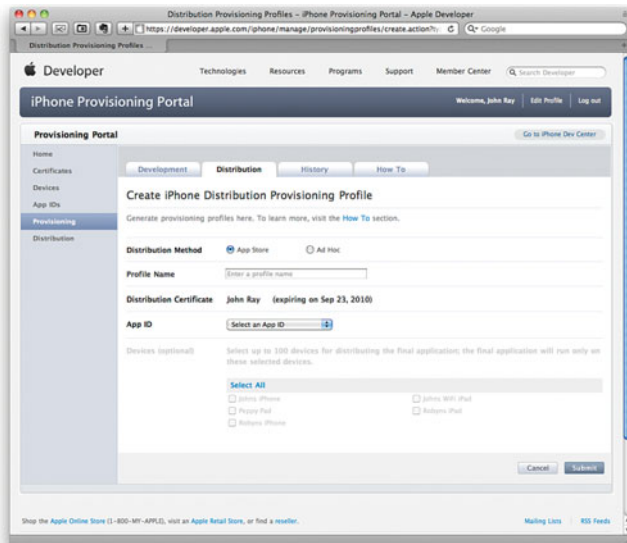
**Did you
Know?**

Creating a Distribution Provisioning Profile

You next need to create a Distribution Provisioning Profile, which will associate your distribution certificate, App ID, and distribution method within Xcode:

1. In the Provisioning Portal, choose Provisioning, Distribution (<http://developer.apple.com/iphone/manage/provisioningprofiles/viewDistributionProfiles.action>). Then click the New Profile button.
2. Choose whether the application will be uploaded to the App Store or will be deployed ad hoc, as shown in Figure 24.7. We discuss ad hoc distribution a bit later.

FIGURE 24.7
Create a provisioning profile that describes how your app will be distributed.



3. Give your profile a meaningful name.
4. Double-check that the certificate and App ID is correct, and then select Submit. The profile is generated and, after a few moments, can be downloaded. The file you will download has the extension `.mobileprovision`.
5. To install the profile, double-click or drag the `.mobileprovision` file onto either iTunes or Xcode in your dock.

Configuring a Project for Distribution

The final thing you need to do is to create a version of your application that you can submit to the App Store. Follow these steps to prepare your app:

1. Open the project in Xcode. Double-click the main project file within the Xcode Groups & Files pane to open the Information panel, and then click the Configurations button (see Figure 24.8).

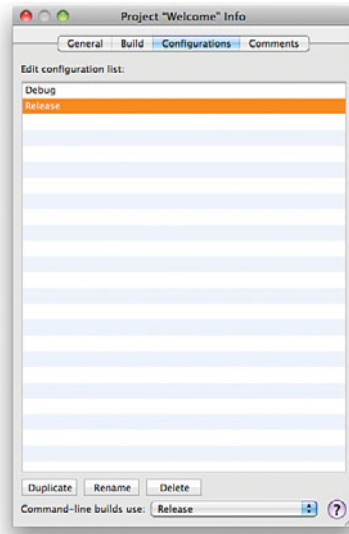
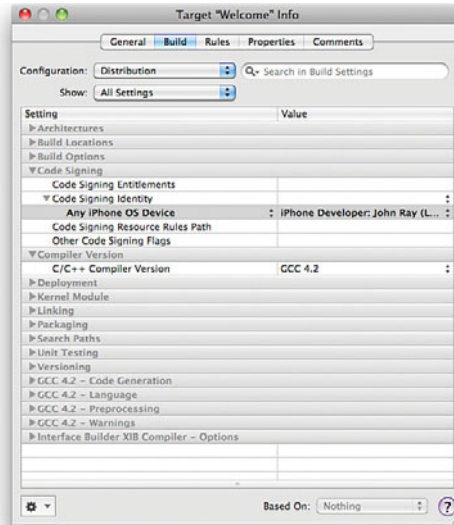


FIGURE 24.8
Create a new
Distribution
configuration.

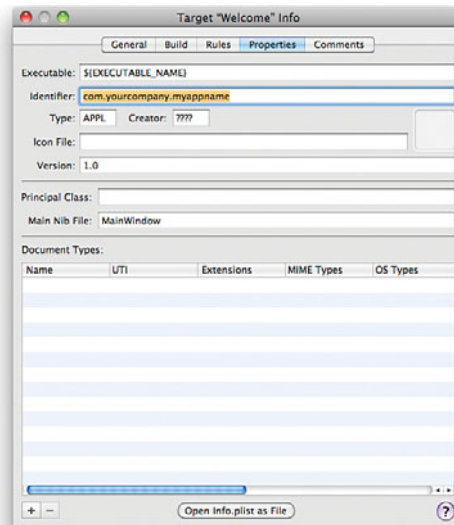
2. Select the Release configuration option, click the Duplicate button in the lower-left corner, and rename the new copy **Distribution**.
3. Close the Info window, and then choose Edit Active Target from the Project menu. The Target Info window appears.
4. Click the Build button and select Distribution from the Configuration menu options.
5. You now need to associate your distribution certificate and provisioning profile with the build. Within the Code Signing section, shown in Figure 24.9, under Code Signing Identity, select Any iPhone Device, and choose your certificate from the drop-down list. Within the list, your certificate will be in bold, with your provisioning profile in gray. Without a valid certificate, you cannot upload your applications to the App Store.
6. Display the Properties tab so that you can enter the bundle identifier for your application (see Figure 24.10). The bundle identifier is the same as your App ID, without the unique string at the beginning. (For example, if your App ID is 123456789.com.yourcompany.yourappname, you would enter com.your-company.yourappname.) Close the Target Info window.

FIGURE 24.9

Choose your team agent certificate.


FIGURE 24.10

Set the bundle identifier for your application.



7. Next, you create an entitlement plist, a file that provides the code signing for the app, as shown in Figure 24.11. Choose New File, iPhone OS, Code Signing, Entitlements.

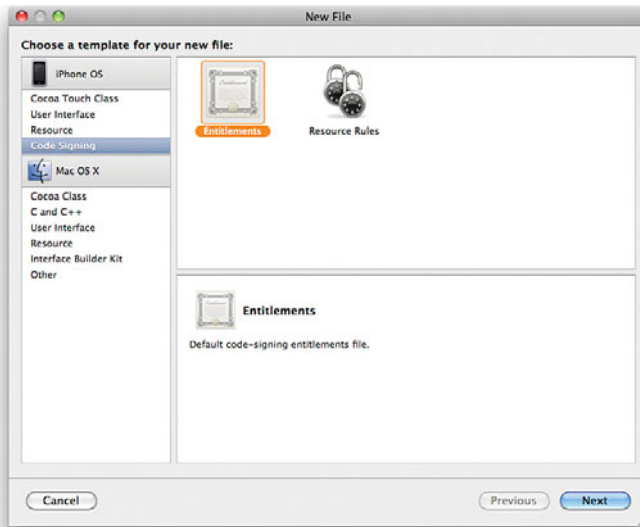


FIGURE 24.11
Create an entitlement plist.

8. Name the entitlement file **Entitlements.plist**. The file is saved to the root of your application. The Entitlements.plist has two properties that you shouldn't change, and one you need to add called `get-task-allow`.
9. Click the icon at the far right of the Root line to add a new key. Name the key **get-task-allow**, and then set the type to Boolean. Make sure the check box is unchecked, as shown in Figure 24.12.

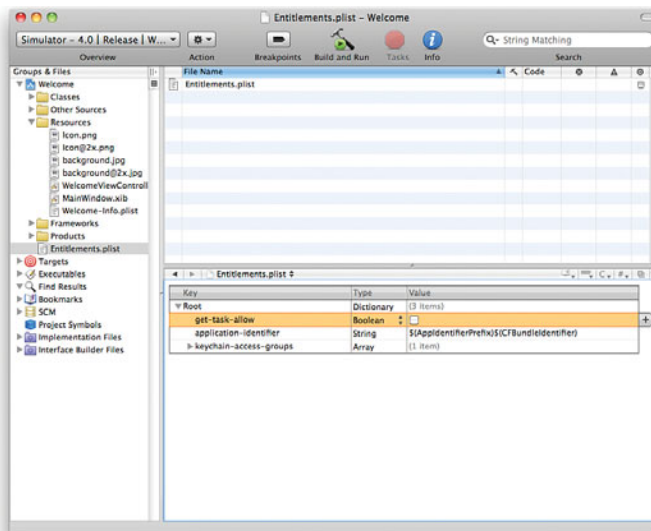


FIGURE 24.12
The entitlement's `get-task-allow` property must be added and unchecked.

10. Open the Target Info panel for your application again (Project, Edit Target). Click the Build button and select Code Signing Entitlements from the Code Signing section. Type **Entitlements.plist** and save your work.
11. Now change the application's active configuration to Distribution, and choose Build and Archive from the Xcode Build menu. The application is now ready for submission to the App Store.

Submitting an Application for Approval

The Apple iTunes App Store is a dazzling success. Now duplicated by RIM, Nokia, Google, and Microsoft, the iTunes App Store boasts more than 225,000 unique applications, 3 billion (that's with a *b*, not an *m*) downloads, and an audience of more than 75 million users.

The success of the App Store is built on making the user experience easy. For many people, the hardest part of running an application is installing it. With the App Store, Apple has introduced a one-click installation process that makes it easy to install any solution. Users just click an application's price button to start the buying and installing process. The application's price display is red. Click that button and the wording on the button changes to Purchase. To actually purchase the application, you must click the button again and then enter your account password. That's it. After that, iOS does the rest.

This simple process enables every developer to easily deploy a solution and know that it will be installed correctly. In addition, the customer can apply updates to your application via a one-click download from the App Store app.

Apple is also upfront about the charges. Apple charges just one rate: 30% of the price of your application (or nothing if the app is given away for free). So, if you are selling an application for \$2.99, 30% goes to Apple and 70% to you. In this case, you get \$2.00 for each sale.

At first it might seem that Apple is gouging you of your profits; but if you have developed content for the Nintendo DS, Microsoft Xbox 360, or Sony PlayStation, you know that Apple's fee is reasonable. After all, it is Apple that is hosting the applications on its own server farms, managing the 40 million accounts, and giving you access to tools to effectively control how you sell your applications. Yes, the 30% cost is *very* reasonable.

Preparing Your Application Profile

When you have your accounts set up, you will want to start uploading your applications to the store through the <http://itunesconnect.apple.com> website. Only a release version of your application can be uploaded. In iTunes Connect, click the Manage Your Applications link, and then start the process by clicking the Add New Application link, shown in Figure 24.13.

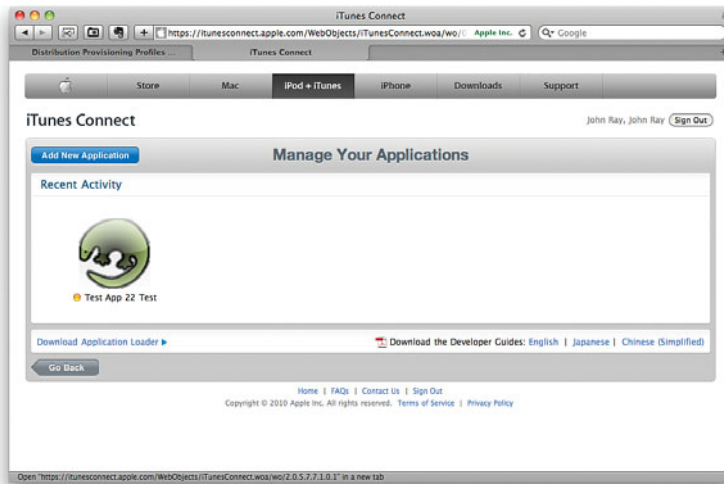


FIGURE 24.13
Upload an application to the App Store.

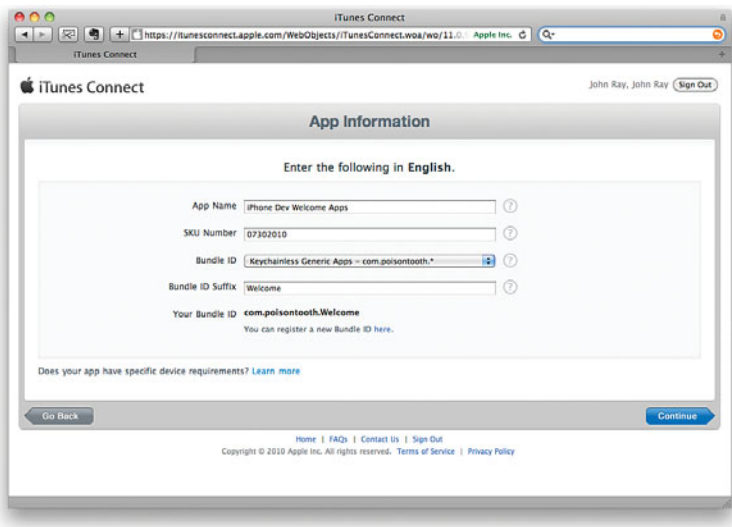
If this is the first app you've uploaded, you'll be prompted to select your language and company name and verify that you aren't exporting encryption software. Answer the questions and click Continue until you reach the App Information screen, as shown in Figure 24.14.

Enter the basics about your submission:

- ▶ Application Name.
- ▶ SKU number (a unique identifier that you create). A simple way to create an SKU is to insert the date, such 07302010 for July 30, 2010. When you update the application, just apply a new date.
- ▶ Bundle ID. The bundle ID that you created for your application.
- ▶ Bundle ID Suffix. Typically, the name of the application, which is appended to the bundle ID.

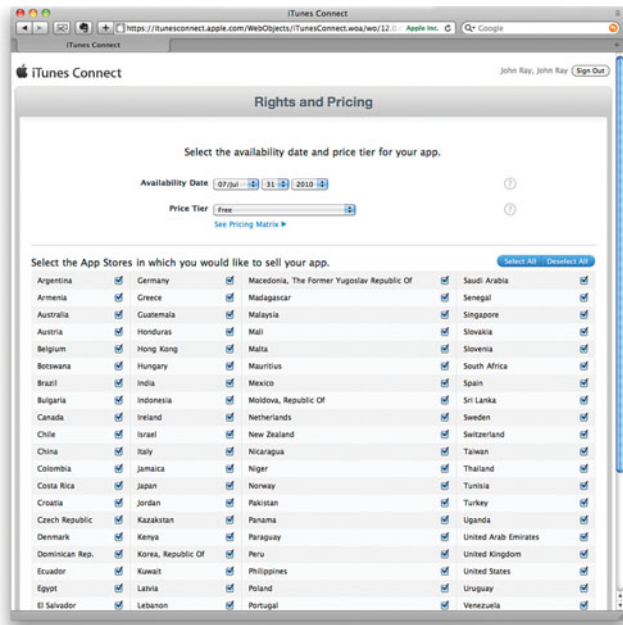
Click Continue when finished entering your information.

FIGURE 24.14
Accurately describe your application before submitting it.



You'll now be prompted for Rights and Pricing information, where you can choose the locations where your app will be sold, when it will go on sale, and what it will cost. Make your selections, as shown in Figure 24.15. Click Continue when ready.

FIGURE 24.15
Manage when your app goes on sale and how much it will cost.



If you're staring at the pricing screen wondering where the tiers are actually defined, all you need to do is select a tier other than Free. After you've picked a tier, the pricing will appear along with a link to a full pricing tier matrix.

***Did you
Know?***

Sell Abroad with App Localization!

App localization is the process of adding support for multiple languages. We didn't have an opportunity to discuss this in this book, but Apple provides a great guide in the developer document "Introduction to Internationalization Programming Topics." Apps that are available in multiple languages are more easily marketed than those that are locked to a specific language or country.

On the final screen, you'll address all the application details. Start at the top of the form, shown in Figure 24.16, and provide the following information:

- ▶ **Version Number.** You can use your own schema for version number.
- ▶ **Description** (limit 4,000 characters).
- ▶ **Primary Category.** There are 20 primary categories, including Games, Entertainment, Business, Books, and News. Some categories, such as Games, have subcategories to help organize the content more effectively.
- ▶ **Secondary Category.** You can choose a second category for your application.
- ▶ **Keywords.** Keywords are used to help return results when a customer is searching for an application.
- ▶ **Copyright** (the person who owns the code).
- ▶ **Contact Email Address.**
- ▶ **Support URL.** The support URL links to the support site for the application.
- ▶ **Application URL.** The application URL links to the application's website, if any.
- ▶ **Review Notes.** If the app accesses any online services, this input area gives you a place to provide testing accounts that Apple can use to validate your software.

Next, you need to rate your application so that parental controls can be applied. Scroll down the form to see the Rating settings (see Figure 24.17). The age limit will change depending on how you rate your application. Make sure you enter information correctly. During an audit process, Apple reviews how you score your application.

FIGURE 24.16
Provide the details for your application submission.

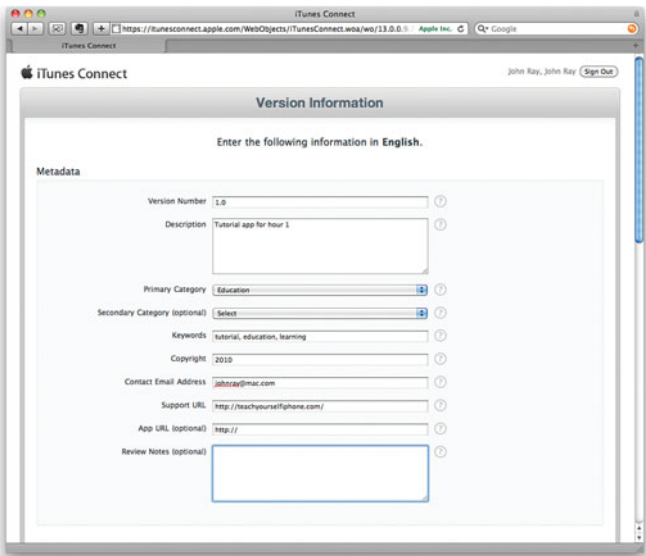
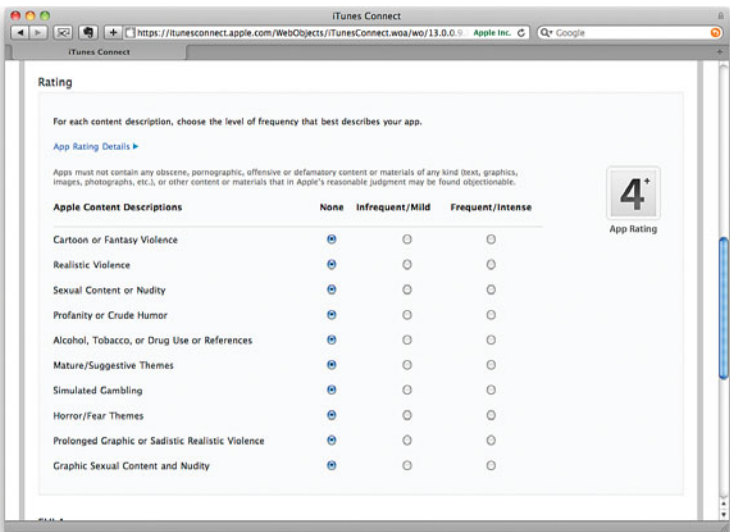


FIGURE 24.17
All applications must be scored using the rating tool.



Scroll down a bit further to reach the artwork submission area, shown in Figure 24.18. Along with the iTunes artwork, you should have screenshots of the application to promote in iTunes. The screenshots should be 320×460 or 320×480 for the iPhone, iPhone 3G, and iPhone 3GS. For applications enhanced for the iPhone 4’s display, you can increase the resolution to 640×920 or 640×960.

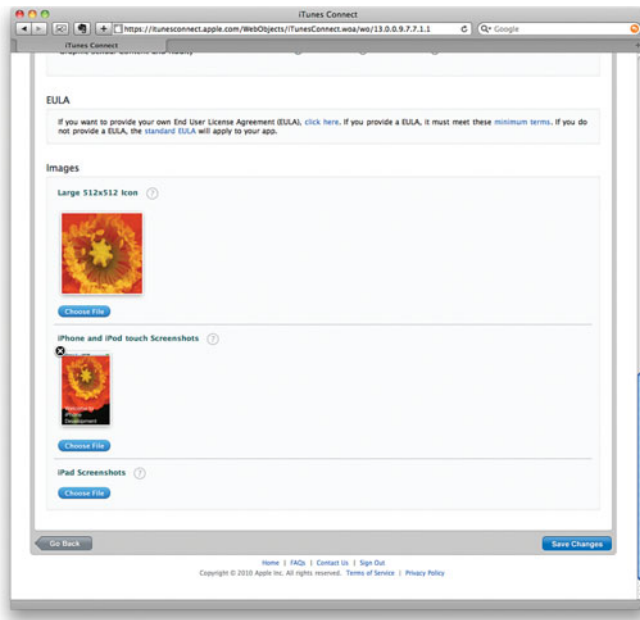


FIGURE 24.18
You can easily
add artwork for
your application.

Click Choose File and then Upload File for each file section within the Upload screen. Click Save Changes when you're finished uploading all the application resources.

You've just completed your application submission profile! You will see a summary screen where you can double-check everything about your application before you submit it for Apple's approval. Review the information and then click Done. You'll be taken back to the main iTunes Connect page, where you can view the status of your application submission. Because no application binary has been submitted yet, your application status will indicate that an upload is pending.

Uploading an Application Binary

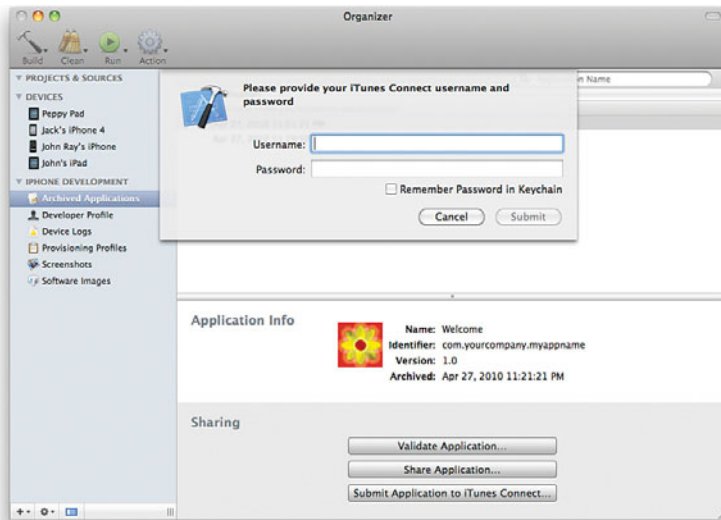
After you've configured an application profile in iTunes Connect, you can return to the comfort of Xcode to complete the upload. Open the application project in Xcode, and then switch to the Organizer (Window, Organizer).

Click the Archived Applications category to show the applications that are ready to be uploaded. You'll need to expand the disclosure arrow in front of the application to show the different binaries (listed by date) that you can upload.

Select the date that corresponds to the version you want to submit, and then click the Submit Application to iTunes Connect button at the bottom of the window. You will be prompted for your iTunes Connect login information, as shown in Figure 24.19.

FIGURE 24.19

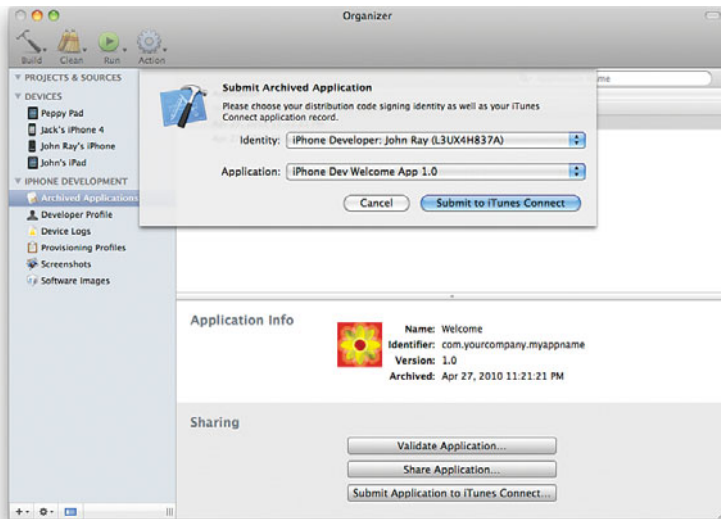
Enter your iTunes Connect login credentials.



After you enter your information and click OK, Xcode will chug away for a little while and then show a screen where you can choose your distribution signing identity (you can choose Don't Re-sign because you already picked the correct information prior to building) and the application profiles awaiting upload. Choose the application for which you entered information, and then click Submit to iTunesConnect, as shown in Figure 24.20. Your application will be uploaded to Apple's servers.

FIGURE 24.20

Choose the application profile that you entered in iTunes Connect.



If you want to make sure that everything is in order with your application prior to submitting, you can use the Validate Application button in the organizer. The application will also be validated during submission, and Xcode will display any errors that occur.

***Did you
Know?***

After submitting the app, you can track its progress via the Manage Your Applications link within iTunes Connect (<http://itunesconnect.apple.com/>).

Promoting Your Application

You've done it. Your application is installed in the App Store. You have heard all the "rags to riches" stories of developers who have made tens of thousands from sales of apps, and now you are waiting for your pot of gold to arrive. But, you might be waiting for a while. Although you can make a lot of money from selling your application, you must be willing to expend a bit of effort.

To sell any piece of software, take advantage of all the traditional ways software has been sold in the past. In addition, we now have some seriously focused tools (and tactics) that can really help your sales, including the following:

- ▶ Use Apple's iTunes Connect to monitor/manage sales.
- ▶ Exploit websites and social networks.
- ▶ Update your application.
- ▶ Change your price.

Any or all of the "tools" listed here can help build interest and drive sales of your application.

Using iTunes Connect to Monitor/Manage Sales

As you've learned, iTunes Connect provides tools for managing and uploading applications, but it also can help you monitor your sales. Via iTunes Connect, you can do the following:

- ▶ Assess sales/trends.
- ▶ Review your contracts, tax, and banking information.
- ▶ Download financial reports.
- ▶ Request promotional codes.
- ▶ Contact Apple support with any questions you may have.

When you log in to iTunes Connect, ensure that your banking information is correct. After all, if you are selling something, you want to make sure that you are being paid.

Then, set up accounts for those persons in your company who need access to iTunes Connect. Three user types can access the iTunes Connect account in addition to the original person who set up the account (called the Legal account), as follows:

- ▶ The Admin account has the right to view, add, and delete additional accounts and manage the whole iTunes Connect environment.
- ▶ The Finance account gives the user access to financial reports and contracts, tax and banking information, and sales/trend reports modules.
- ▶ The Technical account allows the user to manage applications and manage users' modules.

Generally, you will add multiple accounts only if you have a large organization that requires different levels of access to the iTunes Connect service.

A feature that you will want to use to promote your applications is Request Promotional Codes. This feature, located on iTunes Connect (in the Request Promotional Codes section), allows you to send promo codes to users who can then download and use your application for free. The promotional code cannot be shared after it has been used.

Arguably, the most important feature in iTunes Connect is Sales Trends Analysis. This tool tells you how your sales are going (by date and by country).

By the Way

If you have a lot of applications for sale in a lot of countries, managing all the Apple-provided data can get confusing. Thankfully, Apple has introduced an iTunes Connect app available for developers from the App Store. This app will help you track your sales from anywhere using your iPhone!

In addition, a number of companies provide tools to sift through all the iTunes Connect data. Check out the Developer Tools section of Apple's website for the latest solutions (http://www.apple.com/downloads/macosx/development_tools/).

Exploiting Websites and Social Networks

It might seem very turn of the millennium, but websites work well to advertise your applications. A website can be built quickly using tools such as Adobe Dreamweaver, WordPress, Joomla, or even iWeb if you are pressed for resources.

As mentioned earlier, you must associate a website with your application during the submission process. Therefore, every application available via the App Store has a web address. Customers should be able to use Mobile Safari, the iPhone's own web browser, to view your application's website.

Mobile Safari is one of the most advanced web browsers available, and therefore you can add many of the latest HTML tricks to your website. For instance, Mobile Safari supports HTML 5, so you can add rich transition and animation effects to your website.

From your website, you can advertise and link back to applications you are selling in the App Store. You can find the URL for any application in the App Store by right-clicking the link inside of iTunes. The cryptic URL you are given will look something like this:

```
http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=306220440&mt=8
```

Add this link to your web page. When potential customers click it, they will be taken directly to the page in iTunes where they can purchase your application. Similarly, if a potential customer is using Mobile Safari and clicks a link to your app, Mobile Safari will close, and the App Store app will open and go directly to your application.

The really long URL link is great to add to your own website, but it doesn't work if you want to use social networking sites such as Twitter and Facebook. Twitter, in particular, limits the number of characters you can type to 140 and thus prevents long URLs from being entered. To resolve this problem, use URL-shortening services such as bit.ly so that you can post a URL that has fewer than a dozen characters.

You can also build social networking directly into your application. Many social networking sites have their own API. For example, with Facebook's API, you can post the latest high score or challenge your Facebook friends to a game. Freeverse's Postman enables you to send custom postcards directly to Facebook, Twitter, or Tumblr.

In addition to social networks, you will also want to contact the editors of websites that cover iOS applications. You can often get a boost in sales by working with these editors and getting a link to your app from their website. Good sites to contact and work with include the following:

- ▶ AppStoreApps.com
- ▶ AppAdvice.com
- ▶ iLounge.com
- ▶ 148apps.com
- ▶ AppCraver.com

- ▶ AppSafari.com
- ▶ AppleiPhoneApps.com
- ▶ iPhoneApplicationList.com
- ▶ NativeiPhoneApps.com
- ▶ iPhoneApps.co.uk
- ▶ Apptism.com
- ▶ AppShopper.com
- ▶ Apprater.com

When you contact these sites, be courteous and give the editors a promotional code for your application so that they can test it and write a review.

As you build your website, think about how web search engines such as Google and Bing see your site. There are lots of great websites that lay out the search engine optimization techniques. Adding search engine optimization to your site can increase the number of times the site is presented on a search engine results page.

In addition to relying on organic placement on a search engine results page, you can purchase paid advertising. The goal of paid advertising is to appear alongside results similar to your product. Google's paid advertising allows your results to show on both their Google.com website and through their affiliate sites.

Finally, add analytical tools such as Google Analytics to your website. These tools provide information about how people are using your website, how often they return, and how they came to your site.

Updating Your Application

Unlike traditional computer-based software, applying updates to iOS applications is easy, and you will find that your customers will have few problems updating their apps. There is a tactical benefit to releasing updates to an application on a regular, scheduled basis:

- ▶ The first benefit is that customers perceive that they are getting something for free. The update is a bonus.
- ▶ The second benefit is that the update brings the user's attention back to the app. An update is an opportunity to rediscover an application.
- ▶ The final benefit is each update gets separate reviews in the App Store.

A final thought as you update your apps: Add good, descriptive explanations for the update. Frequently, developers list “bug fixes” as the only reason for the update. Although this is important to the developer and the users experiencing problems with the application, for the rest of your users it is not a very exciting update. A different approach is to add one or two new features with the bug fixes. This way a customer can get excited about installing the update and trying out a new feature.

Changing Your Price

How much should you charge for your application? This is a tough question for all developers and companies selling applications on the App Store. With hundreds of new applications being added each week, you can easily become lost in the melee.

An approach that many developers adopt is to start selling at \$4.99 and then, shortly after release, temporarily dropping the price by a couple of dollars for a specified period. The effect is to create a fire sale and thus drive urgency to purchase.

Dropping your price can also increase the number of sales in the iTunes App Store. Your goal is to break into the Top 100. Often referred to as racing to the bottom, the result of dropping your price as far you can go is to devalue your product just to get to number 1. Companies such as Electronic Arts and 2K Games, however, recognize that you can make more profit by keeping your price higher and not hitting number 1. For instance, EA’s Scrabble spent several weeks in the Top 10 without changing its price of \$4.99. The Scrabble app did not sell as many units as the number 1 app, but at 5x the price, it most likely made more profit.

Ultimately, how you choose and manage the price for your application depends on your marketing plan.

Adopting iAds

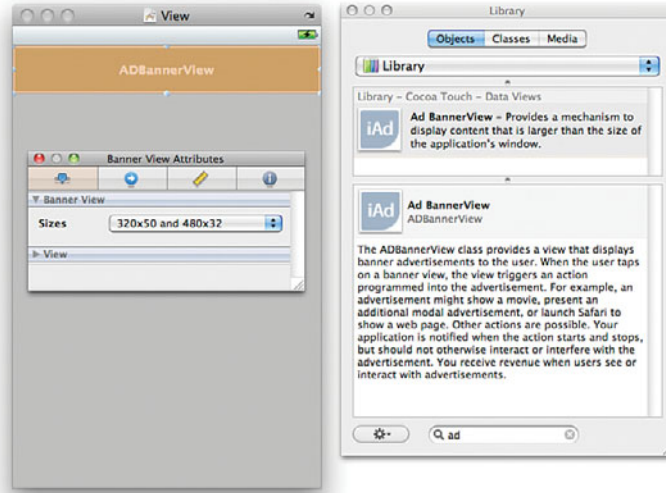
A topic that I’ve specifically avoided in the first 23 hours of this book is iAds, Apple’s new iOS 4 framework for adding highly interactive advertising to your applications. The goal of this book is to teach you development, and using banner ads isn’t something that really advances your programming skillset. That said, it does get you one important thing: money! Using iAds, you can either reduce or eliminate your application’s cost.

Joining the iAds program requires two steps: adding iAds to your application, and enabling iAds on your iTunes Connect account. Both of these are *extremely* simple.

To add iAds to your applications, you just drag the Ad BannerView (ADBannerView) object into your application’s interface, as shown in Figure 24.21.

FIGURE 24.21

Add the Ad BannerView object to your interface.

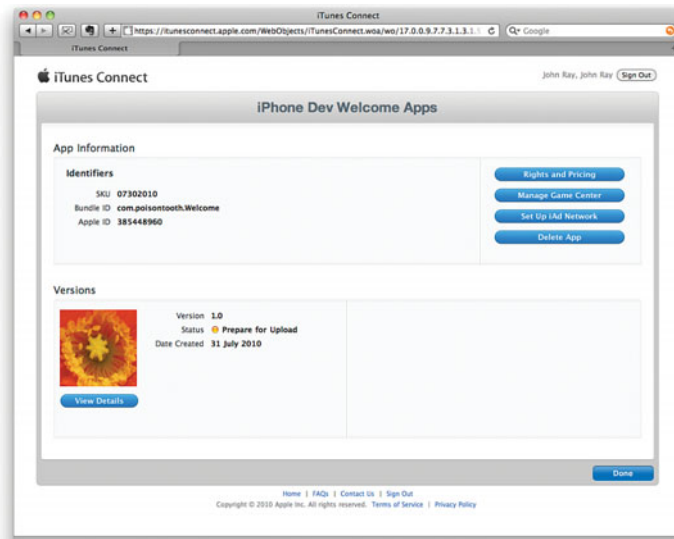


Use the Attributes Inspector to configure the size that the banner can be. (It is sized for portrait display, landscape display, or both.) All interaction with iAds is handled internally in iOS, so there's nothing else you need to do to make the ads functional.

The next step is to enable iAds when you submit your application. On the summary screen of the submission process, shown in Figure 24.22, you'll notice the Set Up iAd Network button.

FIGURE 24.22

Enable iAds for your applications.



Click this button to provision your account for using iAds. You'll have to answer some questions about your business, but the process is mostly painless. When finished and your application is approved, iAds will appear in the ADBannerView, and you will begin earning click-through revenues from your apps.

Exploring Other Distribution Methods

In addition to the App Store, Apple provides two other ways to distribute your application: ad hoc deployment and enterprise delivery.

Ad Hoc Deployment

Sometimes you do not want to deploy an application immediately to the App Store. Sometimes you just want to send it directly to some friends and coworkers to get feedback.

Ad hoc deployment allows you to package a release version of your application into a zip file and give it to whomever you want to via email, website download, or USB drive.

Packaging an application for ad hoc deployment is easy. After you have created a release build of your application in Xcode, using Build and Archive, find the version that you want to distribute within the Archived Applications section of the Xcode organizer.

Select the build you want to distribute, and then click Share. You will be prompted for an ad hoc provisioning profile to associate with the build and then given the option of emailing the application or saving it to disk, as shown in Figure 24.23.

The setup for an ad hoc version of the Distribution Provisioning Profile is the same one for an app that will be deployed to the iTunes store. The only difference is that you choose Ad Hoc as the distribution type.

***Did you
Know?***

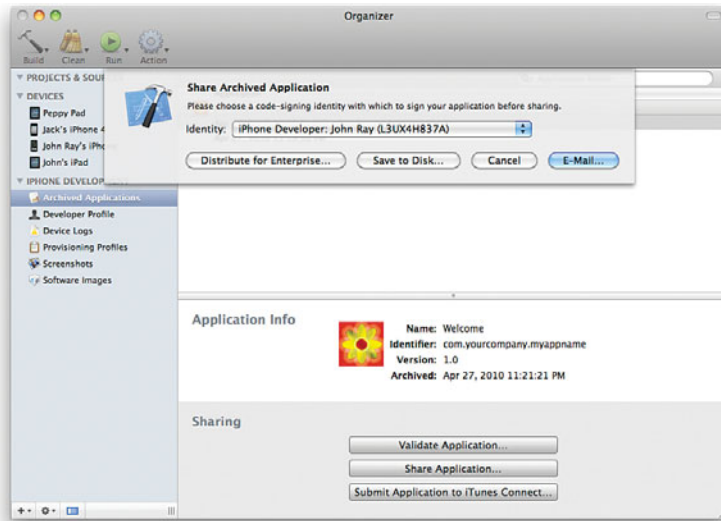
To load the application, all your friend/co-worker/tester needs to do is double-click the file she receives to load it into iTunes and begin using it.

Regarding the ad hoc process, be aware of the following caveats:

- ▶ Apple states that you are limited to only 100 people per release version of an app when you want to share the app ad hoc. Of course, there are ways around this limitation. You can change the version number each time you want to create an ad hoc deployment or even change the name of the application.

FIGURE 24.23

Distribute your application to your friends via ad hoc distribution.



- ▶ This method should be used only for early releases and testing of your application. The ad hoc deployment method can in no way reach the number of people you can reach using the iTunes App Store (unless, of course, you have 40+ million users' email addresses in your Contacts folder).

Enterprise Provisioning

Some of the most prolific users of iOS devices are enterprises. The BlackBerry handset continues to lose market share to Apple as businesses around the world integrate the iPhone into their messaging platforms. To take advantage of the enterprise deployment model

- ▶ You must have an Enterprise subscription to Apple's Dev Center (\$299/yr).
- ▶ Each custom application your company develops must be signed using your own digital certificate.
- ▶ An Enterprise Provisioning Profile must be created allowing authorized devices to install applications with your certificate.
- ▶ You then deploy your applications to authorized desktops.

Authorized users can drag and drop a deployed application into their iTunes and sync the next time they connect their device to their computer. The process is the same for Mac, Windows XP, Vista, and Windows 7 versions of iTunes.

Summary

Over this past hour, you have learned how to prepare and submit your iPhone application to the App Store for publication. Although waiting for your application to be approved can be nerve wracking, marketing the final product can be the biggest challenge you face. When this book hits the shelves, there will likely be 200,000 apps available in the app store. You need to work to make yours stand out!

Q&A

- Q. *What type of applications are the most popular in the iTunes App Store?***
- A.** Games. You can choose to write a game for this popular group or review the other categories in the App Store and look for areas where there appears to be missing applications. Ultimately, a great solution will always sell as long as your customers know that it exists.
- Q. *Should I develop solutions only for the iPhone?***
- A.** If your application is meant to be a mobile experience, then yes, concentrate on the iPhone. If you can offer a compelling experience across the iOS platforms, do so! A bigger audience will result in larger sales.

Workshop

Quiz

1. What does an App ID/Bundle ID do?
2. Where can you modify the settings for icons?
3. What is iTunes Connect?

Answers

1. An App ID uniquely identifies an application or suite of applications that you're building. Applications that share App IDs can also share keychain information.
2. The icon settings can be modified in the application's plist file.
3. iTunes Connect is Apple's online site for managing your application submissions and sales.

Activities

1. Build a deployable version of your application and send it to some friends and have them test it on their devices. When you are sure the application is ready to be published, submit it to the iTunes App Store.
2. Develop a marketing strategy and start letting people know that your application exists. Easy ways to promote your application include contacting iOS fan sites and asking whether they can review your app, posting to forums, and updating your Facebook and Twitter accounts.

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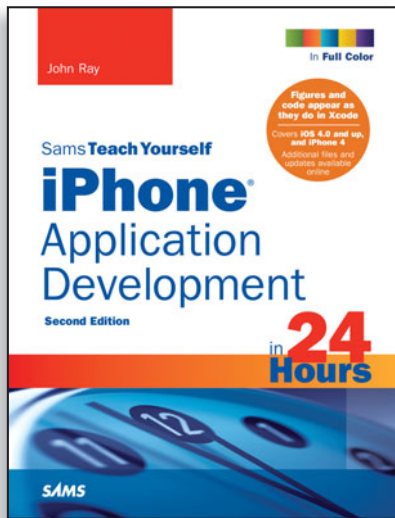
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