Mobile Application Development

lecture10

Fall 2011 - COP 4655 U1

T/R 5:00 - 6:15pm – ECS 134

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Agenda

- Renaming instance vars in synthesized accessors

- Block Objects

- Simple animation lab

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Renaming instance vars
in synthesized accessors

@synthesize testValue = _testValue;

- To access instance variable from methods you must use _testValue.
- To access getter/setter use testValue.
- Remind you not to acces the instance var directly.

testValue = 20 ;   // incorrect.
self.testValue = 20; // use setter instead
_testValue = 20; // ok, use in "init" "dealloc" only.

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Explore ViewBasedApplication Template

- @class

- NSObject

- <UIApplicationDelegate>

- Synthesized Instance Vars declaration

- Renaming instance vars

- Use of self

- dealloc

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Block Objects

- You use a block when you want to create units of work (that is, code segments) that can be passed around as though they are values

- Use blocks inline so you don't declare them (usually).

```
[UIView animateWithDuration:0.5 animations:^{
    button0.frame = newButton0FrameLocation;
    button1.frame = newButton1FrameLocation;
    }];
```

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Animation Demo Definitions

- CGRect-- struct that contains <u>origin</u> (x,y) location of frame and <u>size</u> (x,y) extent of view.

- CGPoint – x,y location

- UIView animateWithDuration:animations:
  - Animates selected view properties by using block code

- UIEvent – represents an event in iOS like screen touches or device shaken.

- UITouch – identifies the aspects of the touching the screen such as location.

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Readings

Block Objects:

http://developer.apple.com/library/mac/#documentation/General/Conceptual/DevPedia-CocoaCore/Block.html#//apple_ref/doc/uid/TP40008195-CH3-SW1

Practical Memory Management:

http://developer.apple.com/library/mac/#documentation/Cocoa/Conceptual/MemoryMgmt/Articles/mmPractical.html

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