Created by: Zoltán Richárd Jánki
Date: 05.04.2017

Apple Swift Course
Practice 8

Gestures:
- the touchscreens are able to recognize and handle different user interactions, finger movements
- we can add different functionalities to these interactions
- the interactions can be handled on the Storyboard and programatically as well

Interactions created programatically:
- we have to create a new gesture recognizer object (**UIGestureRecognizer**)
- the values of the object's attributes are given in the overridden **viewDidLoad()** method
- the object has a receiver (*target*), and an event (*action*), which is induced
- the selected action is a so-called **selector** object (comes from the Objective-C)
    ~ target: **self**
    ~ selector: the method which contains the functionality
    (**#selector(functionName)**)

Interactions created on the Storyboard:
- we can find the different *Gesture* types among the UI elements
- we can add them to the ViewController and then we can create a reference about this object
(an **@IBAction**, where the **sender** object is the proper **UIGestureRecognizer** object)
- in the body of the action we can write the functionality

Gesture types:
- Tap: (e.g.: simple click, double click)
- Pinch: (e.g.: zoom)
- Rotation: rotation with two fingers (e.g.: rotate a picture)
- Long Press: (for how many seconds?) (e.g.: select a text part)
- Pan: click and movement (e.g.: drag & drop objektumok)
- Swipe: fast pull in a given direction (e.g.: switching to the next photo in a viewer)
- Screen Edge Pan: pan gesture started from the edge of the screen (e.g.: on smartphones the uppermost notification part)