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Desarrollo de Apps para iOS UIImageView

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Santiago Pavón

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UIImageView

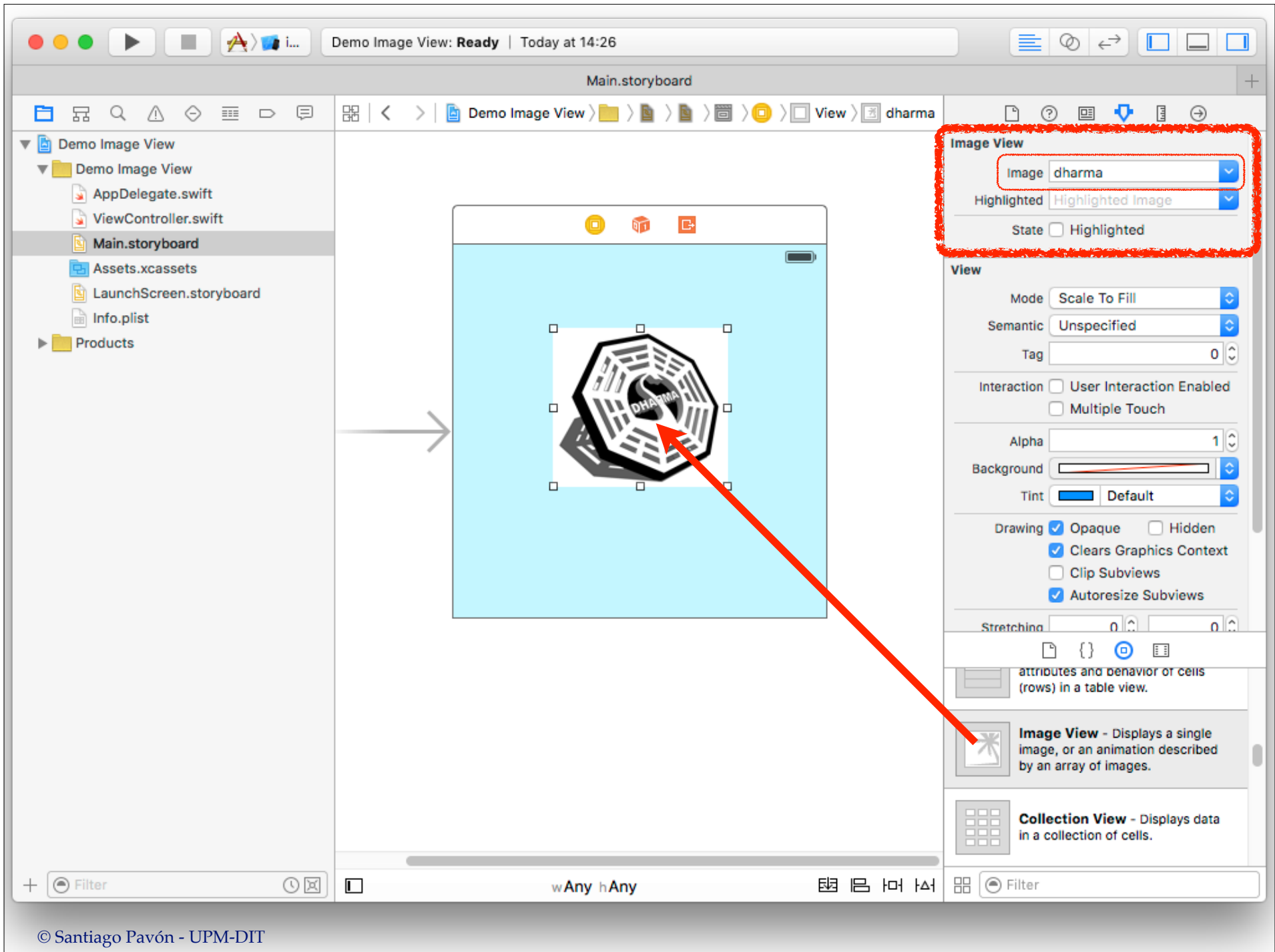
- Es una UIView en la que se muestra una imagen o una secuencia animada de imágenes.

- Puede crearse:

- programáticamente:

```
let img = UIImage(named: "lechuck")  
let iv = UIImageView(image: img)
```

- desde Interface Builder:



API

- Inicializadores:

```
init(image: UIImage?)
```

```
init(image: UIImage?, highlightedImage: UIImage?)
```

- Propiedades:

```
var image: UIImage?
```

```
var highlightedImage: UIImage?
```

```
var animationImages: [UIImage]?
```

```
var highlightedAnimationImages: [UIImage]?
```

```
var animationDuration: NSTimeInterval
```

```
. . .
```

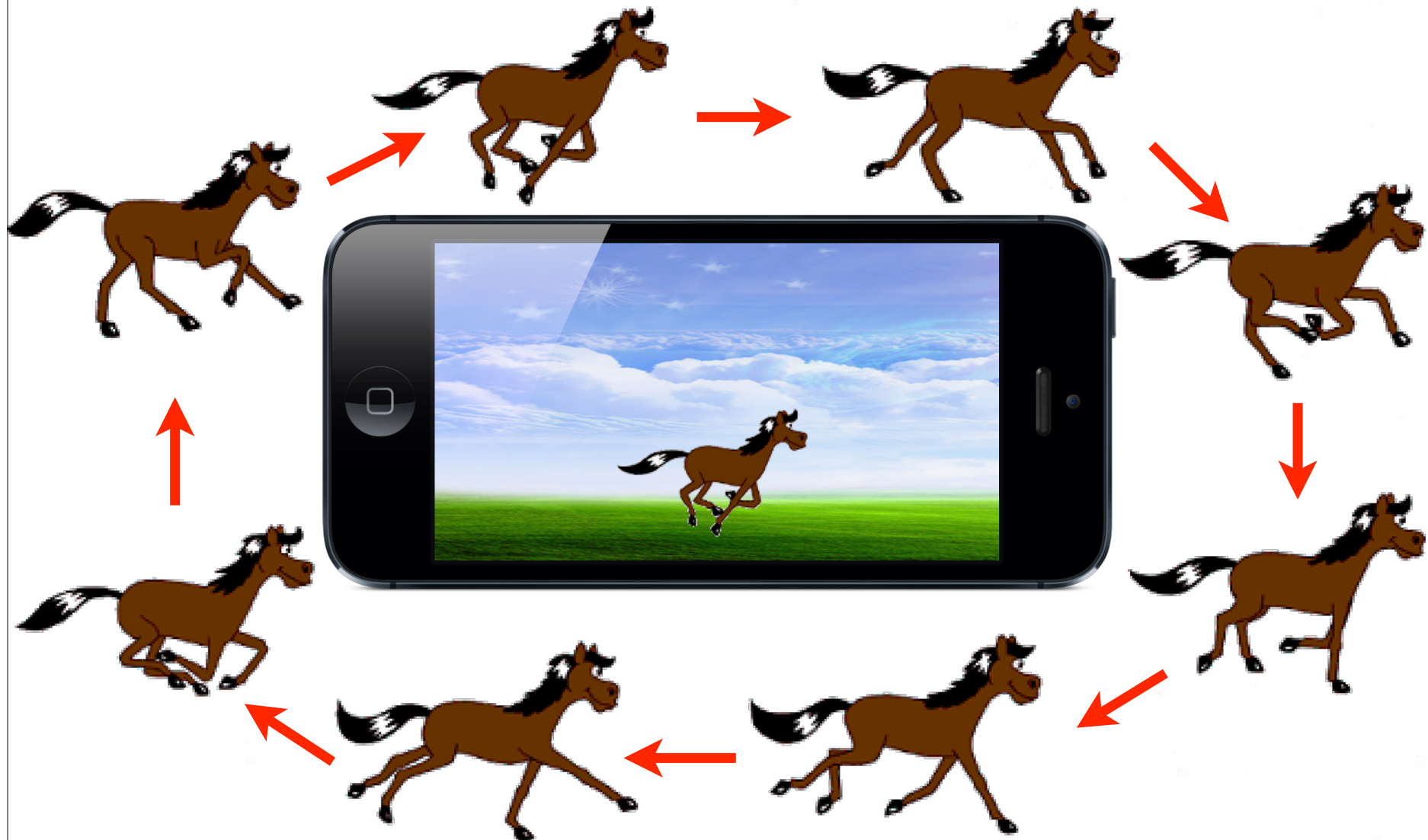
- Métodos:

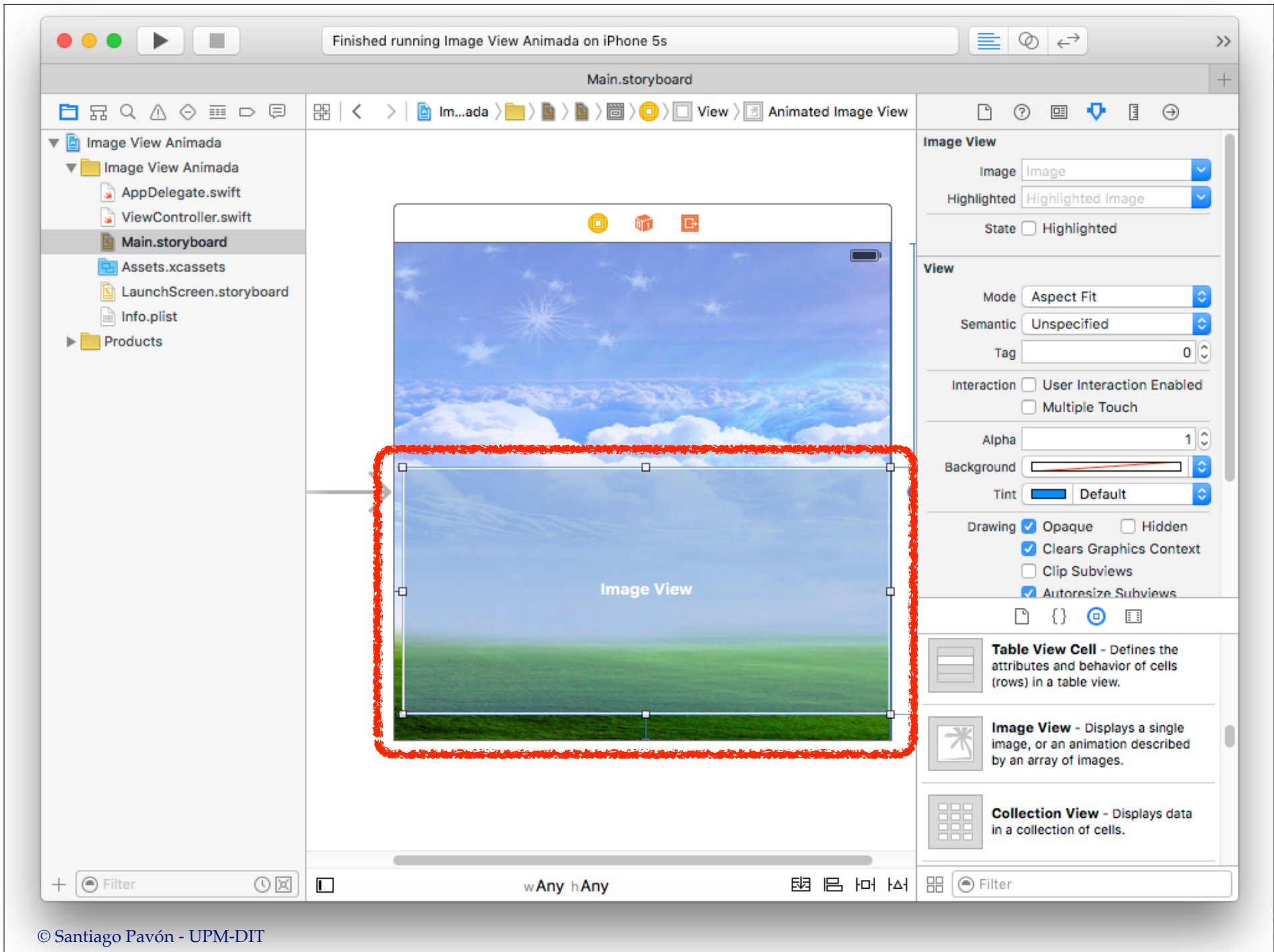
```
func startAnimating()
```

```
func stopAnimating()
```

```
. . .
```

Animación: Array de Imágenes





Finished running Image View Animada on iPhone 5s

ViewController.swift

Image View Animada > Image View Animada > ViewController.swift > viewWillAppear(:)

```
class ViewController: UIViewController {
    @IBOutlet weak var animatedImageView: UIImageView!

    override func viewDidLoad() {
        super.viewDidLoad()

        var imgs: [UIImage] = []
        for i in 1...8 {
            if let img = UIImage(named: "cab\(i)") {
                imgs.append(img)
            }
        }

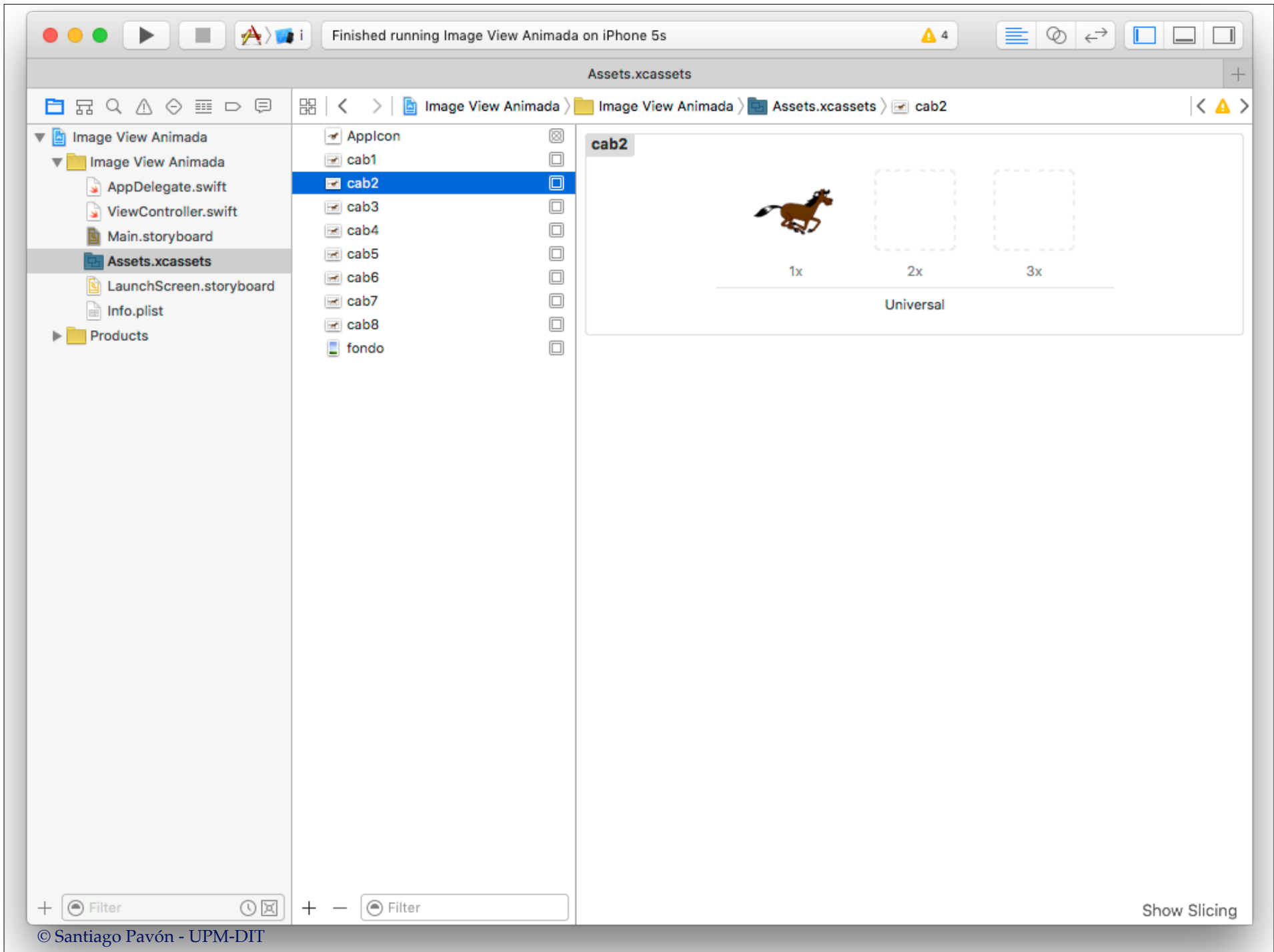
        animatedImageView.animationImages = imgs
        animatedImageView.animationDuration = 0.5
    }

    override func viewWillAppear(animated: Bool) {
        super.viewWillAppear(animated)

        animatedImageView.startAnimating()
    }

    override func viewDidDisappear(animated: Bool) {
        super.viewDidDisappear(animated)

        animatedImageView.stopAnimating()
    }
}
```



¿Cómo crear una UIImage?

- Usando un fichero en el main bundle de la aplicación:

```
let img = UIImage(named: "fondo.png")
```

- Usando el path de un fichero:

```
let paths = NSSearchPathForDirectoriesInDomains(  
    .DocumentDirectory, .UserDomainMask, true)  
let docs = paths[0] as String  
let filePath = docs.stringByAppendingPathComponent("mundo.jpg")  
let img = UIImage(contentsOfFile: filePath)
```

- Desde un buffer de bytes:

```
let url = NSURL(string: "http://www.dit.upm.es/~ssantiago/gif/fotos/  
spg073.jpg")  
let error = NSErrorPointer()  
let data = NSData.dataWithContentsOfURL(url, options: .allZeros, error: error)  
let img = UIImage(data: data!)
```

- Dibujándola en un contexto gráfico:

```
UIGraphicsBeginImageContext(CGSizeMake(200,200))  
// dibujar usando funciones CGContext o UIBezierPath  
let img = UIGraphicsGetImageFromCurrentImageContext()  
UIGraphicsEndImageContext()
```

