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Desarrollo de Apps para iOS

`UIImageView`

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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:

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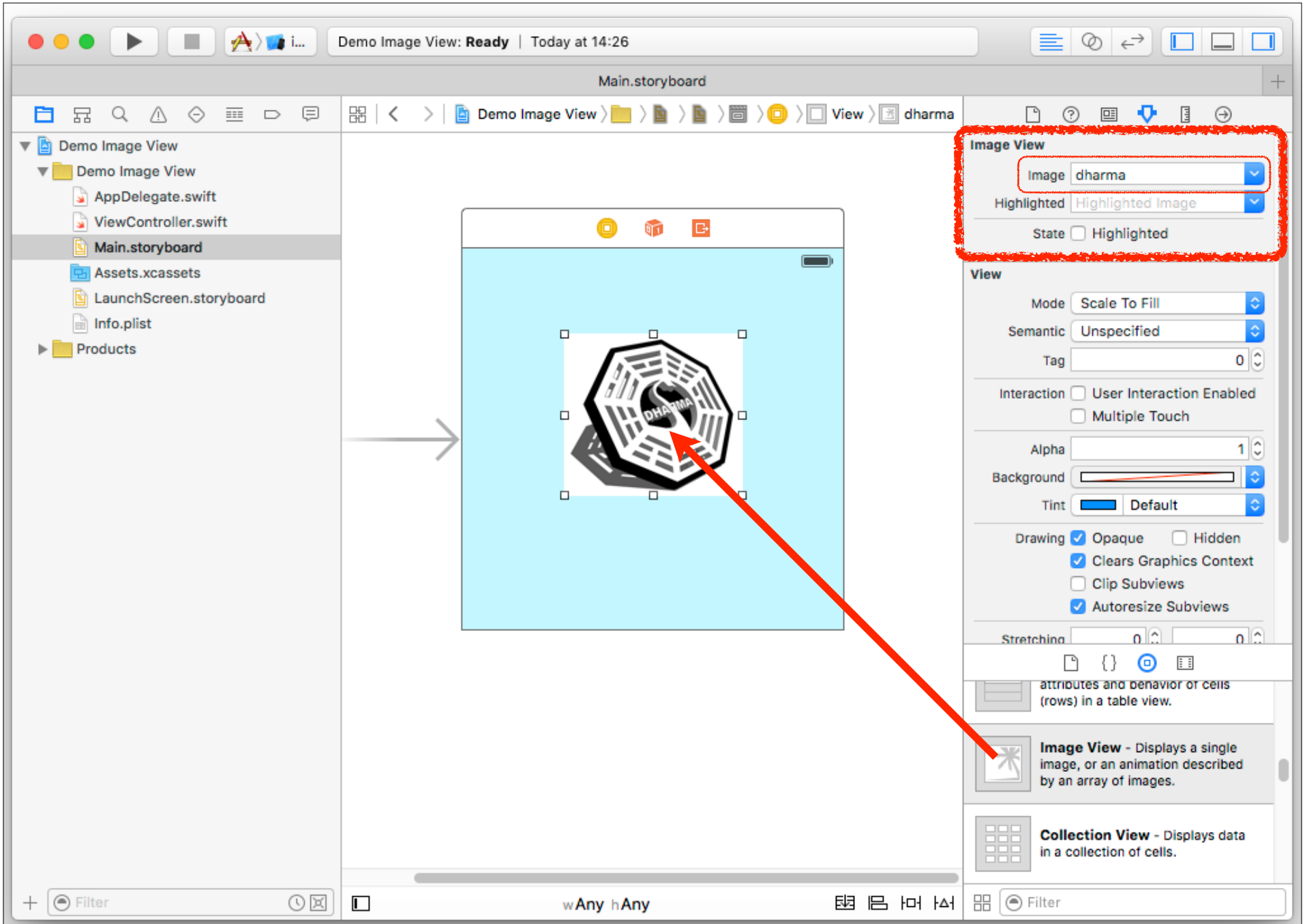

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API

- 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()
. . .
```

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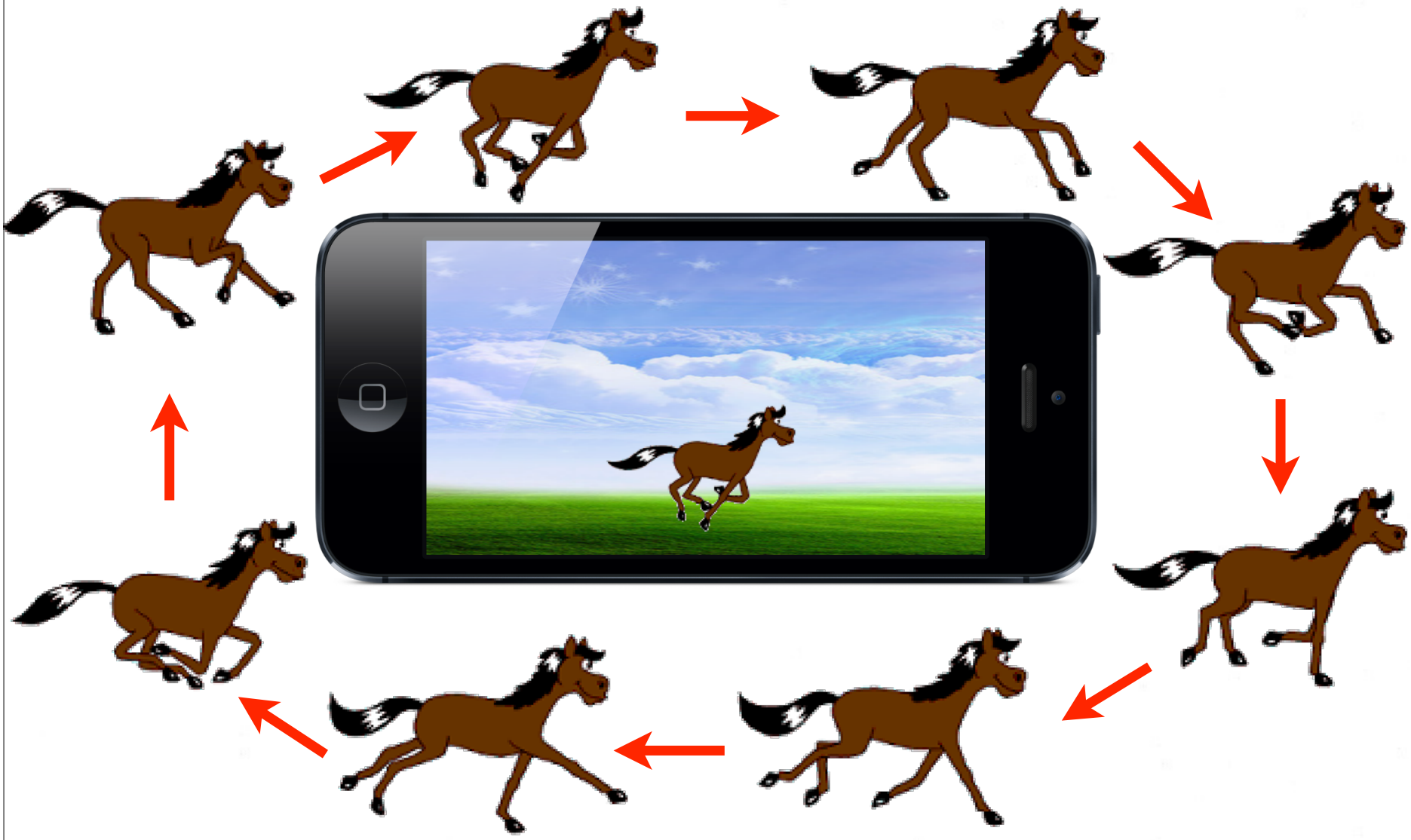
Animación: Array de Imágenes



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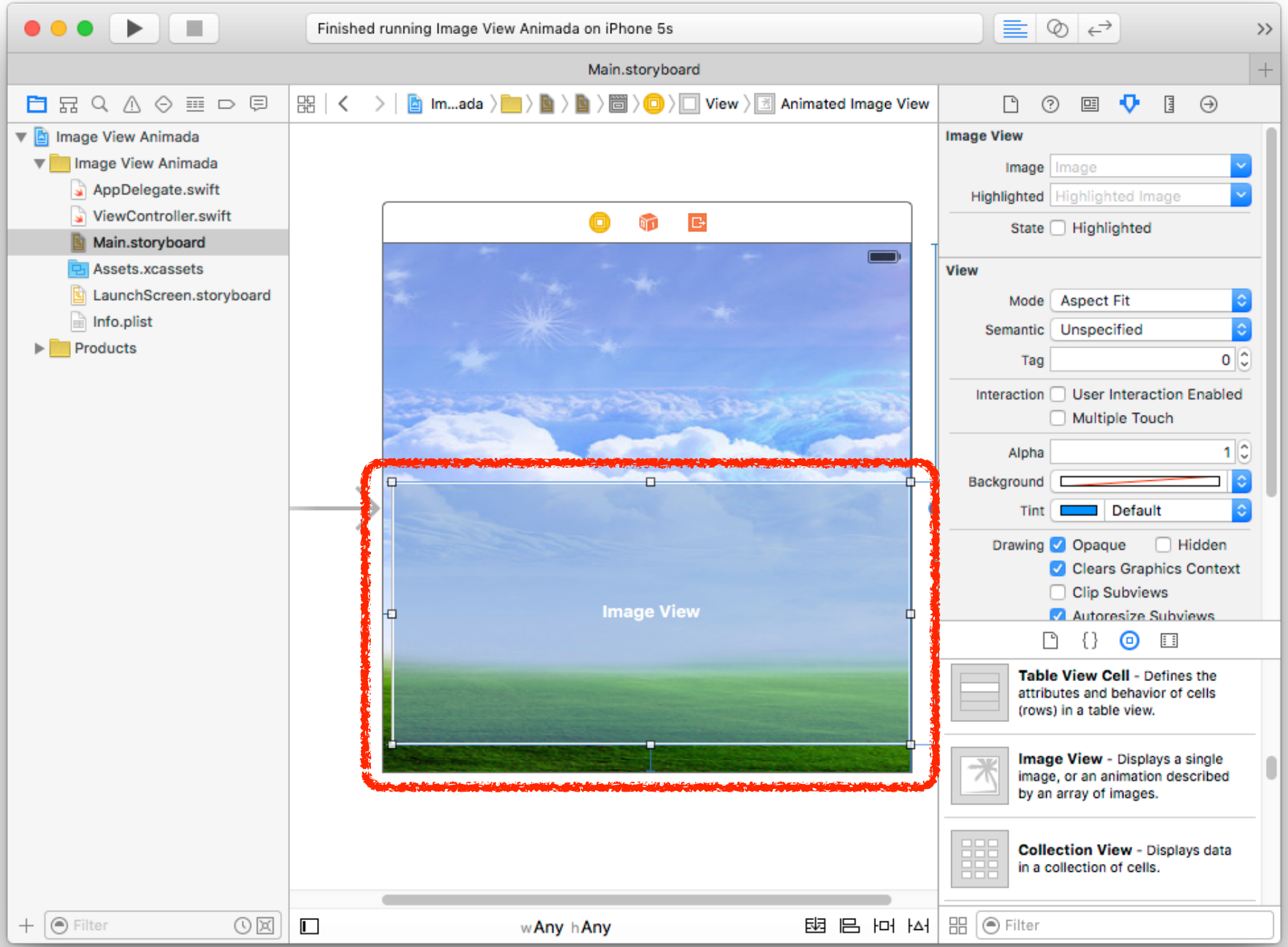

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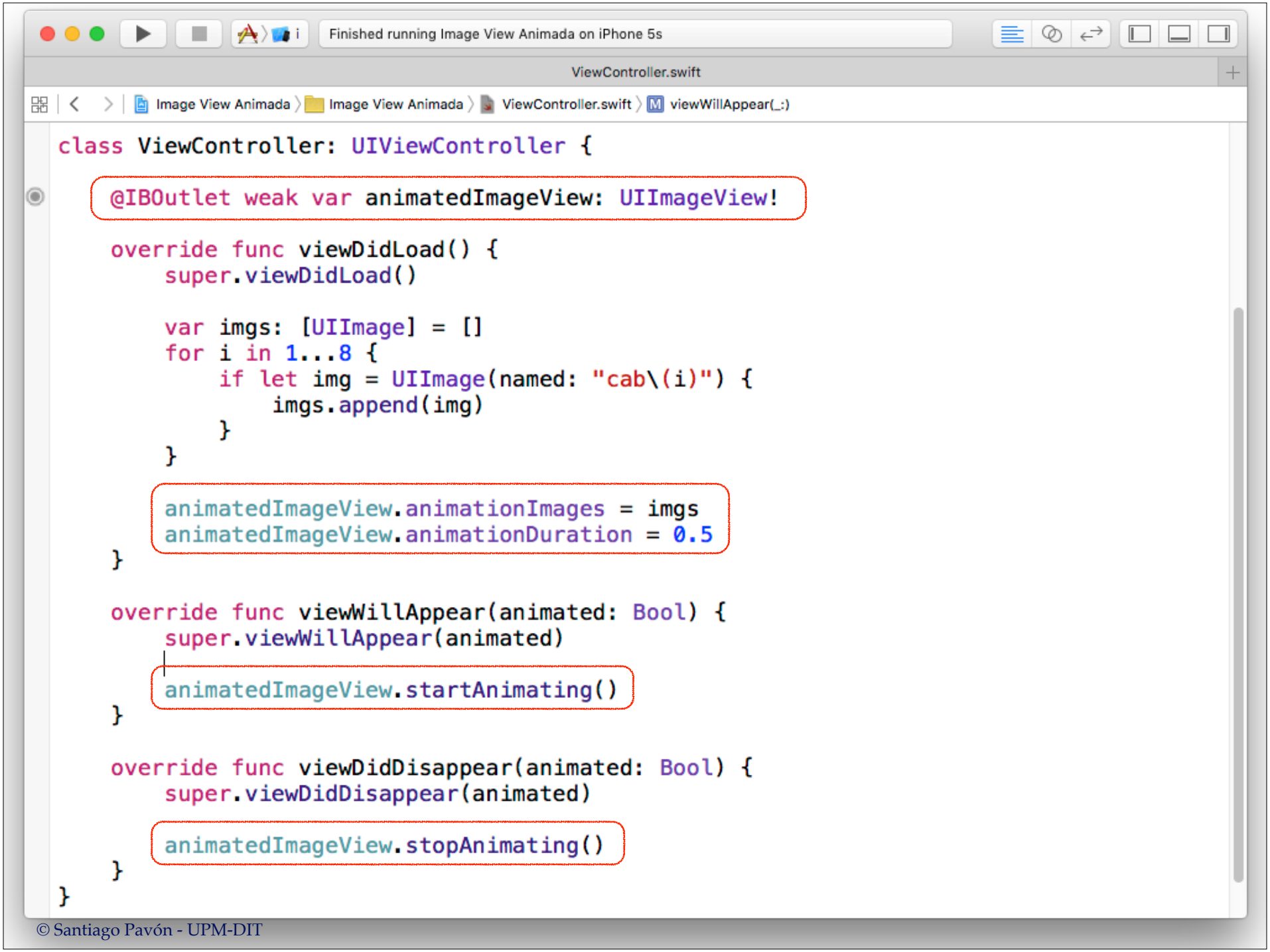

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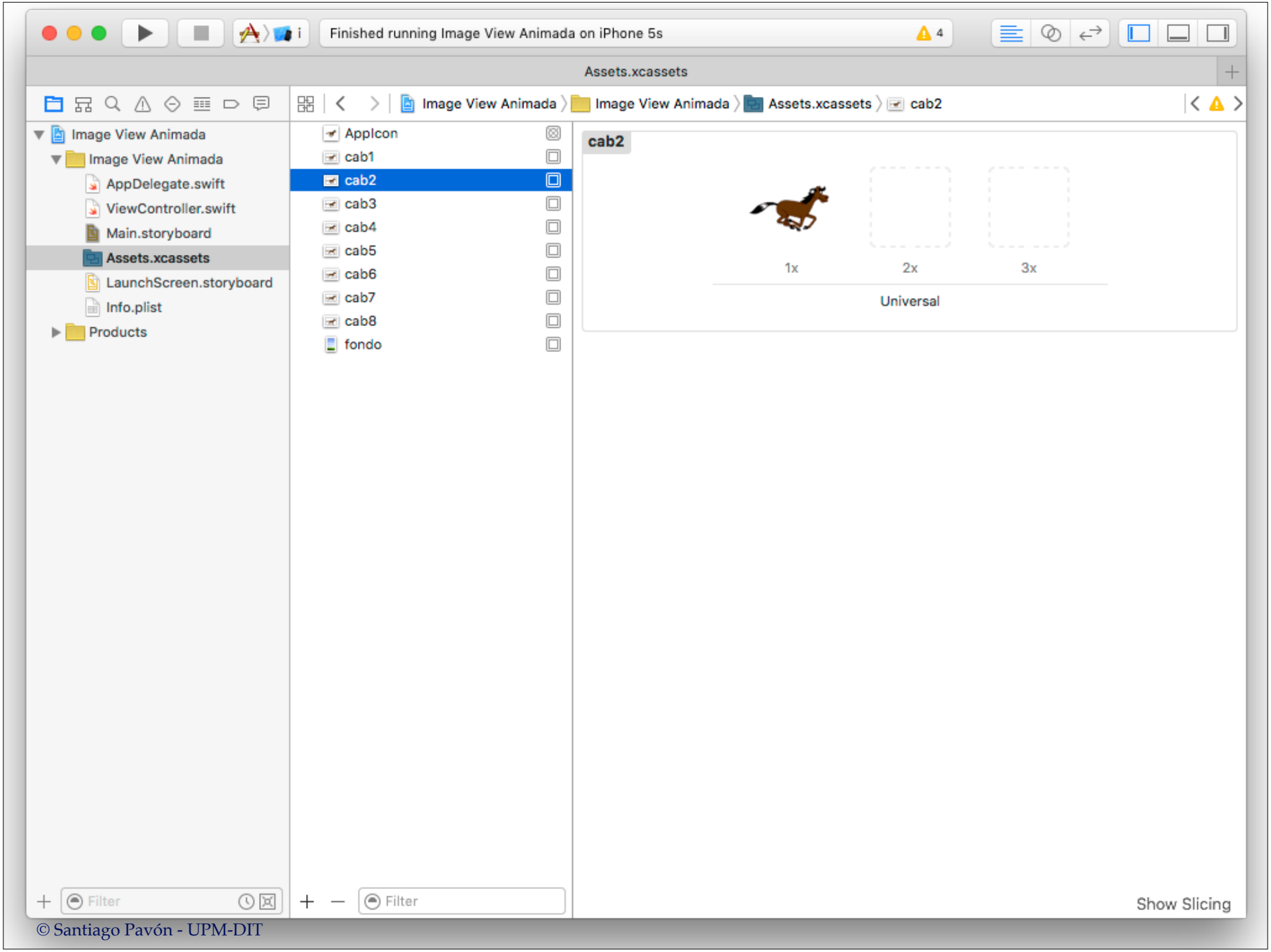

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¿Cómo crear una `UIImage`?

- 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()
```

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