

Gestures

Create a project with the following object in the view:

- a Label object and link it to myLabel

ViewController.h

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

@interface ViewController : UIViewController {
    UILabel *myLabel;
}

@property (nonatomic, retain) IBOutlet UILabel *myLabel;

- (IBAction)handleSwipeLeft;

@end
```

ViewController.m

```
#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController
@synthesize myLabel;

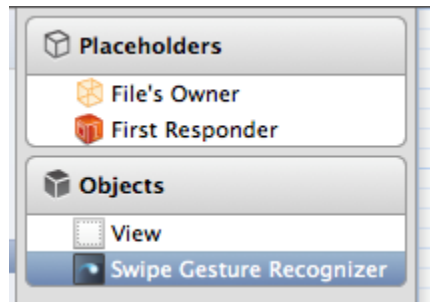
//Methods that the gestures call
- (IBAction)handleSwipeLeft{
    NSLog(@"Swipe Left");
    myLabel.text = @"Swipe Left";
}

@end
```

ViewController.xib

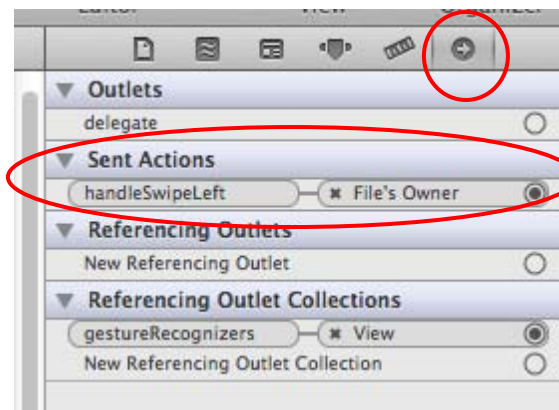
Add a Swipe Gesture Recognizer to your ViewController.xib file.

Select the Swipe Gesture Recognizer object.



Select the Connection Inspector.

Under Sent Action, connect the selector to the handleSwipeLeft method.



Select the Attributes Inspector. Select the Swipe direction to Left.

(Alternative method)

Instead of setting up the gestures in the ViewController.xib file, you can do all that in code in the ViewController.m.

ViewController.m

```
- (void)viewDidLoad {
    [super viewDidLoad];

    //Set up the swipe right gesture recognizer
    UISwipeGestureRecognizer *swipeRight = [[UISwipeGestureRecognizer
alloc] initWithTarget:self action:@selector(handleSwipeRight:)];
    swipeRight.direction = UISwipeGestureRecognizerDirectionRight; //
Specify the swipe gesture direction
    [self.view addGestureRecognizer:swipeRight]; // Add the swipe
gesture recognizer to the view

    //Set up the swipe left gesture recognizer
    UISwipeGestureRecognizer *swipeLeft = [[UISwipeGestureRecognizer
alloc] initWithTarget:self action:@selector(handleSwipeLeft:)];
    swipeLeft.direction = UISwipeGestureRecognizerDirectionLeft;
    [self.view addGestureRecognizer:swipeLeft];

    //Set up the tap gesture recognizer
    UITapGestureRecognizer *tapRecognizer = [[UITapGestureRecognizer
alloc] initWithTarget:self action:@selector(handleTapGesture:)];
    tapRecognizer.numberOfTapsRequired = 1; // Specify that the
gesture must be a single tap
    [self.view addGestureRecognizer:tapRecognizer]; // Add the tap
gesture recognizer to the view
}

-(void)handleSwipeRight: (UIGestureRecognizer *)recognizer {
    NSLog(@"Swipe Right");
    myLabel.text = @"Swipe Right";
}

-(void)handleSwipeLeft: (UIGestureRecognizer *)recognizer {
    NSLog(@"Swipe Left");
    myLabel.text = @"Swipe Left";
}

-(void)handleTapGesture: (UIGestureRecognizer *)recognizer {
    NSLog(@"Tap");
    myLabel.text = @"Tap";
}
```