

# iPhone Game Development

UITextView, UITextField, UIWebView, UIButton

# feedback

- Jonathan Happ - more than 4 colors, own buttons, no animation
- Lisa Kelly - field is smaller than the display, no animation, lots of code, commandline outputs the state of the grid (debug helpful)
- Jim Challenger - tiles don't dissolve, using names to ID positions
- Angela Mireau -different color scheme, dedicated tile class, multitap locks tiles (bug)

# feedback II

- Andrew Addis - joystick locks up, lots of classes, might be a bug in tile removal
- Brian Duncan - some weird bug in tile movement, removal before animation
- Ryan Burr - final project submitted?
- Chelsea Carr - images and joypad files were not included in project, not dissolving, no delay after touch

# feedback III

- Michael Anderson - joypad and images missing, animations are a little fast
- Zuhao Chen - no motion, 8x8
- Michael Dunn - everything disappears after the first tap (feels kind of rewarding)
- Phil Getzen - dissolve all, rebuilt all
- Benjamin Katt - dissolve first, move later

# feedback IV

- Christian Hessler - implemented only right movements sort of
- Jonathan Rietveld - yes, nice and short
- Brian Smith - weird tile behavior, dissolves wrongly or sometimes ... hard to explain

# missing in action?

- Patrick Bruening
- Jonathan Happ
- Joseph Valeen
- David Ward
- Yudong Yi

# UIButton

```
UIButton *B=[UIButton buttonWithType:UIButtonTypeRoundedRect];
B.frame=CGRectMake(0, 400, 320, 80);
[B setTitle:@"Button" forState:UIControlStateNormal];
[B addTarget:self action:@selector(buttonClick:)
   forControlEvents:UIControlEventTouchUpInside];
[self addSubview:B];

typedef enum {
    UIButtonTypeCustom = 0,
    UIButtonTypeRoundedRect,
    UIButtonTypeDisclosure,
    UIButtonTypeInfoLight,
    UIButtonTypeInfoDark,
    UIButtonTypeContactAdd,
} UIButtonType;
```

```
[B
  setBackgroundImage:
    [UIImage imageNamed:@"buttonBackground.png"]
  forState:
    UIControlStateNormal
];
```

```
[B
setImage:
[UIImage imageNamed:@"buttonBackground.png"]
forState:
UIControlStateNormal
];
```

# UITextView

```
UITextView *T=[[UITextView alloc]
    initWithFrame:CGRectMake(10, 10, 300, 300)];
[T setText:@"The Text You want to display"];
[T setEditable:NO];
[self addSubview:T];
```

[http://developer.apple.com/library/ios/#documentation/UIKit/Reference/UITextView\\_Class/Reference/UITextView.html](http://developer.apple.com/library/ios/#documentation/UIKit/Reference/UITextView_Class/Reference/UITextView.html)

if editable you can catch the text input and the return key:

<http://iphonedevopertips.com/cocoa/how-to-dismiss-the-keyboard-when-using-a-uitextview.html>

# UITextField

```
UITextField *textFieldA=[[UITextField alloc] initWithFrame:CGRectMake(
10, 300, 30)];
[textFieldA setBorderStyle:UITextFieldBorderStyleRoundedRect];
[textFieldA setPlaceholder:@"text"];
textFieldA.delegate=self;    <UITextFieldDelegate>!!!
[self addSubview:textFieldA];
```

```
-(BOOL)textFieldShouldReturn:(UITextField *)textField{
    NSLog(@"%@", textField.text);
    [textField resignFirstResponder];
    return YES;
}
```

# UIWebView

```
UIWebView *W=[[UIWebView alloc] initWithFrame:
    CGRectMake(10, 10, 300, 300)];

NSString *S=[NSString stringWithContentsOfURL:
    [NSURL URLWithString:@"http://www.google.com"]
    encoding:NSUTF8StringEncoding error:NULL];

[W loadHTMLString:S baseURL:
    [NSURL URLWithString:@"http://www.google.com"]];

[self addSubview:W];
```