

# Views & device orientation

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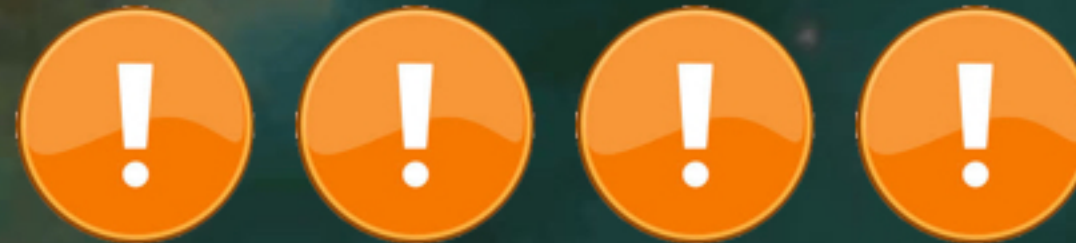




# As an introduction...



## Your first contact with delegation



### Key mechanism in iOS

- And MacOS/WatchOS/tvOS too
- Fasten your seat-belts... this will be used a lot!
- Here, this is a «simple» approach



### Protocol?

Define methods a class must/may implement

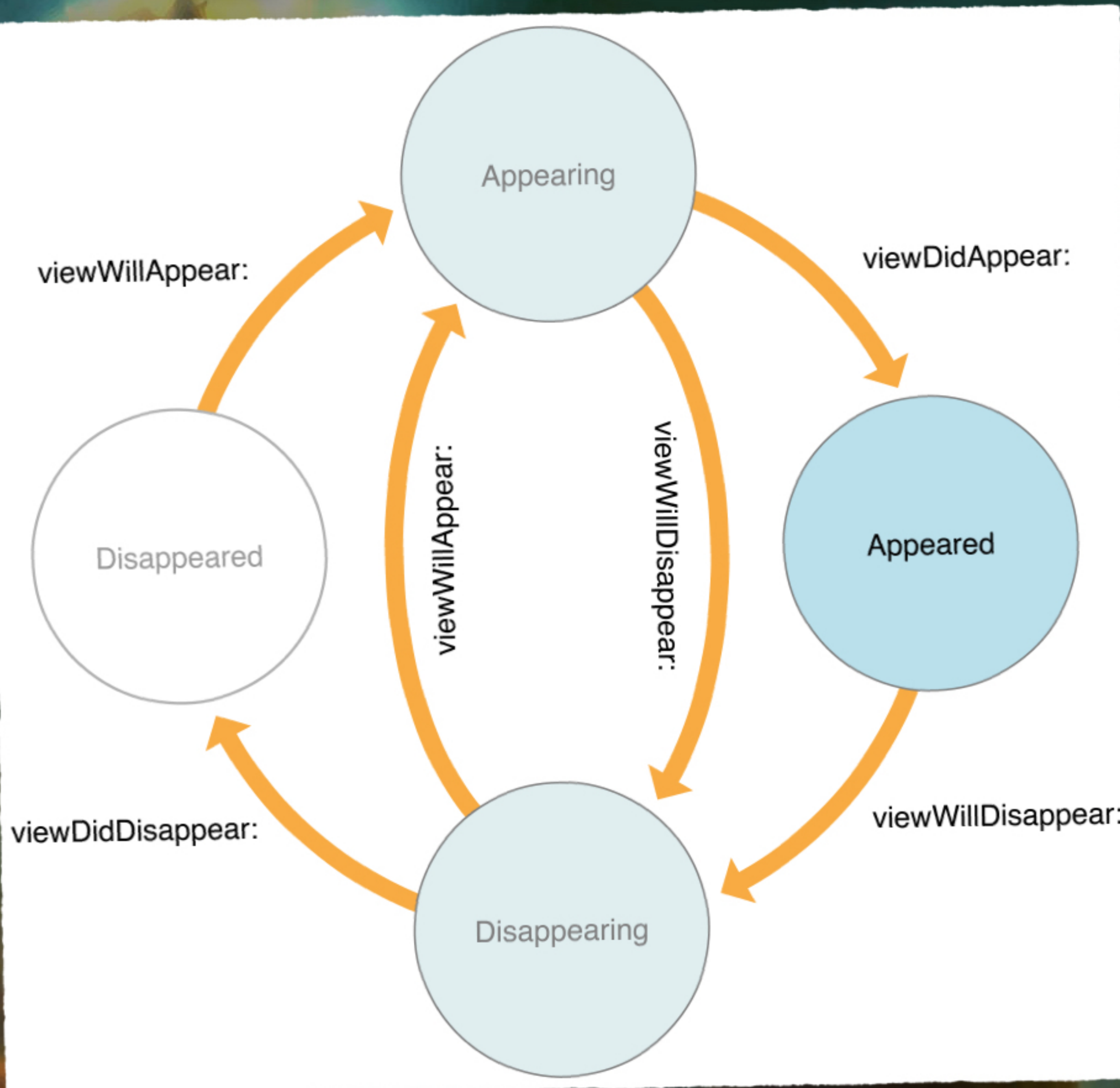
### Implicit protocol

Here, the methods are built-in a UIViewController



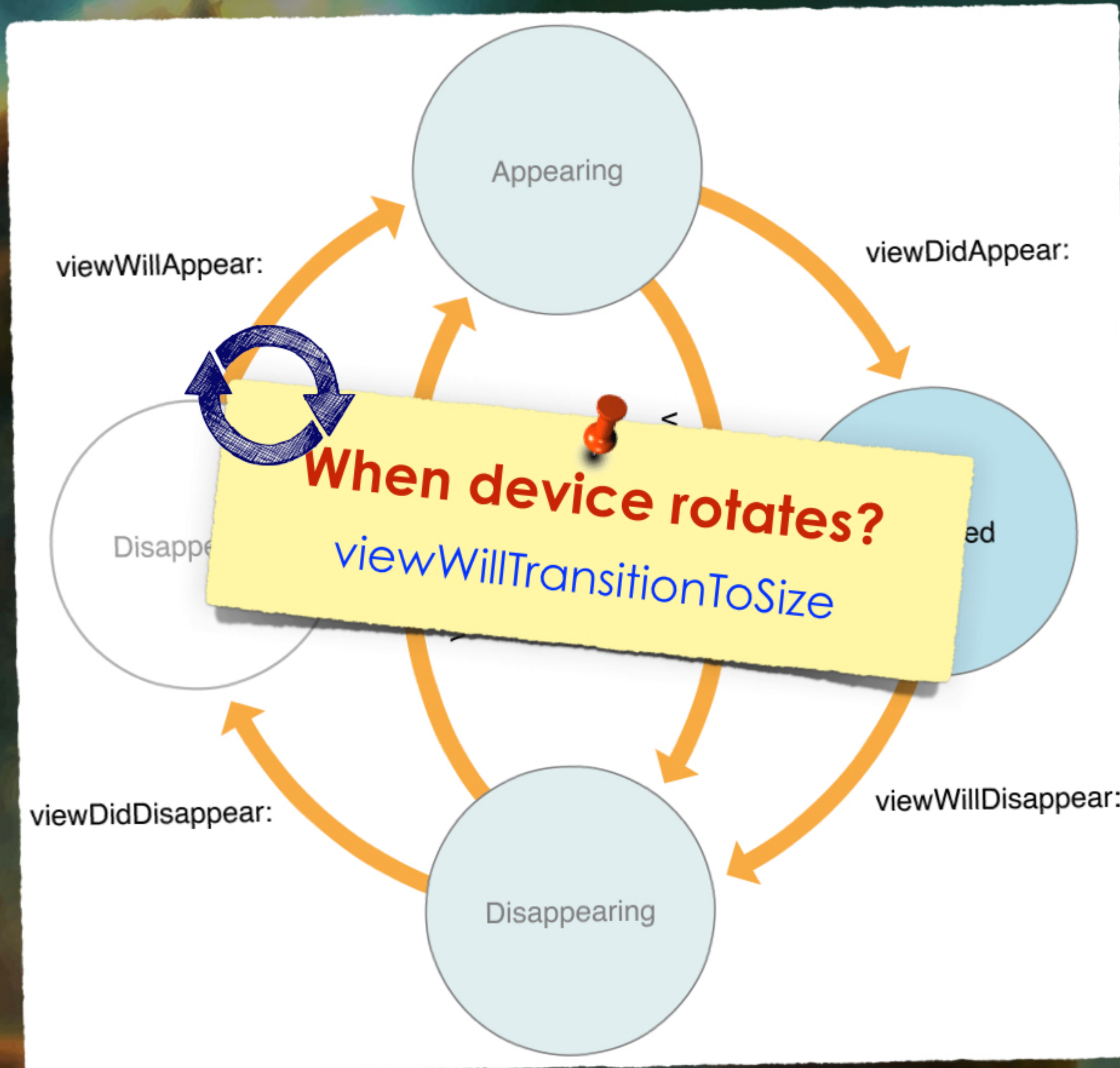
# UIViewController, the behavior automaton

3





# UIViewController, the behavior automaton





# The full summary

## **shouldAutorotate**

- State that device orientation is handled
- Returns YES/true (default value)

## **supportedInterfaceOrientations**

- Show which orientations are supported
  - ▶ **UIInterfaceOrientationMaskAllButUpsideDown / AllButUpsideDown**
  - ▶ **UIInterfaceOrientationMaskAll / All**

## **viewWillTransitionToSize**

- Prior to any orientation change
- Operates by the viewController
  - ▶ **New size passed as a parameter**



# The full summary

## shouldAutorotate

- State that device orientation is handled
- Returns YES/true (default value)

## supportedInterfaceOrientations

- Show which orientations are supported
  - ▶ UIInterfaceOrientationMaskAllButUpsideDown / AllButUpsideDown
  - ▶ UIInterfaceOrientationMaskLandscape / Landscape

## viewWillRotate

- Prior to iOS 7
- Operates on the view controller
- ▶ New size protocol



### «Oldies»



The «iOS7 way» (deprecated)

willRotateToInterfaceOrientation  
didRotateFromInterfaceOrientation



# Handle orientations in Xcode






# As a conclusion...

 Do you really find it complex?

 About `viewWillTransitionToSize`

▶ This is THE way to handle orientation

 So, is « **kindergarten** » mode really needed





# One more thing...



## Total bonus...

- When handling orientation...  
... you now handle multitasking too



# One more thing...

## Total bonus...

- When handling orientation ... y



**We ill see it son**

Study of a concrete example

