

 免費電子書

學習

Xamarin.iOS

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[#xamarin.io](https://xamarin.io)

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1: Xamarin.iOS

Xamarin.iOSObjective-CXcodeUIiOSC.NETBCLIDE - Xamarin StudioVisual Studio - 。

MacWindowsXamarin.iOSXamarin

1.0	2009-09-14
2.0	2010-04-05
3.0	2010-04-16
4	2011-04-06
5	2011-10-12
6	2012-09-19
7	2013918
8	2014910
9	2015917
9.2	○
9.4	2015129
9.6	2016322

<https://developer.xamarin.com/releases/ios/>

Examples

Xamarin Studio

1. >>
2. **Single View App Next**
3. ID“ ”

Configure your iOS app

App Name: HelloApp

Organization Identifier: com.xamarin

Bundle Identifier: com.xamarin.helloapp



Devices: iPad

iPhone

Select the minimum iOS version you support.

5. Debug | iPhone 6s iOS 9.x“ ”



6. iOS

2. Visual C> iOS> iPhoneSingle View App

New Project

▷ Recent

.NET Framework 4.5.2

Sort

◀ Installed

◀ Templates

◀ Visual C#

▷ Windows

Web

Android

Cloud

Cross-Platform

Extensibility

◀ iOS

Apple Watch

Extensions

iPad

iPhone

Universal

LightSwitch

Office/SharePoint

Silverlight

Test



Blank App (iPhone)



Master-Detail App (iPhone)



Metal Game (iPhone)



OpenGL Game (iPhone)



Page Based App (iPhone)



SceneKit Game (iPhone)



Single View App (iPhone)



SpriteKit Game (iPhone)



Tabbed App (iPhone)



WebView App (iPhone)

▷ Online

[Click here for more](#)

Name:

HelloApp

Location:

C:\Users\Amy\Documents\

Solution name:

HelloApp



3. ◦

4. Mac Agent



5. MacMacConnect

Select a Mac to use it as a Xamarin Mac Agent:

-  amyb.local
10.211.55.2
-  10.1.8.95
10.1.8.95

Add Mac...

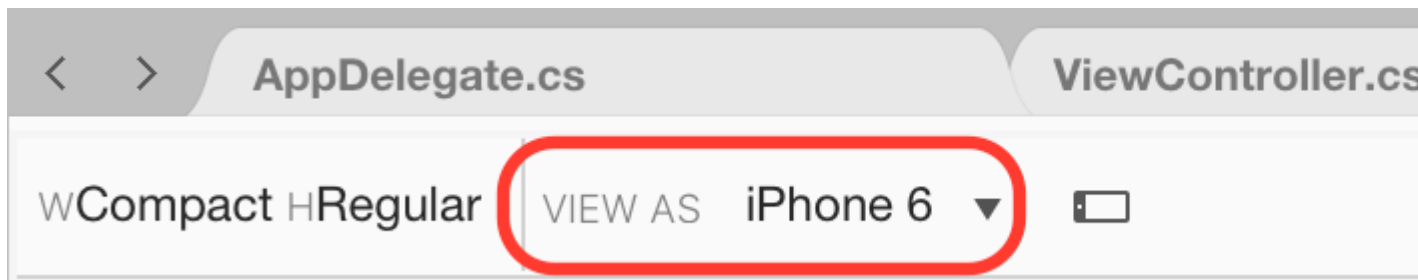
[Where's my Mac?](#)

6. Debug | iPhone Simulator

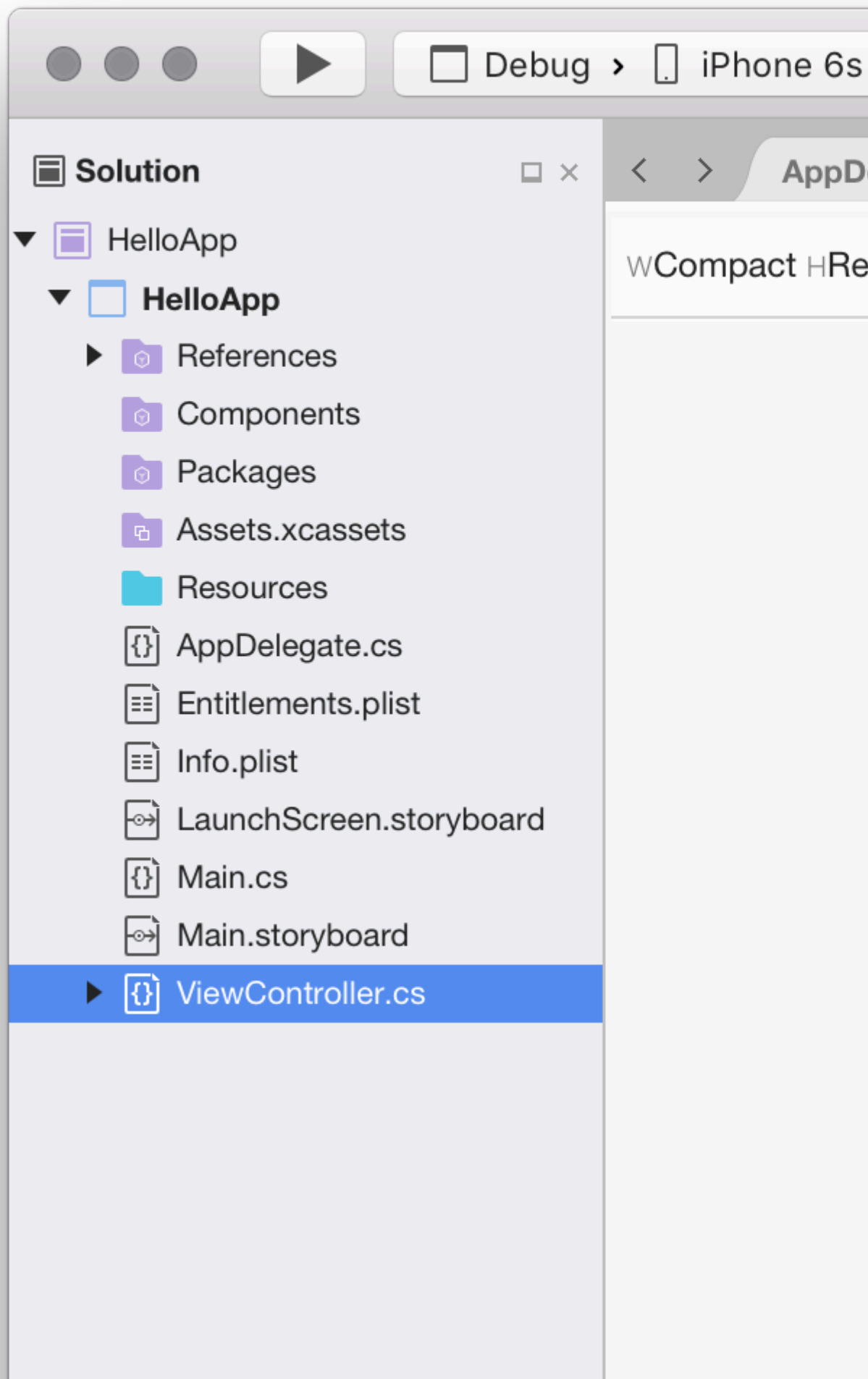


7. MaciOS

2. iPhone 6



3. ""



4. ""

lblClicks		1
clickMe		

5. ViewControllerViewDidLoad

```
clickMe.TouchUpInside += (sender, e) =>
{
    totalClicks++;
    if (totalClicks == 1)
    {
        lblClicks.Text = totalClicks + " Click";
    }

    else {
        lblClicks.Text = totalClicks + " Clicks";
    }
};
```

6.

Xamarin.iOS <https://riptutorial.com/zh-TW/xamarin-ios/topic/402/xamarin-ios>

2: UIImageViewUIScrollView

UIImageViewscrollView。

DoubleTapminScaledoubleTapScale。

Examples

```
private float minScale = 1f;
private float doubleTapScale = 2f;
private float maxScale = 4f;

private void SetUpDoubleTapZoom()
{
    imageViewToZoom.ContentMode = UIViewContentMode.ScaleAspectFit;
    scrollView.MaximumZoomScale = maxScale;
    scrollView.MinimumZoomScale = minScale;

    var doubleTap = new UITapGestureRecognizer(OnDoubleTap)
    {
        NumberOfTapsRequired = 2
    };

    scrollView.AddGestureRecognizer(doubleTap);
}

private void OnDoubleTap(UIGestureRecognizer gesture)
{
    scrollView.ZoomScale = (scrollView.ZoomScale.Equals(minScale)) ? doubleTapScale :
minScale;
}
```

```
private float minScale = 1f;
private float maxScale = 4f;

private void SetUpPinchGestureZoom()
{
    imageViewToZoom.ContentMode = UIViewContentMode.ScaleAspectFit;

    scrollView.MaximumZoomScale = maxScale;
    scrollView.MinimumZoomScale = minScale;

    scrollView.ViewForZoomingInScrollView += (UIScrollView sv) => { return imageViewToZoom; };
}
```

[UIImageViewUIScrollView](https://riptutorial.com/zh-TW/xamarin-ios/topic/6346/uiimageview-uiscrollview) <https://riptutorial.com/zh-TW/xamarin-ios/topic/6346/uiimageview-uiscrollview>

3: Xamarin iOS Google

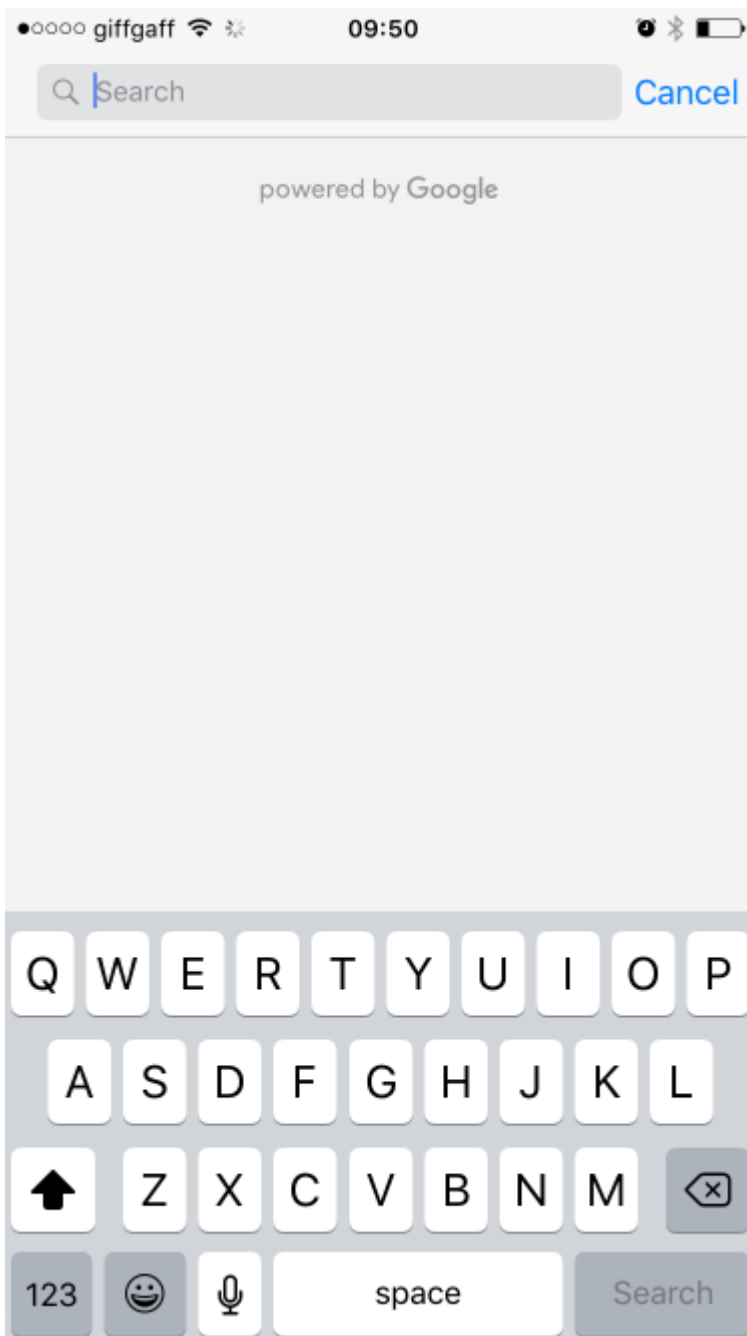
Xamarin UI SwiftC

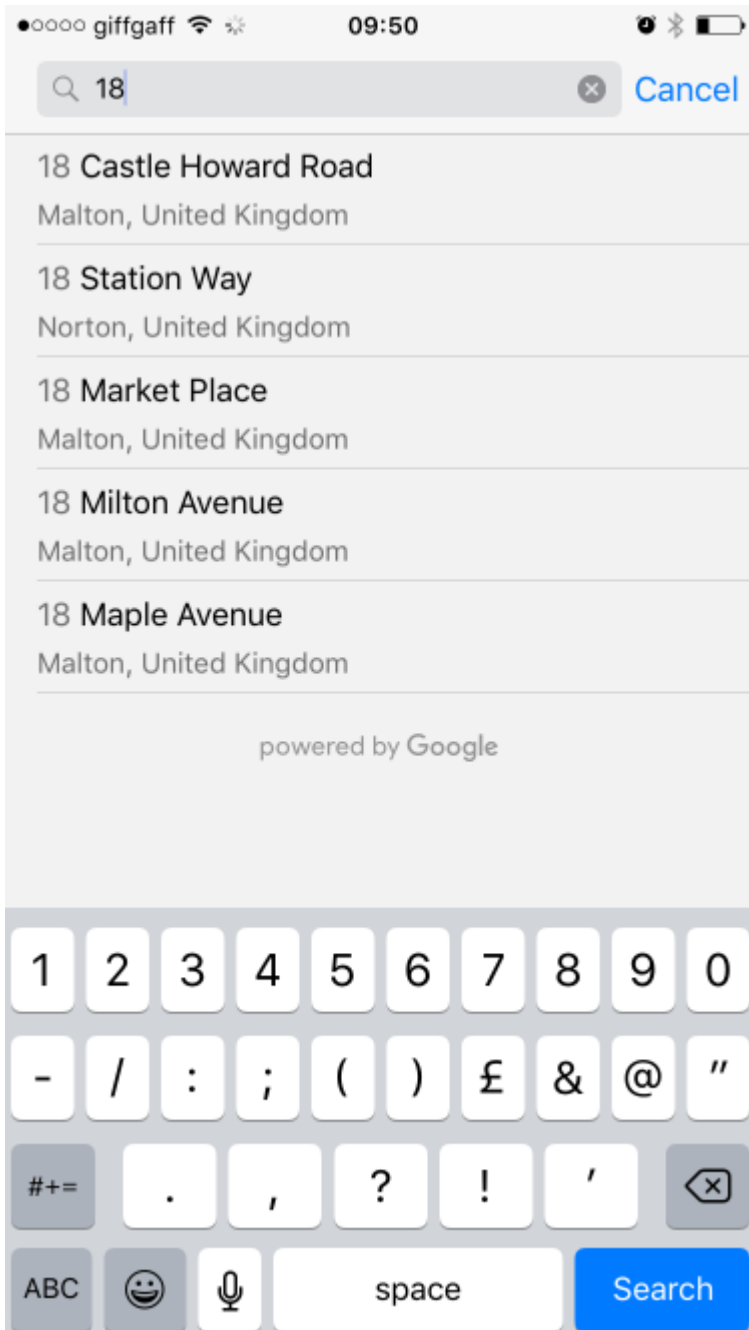
Examples

UI

UI GMSPPlaceXamarin

UI UI





1. `APIVisual StudioNugetXamarin.Google.iOS.MapsiOSXamarin` [XamariniOS SDK](#)
2. `GoogleButton`.
3. `ViewDidLoad`.

//

```
GoogleButton.TouchUpInside += (sender, ea) =>
{
    var FakeCoordinates = new CLLocationCoordinate2D()
    {
        Latitude = 54.135364,
        Longitude = -0.797888
    };
};
```

```

var north = LocationWithBearing(45, 3000, FakeCoordinates);
var east = LocationWithBearing(225, 3000, FakeCoordinates);

var autoCompleteController = new autoCompleteViewController();
autoCompleteController.Delegate = new AutoCompleteDelegate();
autoCompleteController.AutoCompleteBounds = new CoordinateBounds(north, east);
PresentViewController(autoCompleteController, true, null);

};

```

4. 3000° SwiftC

```

public CLLocationCoordinate2D LocationWithBearing(Double bearing, Double distanceMeters,
CLLocationCoordinate2D origin)
{
    var distRadians = distanceMeters/(6372797.6);

    var rbearing = bearing*Math.PI/180.0;

    var lat1 = origin.Latitude*Math.PI/180;
    var lon1 = origin.Longitude*Math.PI/180;

    var lat2 = Math.Asin(Math.Sin(lat1)*Math.Cos(distRadians) +
Math.Cos(lat1)*Math.Sin(distRadians)*Math.Cos(rbearing));
    var lon2 = lon1 + Math.Atan2(Math.Sin(rbearing)*Math.Sin(distRadians)*Math.Cos(lat1),
        Math.Cos(distRadians) - Math.Sin(lat1)*Math.Sin(lat2));

    return new CLLocationCoordinate2D(latitude: lat2*180/ Math.PI, longitude:
lon2*180/Math.PI);
}

```

5.

```

public class AutoCompleteDelegate : autoCompleteViewControllerDelegate
{
    public override void DidFailAutocomplete(autoCompleteViewController viewController,
NSError error)
    {
        // TODO: handle the error.
        Debug.Print("Error: " + error.Description);
    }

    public override void DidAutocomplete(autoCompleteViewController viewController, Place
place)
    {
        Debug.Print(place.Name);
        Debug.Print(place.FormattedAddress);

        viewController.DismissViewController(true, null);
    }

    public override void DidRequestAutocompletePredictions(autoCompleteViewController
viewController)
    {
        UIApplication.SharedApplication.NetworkActivityIndicatorVisible = true;
    }
}

```

```
public override void DidUpdateAutocompletePredictions(AutocompleteViewController  
viewController)  
{  
    UIApplication.SharedApplication.NetworkActivityIndicatorVisible = true;  
}  
  
public override void WasCancelled(AutocompleteViewController viewController)  
{  
    viewController.DismissViewController(true, null);  
}  
  
}
```

UI。

Xamarin iOS Google <https://riptutorial.com/zh-TW/xamarin-ios/topic/9041/xamarin-ios-google>

4: Xamarin.iOS

Examples

UI

UI;UIKit。

NSObjectUIViewControllerUIView

```
InvokeOnMainThread(() =>
{
    // Call UI methods here
});
```

C

```
UIApplication.SharedApplication.InvokeOnMainThread(() =>
{
    // Call UI methods here
});
```

InvokeOnMainThread ◦ BeginInvokeOnMainThread ◦

Async

◦ POSTGET ◦ ◦

```
Task<List> GetDataFromServer(int type);
```

```
var result = await GetDataFromServer(1);
```

◦ UI ◦

```
//Calling from viewDidLoad
void async ViewDidLoad()
{
    await GetDataListFromServer(1);
    //Do Something else
}

//New method call to handle the async task
private async Task GetArchivedListFromServer(int type)
{
    var result = await GetDataFromServer(type);
    dataList.AddRange(result.toList());
    tableView.ReloadData();
}
```

```
GetDataListFromServerWeb UI await GetDataListFromServer(1) private async Task  
GetArchivedListFromServer(int type) var result = await GetDataFromServer(type); var result = await  
GetDataFromServer(type);
```

Xamarin.iOS <https://riptutorial.com/zh-TW/xamarin-ios/topic/1364/xamarin-ios>

5: Xamarin.iOS

Examples

iOS 9+

9

```
// Since the anchor system simply returns constraints, you still need to add them somewhere.
View.AddConstraints(
    new[] {
        someLabel.TopAnchor.ConstraintEqualTo(TopLayoutGuide.GetBottomAnchor()),
        anotherLabel.TopAnchor.ConstraintEqualTo(someLabel.BottomAnchor, 6),
        oneMoreLabel.TopAnchor.ConstraintEqualTo(anotherLabel.BottomAnchor, 6),

        oneMoreLabel.BottomAnchor.ConstraintGreaterThanOrEqualTo(BottomLayoutGuide.GetTopAnchor(), -
10),
    }
);
```

VFL

```
// Using Visual Format Language requires a special look-up dictionary of names<->views.
var views = new NSDictionary(
    nameof(someLabel), someLabel,
    nameof(anotherLabel), anotherLabel,
    nameof(oneMoreLabel), oneMoreLabel
);
// It can also take a look-up dictionary for metrics (such as size values).
// Since we are hard-coding those values in this example, we can give it a `null` or empty
dictionary.
var metrics = (NSDictionary)null;

// Add the vertical constraints to stack everything together.
// `V:` = vertical
// `|...|` = constrain to super view (`View` for this example)
// `-10-` = connection with a gap of 10 pixels (could also be a named parameter from the
metrics dictionary)
// `-[viewName]-` = connection with a control by name looked up in views dictionary (using C#
6 `nameof` for refactoring support)
var verticalConstraints = NSLayoutConstraint.FromVisualFormat(
    $"V:|-20-[{nameof(someLabel)}]-6-[{nameof(anotherLabel)}]-6-[{nameof(oneMoreLabel)}]->=10-
|",
    NSLayoutFormatOptions.AlignAllCenterX,
    metrics,
    views
);
View.AddConstraints(verticalConstraints);
```

Visual Format Language VFL.

Cirrious.FluentLayout

NuGet

```
Install-Package Cirrious.FluentLayout
```

GitHub

```
public override void ViewDidLoad()
{
    //create our labels and fields
    var firstNameLabel = new UILabel();
    var lastNameLabel = new UILabel();
    var firstNameField = new UITextField();
    var lastNameField = new UITextField();

    //add them to the View
    View.AddSubviews(firstNameLabel, lastNameLabel, firstNameField, lastNameField);

    //create constants that we can tweak if we do not like the final layout
    const int vSmallMargin = 5;
    const int vMargin = 20;
    const int hMargin = 10;

    //add our constraints
    View.SubviewsDoNotTranslateAutoresizingMaskIntoConstraints();
    View.AddConstraints(
        firstNameLabel.WithSameTop(View).Plus(vMargin),
        firstNameLabel.AtLeftOf(View).Plus(hMargin),
        firstNameLabel.WithSameWidthOf(View),

        firstNameField.WithSameWidth(firstNameLabel),
        firstNameField.WithSameLeft(firstNameLabel),
        firstNameField.Below(firstNameLabel).Plus(vSmallMargin),

        lastNameLabel.Below(firstNameField).Plus(vMargin),
        lastNameLabel.WithSameLeft(firstNameField),
        lastNameLabel.WithSameWidth(firstNameField),

        lastNameField.Below(lastNameLabel).Plus(vSmallMargin),
        lastNameField.WithSameWidth(lastNameLabel),
        lastNameField.WithSameLeft(lastNameLabel));
}
```

Masonryobjective-cxamarinnuget<https://www.nuget.org/packages/Masonry/> ◦

Nuget

```
Install-Package Masonry
```

100200400

```
this.loginBtn.MakeConstraints(make =>
{
    make.Width.GreaterThanOrEqualTo(new NSNumber(200));
    make.Width.LessThanOrEqualTo(new NSNumber(400));
    make.Center.EqualTo(this.View).CenterOffset(new CGPoint(0, 100));
});
```

100multiplier0.550。

```
this.logo.MakeConstraints(make =>
{
    make.Center.EqualTo(this.View).CenterOffset(new CGPoint(0, -100));
    make.Width.EqualTo(this.View).MultipliedBy(0.5f);
    make.Height.EqualTo(this.logo.Width()).MultipliedBy(0.71f);
});
```

Xamarin.iOS <https://riptutorial.com/zh-TW/xamarin-ios/topic/1317/xamarin-ios>

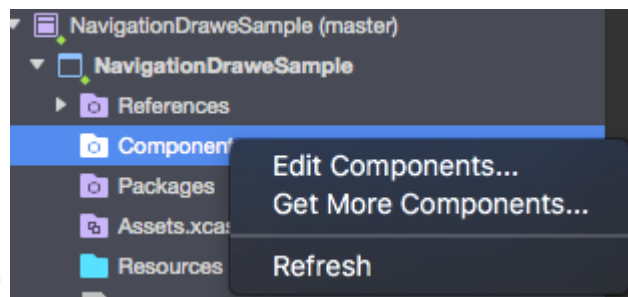
6: Xamarin.iOS

1. Flayout <https://components.xamarin.com/view/flyoutnavigation>

Examples

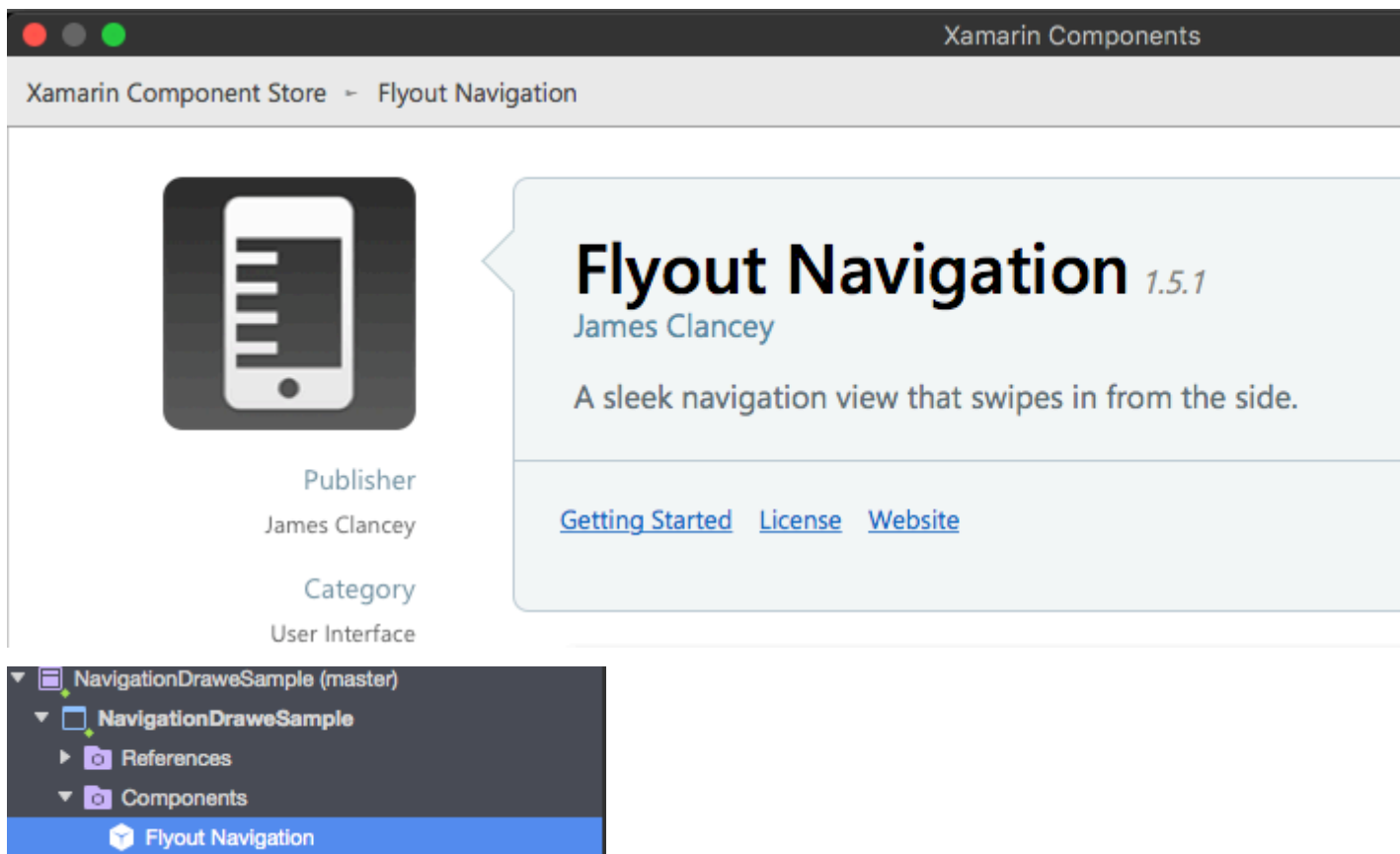
Xamarin.iOS

1. Xamarin.iOSSingle View App.

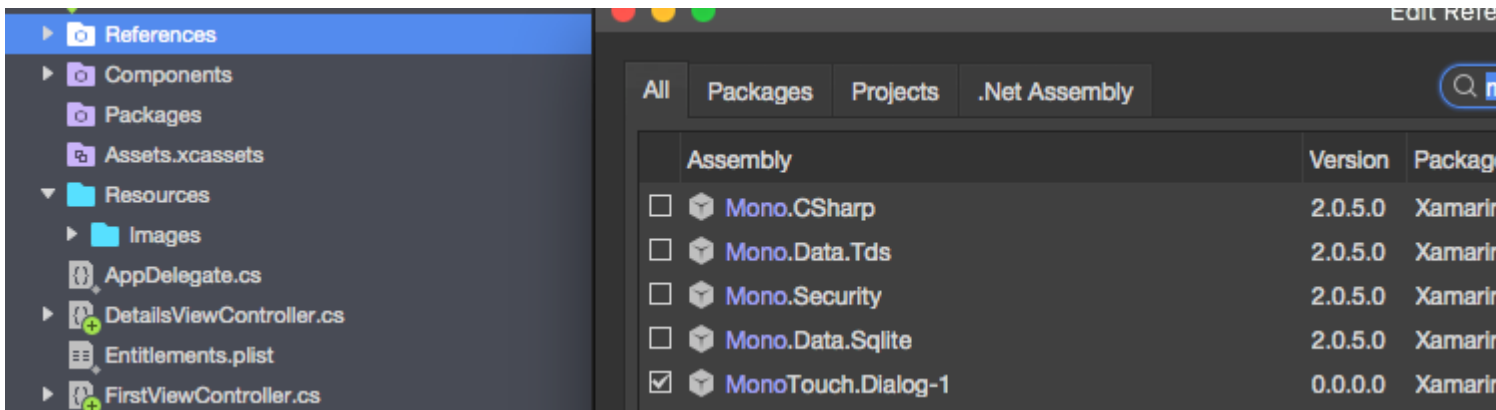


2. "Components"

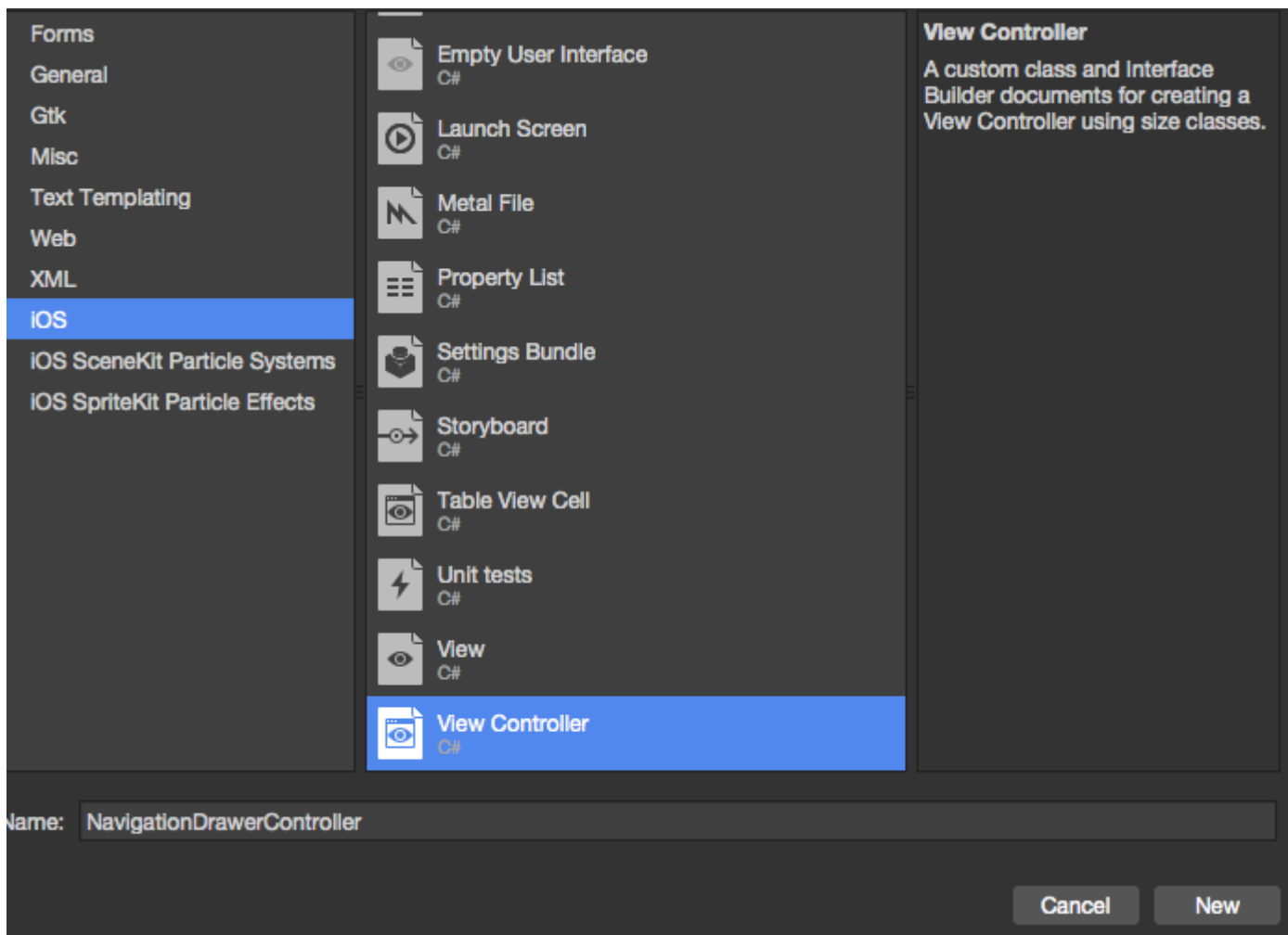
3. "Flout Navigation"



"Mono.Touch.Dialog-1"



4. "NavigationDrawerController"UIViewController



5. "NavigationDrawerController"

```
public partial class NavigationDrawerController : UIViewController
{
    public NavigationDrawerController(IntPtr handle) : base(handle)
    {
    }

    public override void ViewDidLoad()
    {
        base.ViewDidLoad();

        NavigationItem.LeftBarButtonItem = getMenuItem();
    }
}
```

```

        NavigationItem.RightBarButtonItem = new UIBarButtonItem { Width = 40 };
    }

    UIBarButtonItem getMenuItem()
    {
        var item = new UIBarButtonItem();
        item.Width = 40;
        //Please provide your own icon or take mine from the GitHub sample:
        item.Image = UIImage.FromFile("Images/menu_button@2x.png");
        item.Clicked += (sender, e) =>
        {
            if (ParentViewController is MainNavigationController)
                (ParentViewController as MainNavigationController).ToggleMenu();
        };

        return item;
    }
}

```

“MainNavigationController” - ◦

6. “Main.storyboard”

aUIViewController

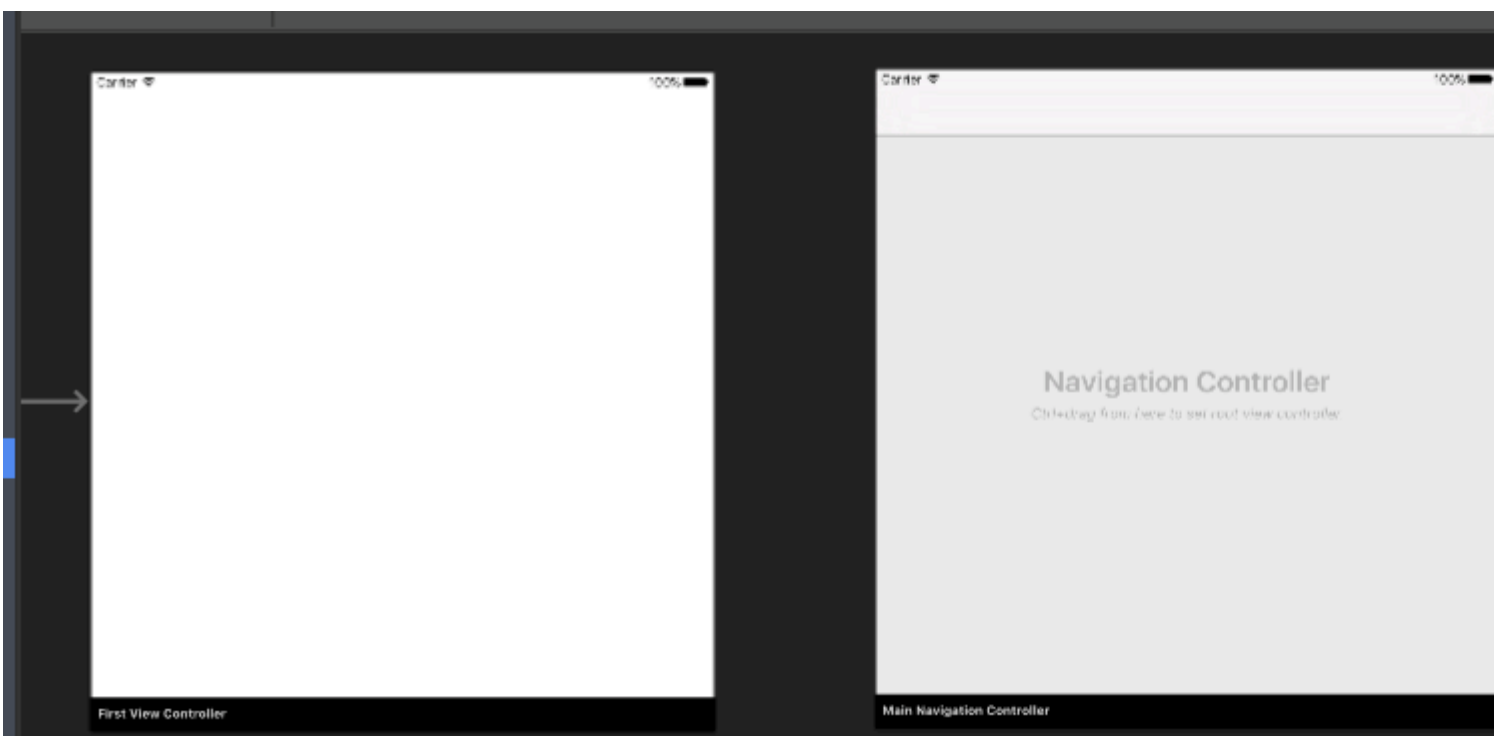
“Class”“StoryboardID”“FirstViewController”

bUIViewControllerNavigation Controller

“Class”“StoryboardID”“MainNavigationController”

“Class”“StoryboardID”“DetailsViewController”

XamarinVisualStudio◦



7. “FirstViewController”

```
public partial class FirstViewController : UIViewController
{
    public FirstViewController (IntPtr handle) : base (handle)
    {
    }

    public override void ViewDidLoad()
    {
        base.ViewDidLoad();
        createNavigationFlyout();
    }

    void createNavigationFlyout()
    {
        var navigation = new FlyoutNavigationController
        {
            //Here are sections defined for the drawer:
            NavigationRoot = new RootElement("Navigation")
            {
                new Section ("Pages")
                {
                    new StringElement ("MainPage")
                }
            },

            //Here are controllers defined for the drawer (in this case navigation controller
with one root):
            ViewControllers = new[]
            {
                (MainNavigationController)Storyboard.InstantiateViewController("MainNavigationController")
            }
        };

        View.AddSubview(navigation.View);
    }
}
```

8. “MainNavigationController”

```
public partial class MainNavigationController : UINavigationController
{
    public MainNavigationController (IntPtr handle) : base (handle)
    {
    }
    //Responsible for opening/closing drawer:
    public void ToggleMenu()
    {
        if (ParentViewController is FlyoutNavigationController)
            (ParentViewController as FlyoutNavigationController).ToggleMenu();
    }
}
```

9. “DetailsViewController”

```
public partial class DetailsViewController : NavigationDrawerController
```

```
{
    public DetailsViewController (IntPtr handle) : base(handle)
    {
    }
}
```

“DetailsViewController”“NavigationDrawerController”。

◦ ◦ **GitHub**

<https://github.com/Daniel-Krzyczkowski/XamarinIOS/tree/master/Xamarin.iOS.NavigationDrawer>

Xamarin.iOS <https://riptutorial.com/zh-TW/xamarin-ios/topic/6574/xamarin-ios>

7: iOS

iOS。 iOS1x2x3x。 1x iOS 9。

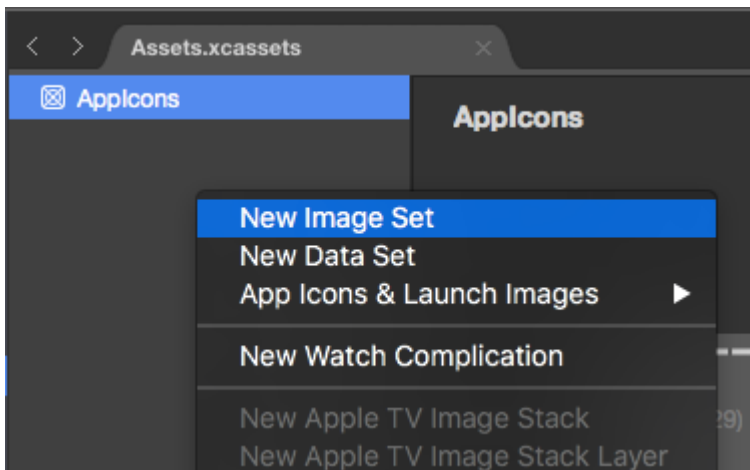
App Store。

Examples

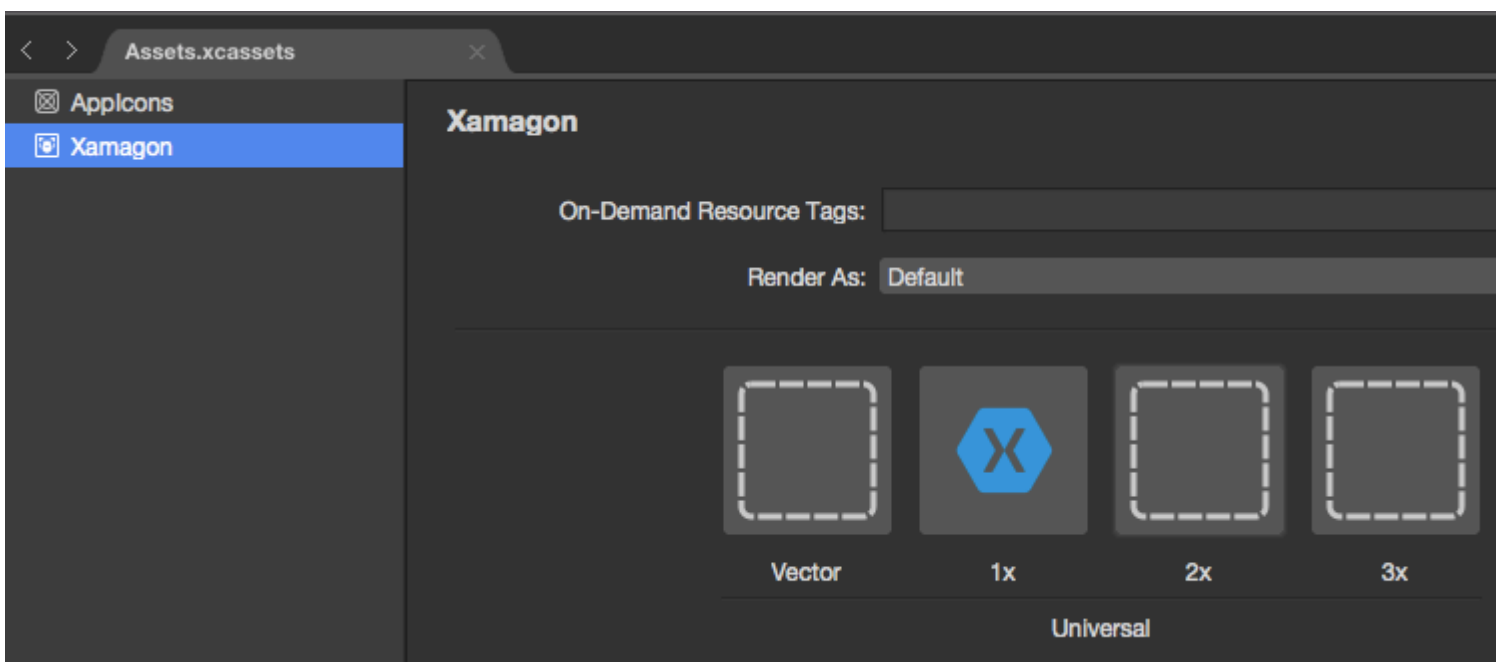
```
UIImage.FromBundle(string imageName)
```

```
UIImage image = UIImage.FromBundle("ImageName");  
// use the name of the image set from the asset catalog
```

UIImageView。



。 。 。 PDF1x2x3x iOS。



。 。

◦ UIImageView◦

iOS <https://riptutorial.com/zh-TW/xamarin-ios/topic/6241/ios>

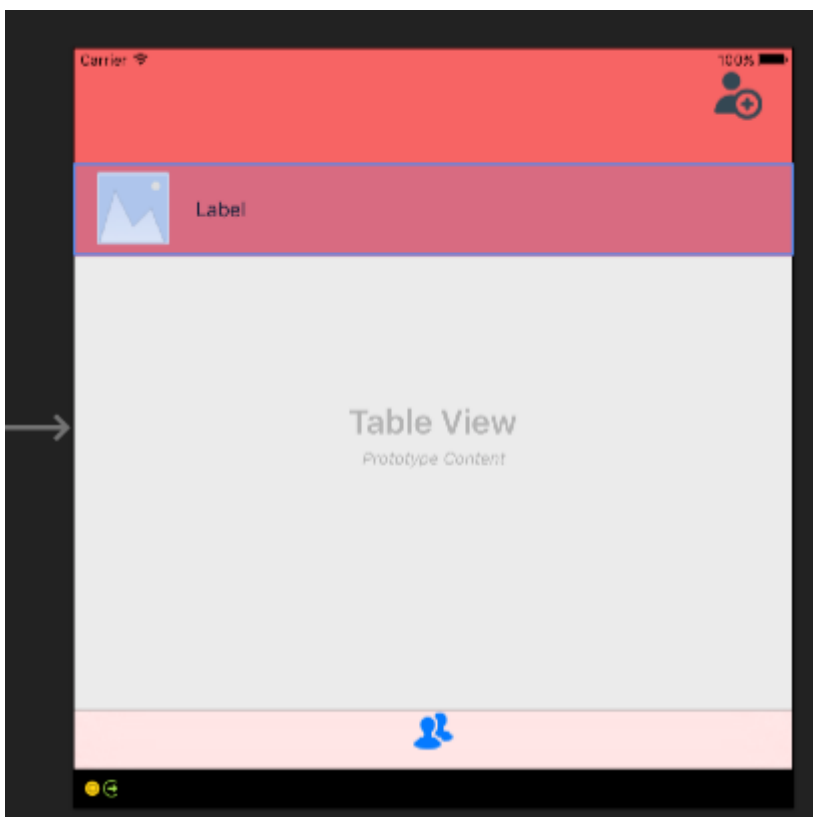
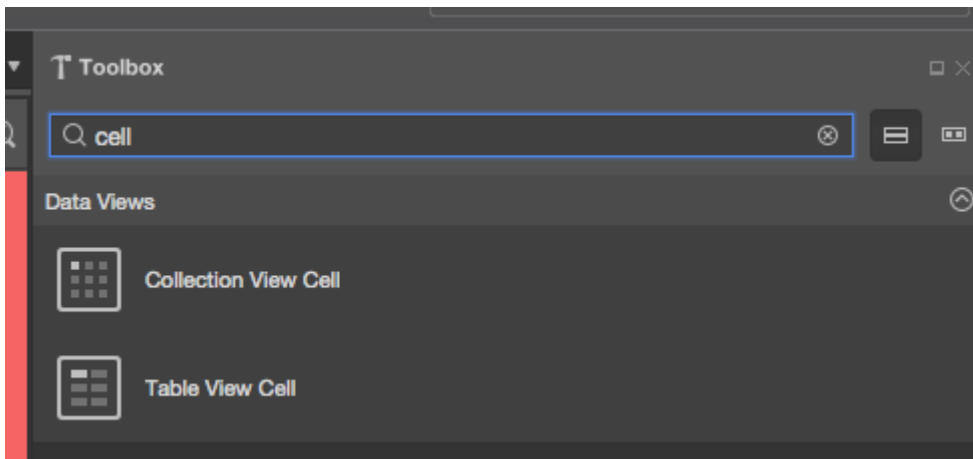
8: storyboardxamarin.iOS

Examples

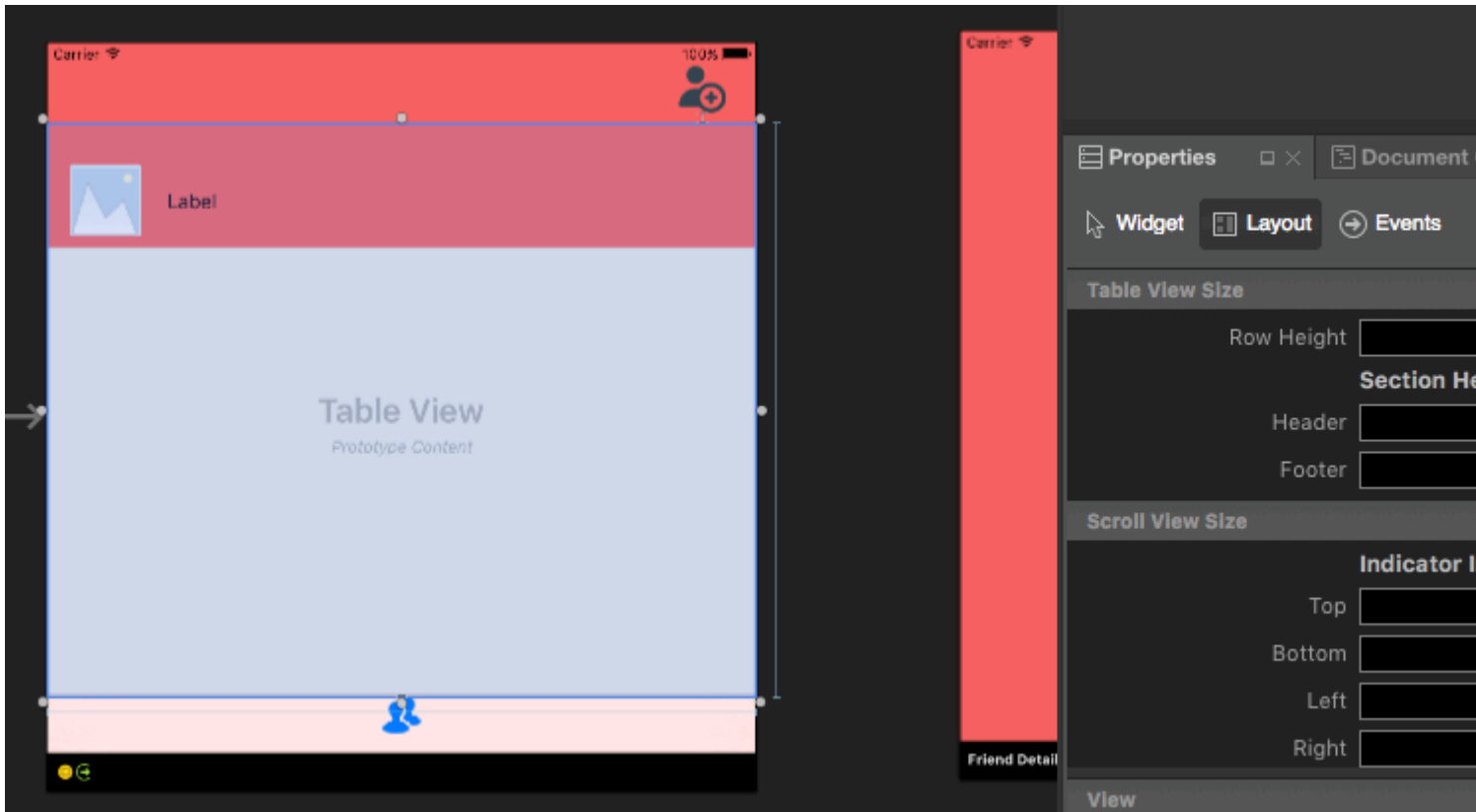
Storyboard

StoryboardViewTableView

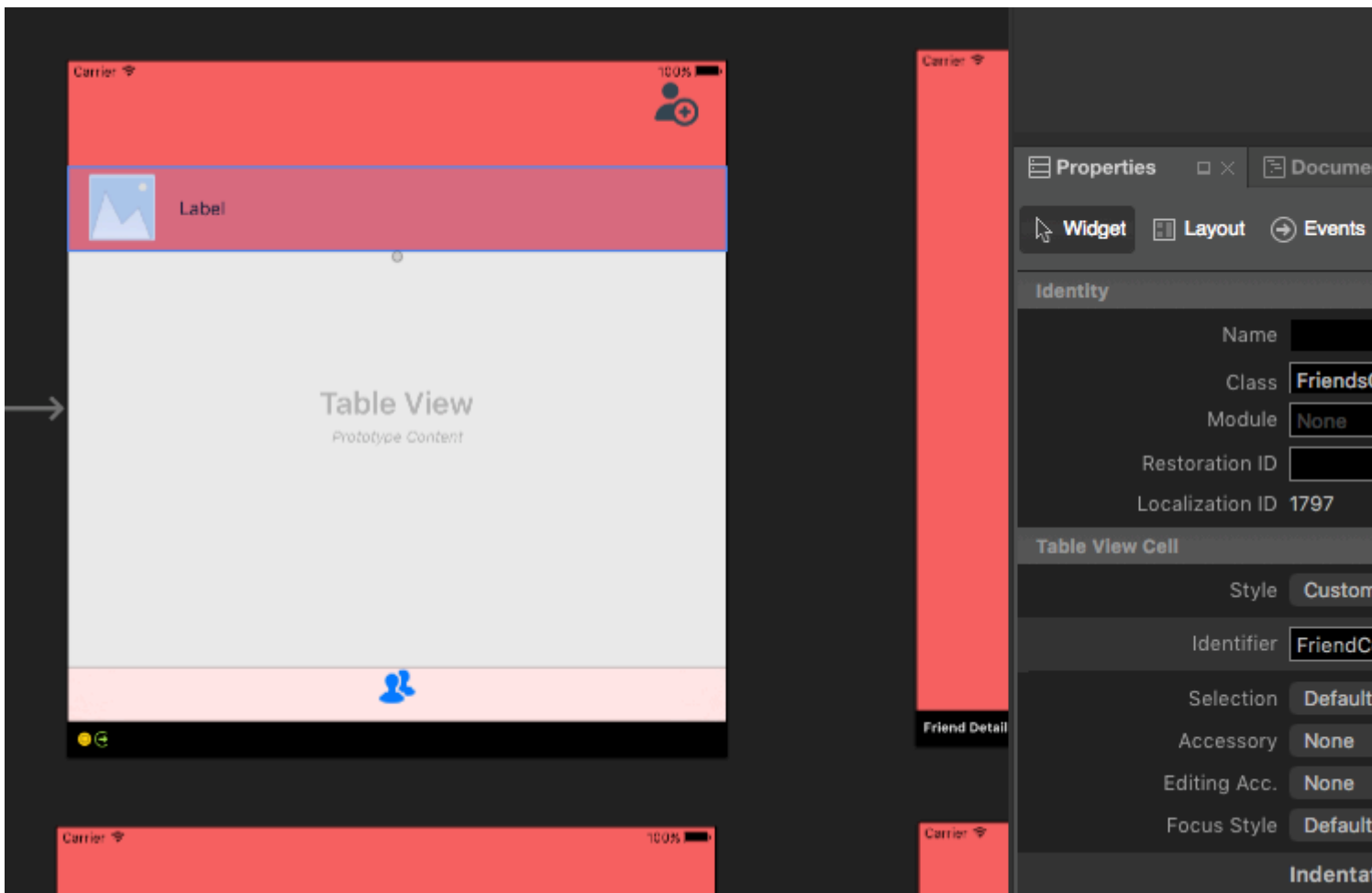
UIImageView



。 TableView“””。 “” -



。 “”。“FriendsCustomTableViewCell”。 “”。“FriendCell”。 “Style”custom。 “”。“Class”“enter”



```

▶ FriendsCustomTableViewCell.cs

```

```

public partial class FriendsCustomTableViewCell : UITableViewCell
{
    public FriendsCustomTableViewCell (IntPtr handle) : base (handle)
    {
    }

    public FriendsCustomTableViewCell(NSString cellId, string friendName, UIImage friendPhoto)
: base (UITableViewCellStyle.Default, cellId)
    {
        FriendNameLabel.Text = friendName;
        FriendPhotoImageView.Image = friendPhoto;
    }

    //This methods is to update cell data when reuse:
    public void UpdateCellData(string friendName, UIImage friendPhoto)
    {
        FriendNameLabel.Text = friendName;
        FriendPhotoImageView.Image = friendPhoto;
    }
}

```

UITableViewSourcecellIdentifier“FriendCell”“GetCell”

```

string cellIdentifier = "FriendCell";

public override UITableViewCell GetCell(UITableView tableView, NSIndexPath indexPath)
{
    FriendsCustomTableViewCell cell = (FriendsCustomTableViewCell)
tableView.DequeueReusableCell(cellIdentifier);
    Friend friend = _friends[indexPath.Row];

    //---- if there are no cells to reuse, create a new one
    if (cell == null)
    { cell = new FriendsCustomTableViewCell(new NSString(cellIdentifier), friend.FriendName,
new UIImage(NSData.FromArray(friend.FriendPhoto))); }

    cell.UpdateCellData(friend.UserName, new UIImage(NSData.FromArray(friend.FriendPhoto)));

    return cell;
}

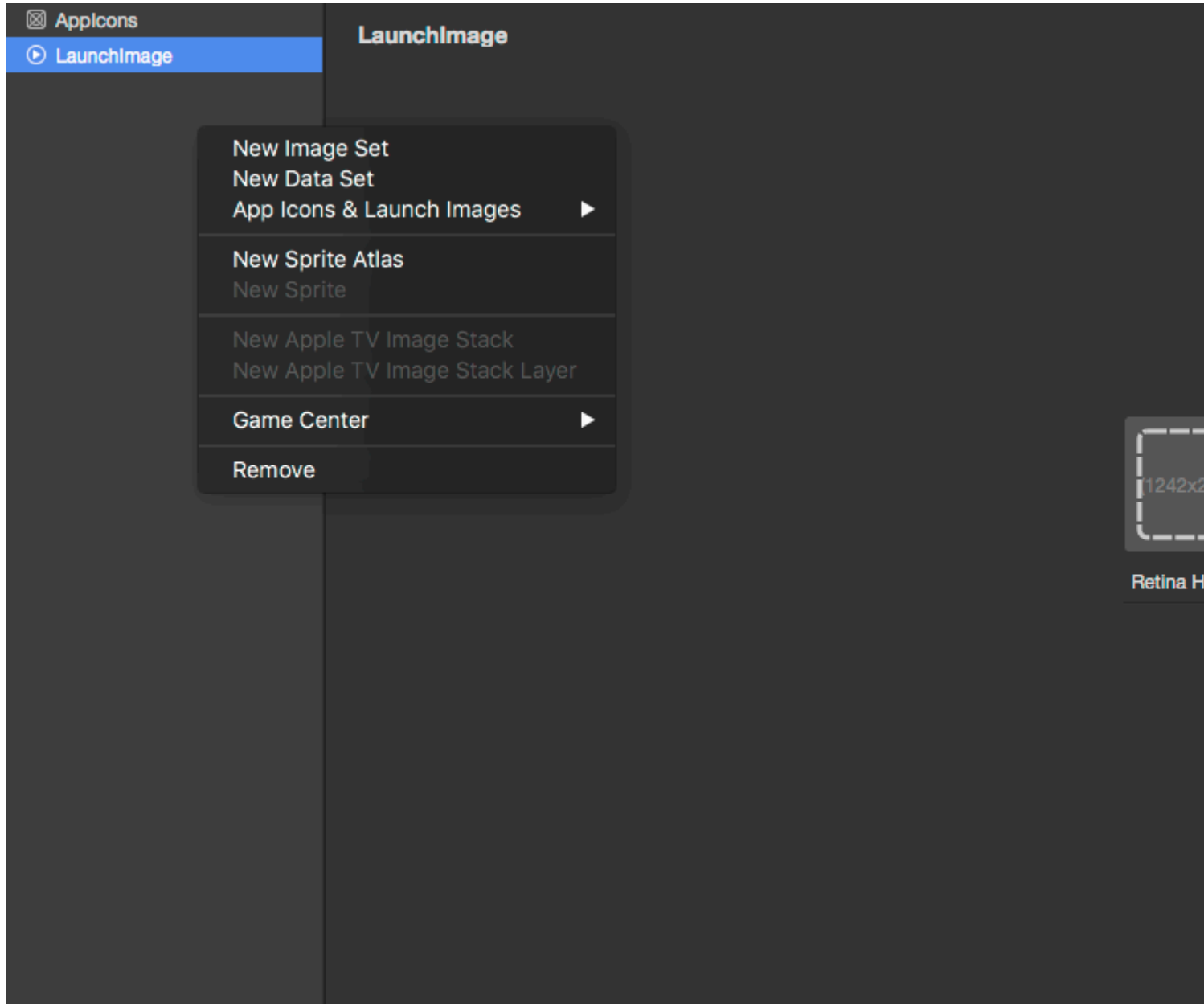
```

storyboardxamarin.iOS <https://riptutorial.com/zh-TW/xamarin-ios/topic/5907/storyboardxamarin-ios>

9:

Examples

Xamarin Studio



5.

o

o

On-Demand Resource Tags:

Render As: ▾



Vector

1x

2x

3x

Universal



Vector

1x

2x

R4

3x

iPhone



Vector

1x

2x

iPad



Vector

2x

38mm 2x

42mm 2x

Apple Watch



Vector

1x

2x

Mac

XCode1x2x3iOS。 XamarinVectorPDF。

iPhoneXamariniOS7R44iPhone5,5SSE。

[XamariniOS](#) 。

<https://riptutorial.com/zh-TW/xamarin-ios/topic/6630/>

10: GetHeightForRow

- UITableViewSource.EstimatedHeight (UITableView, NSIndexPath)

```
public override nfloat EstimatedHeight (UITableView tableView, NSIndexPath indexPath)
{
    return 44.0f;
}
```

Examples

GetHeightForRow

UITableViewSource.GetHeightForRow (UITableView, NSIndexPath)

```
public class ColorTableDataSource : UITableViewSource
{
    List<DomainClass> Model { get; set; }

    public override nfloat GetHeightForRow (UITableView tableView, NSIndexPath indexPath)
    {
        var height = Model[indexPath.Row % Model.Count].Height;
        return height;
    }

    //...etc ...
}
```

3131

```
public class DomainClass
{
    static Random rand = new Random(0);
    public UIColor Color { get; protected set; }
    public float Height { get; protected set; }

    static UIColor[] Colors = new UIColor[]
    {
        UIColor.Red,
        UIColor.Green,
        UIColor.Blue,
        UIColor.Yellow
    };

    public DomainClass()
    {
        Color = Colors[rand.Next (Colors.Length)];
        switch (rand.Next (3))
        {
            case 0:
                Height = 24.0f;
                break;
            case 1:

```

```
        Height = 44.0f;
        break;
    case 2:
        Height = 64.0f;
        break;
    default:
        throw new ArgumentOutOfRangeException();
    }
}

public override string ToString()
{
    return string.Format("[DomainClass: Color={0}, Height={1}]", Color, Height);
}
}
```

11: Xamarin.iOS XibStoryboard

Examples

Xcode Interface Builder Xib / Storyboard

Xamarin studio Xamarin Designer XibStoryboard. Open With - > Xcode Interface Builder'

Xamarin.iOS XibStoryboard <https://riptutorial.com/zh-TW/xamarin-ios/topic/6182/xamarin-ios-xib-storyboard>

12:

Examples

1. Info.plist。
2. ""。
3. ""“Applcons”。
4. Assets.xcassets。
5. Applcons。
6. /。
7. ""xcasset。

<https://riptutorial.com/zh-TW/xamarin-ios/topic/6539/>

13: PullToRefreshUITableView

```
UITableView;  
TableSource;  
bool useRefreshControl = false;  
UIRefreshControl RefreshControl;  
tableItems;
```

```
TableSourceTableItem
```

<https://github.com/adiaditya/Xamarin.iOS-Samples/tree/master/PullToRefresh>

Examples

UIRefreshControlUITableView

```
public override async void ViewDidLoad(){  
    base.ViewDidLoad();  
    // Perform any additional setup after loading the view, typically from a nib.  
  
    Title = "Pull to Refresh Sample";  
    table = new UITableView(new CGRect(0, 20, View.Bounds.Width, View.Bounds.Height - 20));  
    //table.AutoresizingMask = UIViewAutoresizing.All;  
    tableItems = new List<TableItem>();  
    tableItems.Add(new TableItem("Vegetables") { ImageName = "Vegetables.jpg" });  
    tableItems.Add(new TableItem("Fruits") { ImageName = "Fruits.jpg" });  
    tableItems.Add(new TableItem("Flower Buds") { ImageName = "Flower Buds.jpg" });  
    tableItems.Add(new TableItem("Legumes") { ImageName = "Legumes.jpg" });  
    tableItems.Add(new TableItem("Tubers") { ImageName = "Tubers.jpg" });  
    tableSource = new TableSource(tableItems);  
    table.Source = tableSource;  
  
    await RefreshAsync();  
  
    AddRefreshControl();  
  
    Add(table);  
    table.Add(RefreshControl);  
}  
  
async Task RefreshAsync()  
{  
    // only activate the refresh control if the feature is available  
    if (useRefreshControl)  
        RefreshControl.BeginRefreshing();  
  
    if (useRefreshControl)  
        RefreshControl.EndRefreshing();  
  
    table.ReloadData();  
}  
  
#region * iOS Specific Code  
// This method will add the UIRefreshControl to the table view if
```



```
// it is available, ie, we are running on iOS 6+
void AddRefreshControl()
{
if (UIDevice.CurrentDevice.CheckSystemVersion(6, 0))
{
    // the refresh control is available, let's add it
    RefreshControl = new UIRefreshControl();
    RefreshControl.ValueChanged += async (sender, e) =>
    {
        tableItems.Add(new TableItem("Bulbs") { ImageName = "Bulbs.jpg" });
        await RefreshAsync();
    };
    useRefreshControl = true;
}
}
#endregion
```

PullToRefreshUITableView <https://riptutorial.com/zh-TW/xamarin-ios/topic/6565/pulltorefreshuitableview>

14: UIRefreshControl

Examples

UIRefreshControlTableView

TableView - TableView

DataSource - UITableViewSource

DataSource.Objects - List <object>UIViewController

```
private UIRefreshControl refreshControl;

public override void ViewDidLoad()
{
    base.ViewDidLoad();

    // Set the DataSource for the TableView
    TableView.Source = dataSource = new DataSource(this);

    // Create the UIRefreshControl
    refreshControl = new UIRefreshControl();

    // Handle the pullDownToRefresh event
    refreshControl.ValueChanged += refreshTable;

    // Add the UIRefreshControl to the TableView
    TableView.AddSubview(refreshControl);
}

private void refreshTable(object sender, EventArgs e)
{
    fetchData();
    refreshControl.EndRefreshing();
    TableView.ReloadData();
}

private void fetchData()
{
    var objects = new List<object>();
    // fetch data and store in objects.
    dataSource.Objects = objects;
}
```

UIRefreshControl <https://riptutorial.com/zh-TW/xamarin-ios/topic/4642/uirefreshcontrol>

15: UIRefreshControl

Examples

UIRefreshControlUIScrollView

```
_scrollView_scrollView UIScrollView ;
```

```
UITableView UICollectionView UI
```

```
UIRefreshControl refreshControl = new UIRefreshControl();
```

```
o o
```

1

```
refreshControl.ValueChanged += (object sender, EventArgs e) => MyMethodCall();
```

2

```
refreshControl.ValueChanged += (object sender, EventArgs e) =>
{
    //Write code here
};
```

3

```
refreshControl.ValueChanged += HandleRefreshValueChanged;

void HandleRefreshValueChanged(object sender, EventArgs e)
{
    //Write code here
}
```

scrollView.

```
_scrollView.AddSubview(refreshControl);
```

[UIRefreshControl](https://riptutorial.com/zh-TW/xamarin-ios/topic/8371/uirefreshcontrol) <https://riptutorial.com/zh-TW/xamarin-ios/topic/8371/uirefreshcontrol>

16: UITableView

UITableView;
TableSource;
tableItems;
UISearchBar searchBar;

<https://github.com/adiaditya/Xamarin.iOS-Samples/tree/master/SearchBarWithTableView>

Examples

UISearchBarUITableView

```
public override void ViewDidLoad()
{
    base.ViewDidLoad();
    // Perform any additional setup after loading the view, typically from a nib.

    //Declare the search bar and add it to the header of the table
    searchBar = new UISearchBar();
    searchBar.SizeToFit();
    searchBar.AutocorrectionType = UITextAutocorrectionType.No;
    searchBar.AutocapitalizationType = UITextAutocapitalizationType.None;
    searchBar.TextChanged += (sender, e) =>
    {
        //this is the method that is called when the user searches
        searchTable();
    };

    Title = "SearchBarWithTableView Sample";
    table = new UITableView(new CGRect(0, 20, View.Bounds.Width, View.Bounds.Height - 20));
    //table.AutoresizingMask = UIViewAutoresizing.All;
    tableItems = new List<TableItem>();

    tableItems.Add(new TableItem("Vegetables") { ImageName = "Vegetables.jpg" });
    tableItems.Add(new TableItem("Fruits") { ImageName = "Fruits.jpg" });
    tableItems.Add(new TableItem("Flower Buds") { ImageName = "Flower Buds.jpg" });
    tableItems.Add(new TableItem("Legumes") { ImageName = "Legumes.jpg" });
    tableItems.Add(new TableItem("Tubers") { ImageName = "Tubers.jpg" });
    tableSource = new TableSource(tableItems);
    table.Source = tableSource;
    table.TableHeaderView = searchBar;
    Add(table);
}

private void searchTable()
{
    //perform the search, and refresh the table with the results
    tableSource.PerformSearch(searchBar.Text);
    table.ReloadData();
}
```

TableSource

```

public class TableSource : UITableViewSource
{
    private List<TableItem> tableItems = new List<TableItem>();
    private List<TableItem> searchItems = new List<TableItem>();
    protected string cellIdentifier = "TableCell";

    public TableSource(List<TableItem> items)
    {
        this.tableItems = items;
        this.searchItems = items;
    }

    public override nint RowsInSection(UITableView tableview, nint section)
    {
        return searchItems.Count;
    }

    public override UITableViewCell GetCell(UITableView tableView, NSIndexPath indexPath)
    {
        // request a recycled cell to save memory
        UITableViewCell cell = tableView.DequeueReusableCell(cellIdentifier);

        var cellStyle = UITableViewCellStyle.Default;

        // if there are no cells to reuse, create a new one
        if (cell == null)
        {
            cell = new UITableViewCell(cellStyle, cellIdentifier);
        }

        cell.TextLabel.Text = searchItems[indexPath.Row].Title;
        cell.ImageView.Image = UIImage.FromFile("Images/" +
searchItems[indexPath.Row].ImageName);

        return cell;
    }

    public override nint NumberOfSections(UITableView tableView)
    {
        return 1;
    }

    public void PerformSearch(string searchText)
    {
        searchText = searchText.ToLower();
        this.searchItems = tableItems.Where(x =>
x.Title.ToLower().Contains(searchText)).ToList();
    }
}

```

UITableView <https://riptutorial.com/zh-TW/xamarin-ios/topic/6540/uitableview>

17: UILocalNotificationUser Notifications

Examples

UserNotifications

1. UserNotifications

```
@import UserNotifications;
```

2.localNotification

```
let center = UNUserNotificationCenter.current()
center.requestAuthorization([.alert, .sound]) { (granted, error) in
    // Enable or disable features based on authorization.
}
```

```
3. @IBAction func triggerNotification(){
    let content = UNMutableNotificationContent()
    content.title = NSLocalizedString(UserNotificationString(forKey: "Tom said:", arguments:
nil))
    content.body = NSLocalizedString(UserNotificationString(forKey: "Hello Mike Let's go.",
arguments: nil))
    content.sound = UNNotificationSound.default()
    content.badge = UIApplication.shared().applicationIconBadgeNumber + 1;
    content.categoryIdentifier = "com.mike.localNotification"
    //Deliver the notification in two seconds.
    let trigger = UNTimeIntervalNotificationTrigger.init(timeInterval: 1.0, repeats: true)
    let request = UNNotificationRequest.init(identifier: "TwoSecond", content: content,
trigger: trigger)

    //Schedule the notification.
    let center = UNUserNotificationCenter.current()
    center.add(request)
}

@IBAction func stopNotification(_ sender: AnyObject) {
    let center = UNUserNotificationCenter.current()
    center.removeAllPendingNotificationRequests()
}
```

[UILocalNotificationUser Notifications https://riptutorial.com/zh-TW/xamarin-ios/topic/6382/uiLocalNotificationUser-notifications](https://riptutorial.com/zh-TW/xamarin-ios/topic/6382/uiLocalNotificationUser-notifications)

18: iOS

iOS

-
-

StackOverflow [iOS7 Obj-c Answer](#)

Examples

```
public override voidDidEnterBackground(UiApplication application)
{
    //to add the background image in place of 'active' image
    var backgroundImage = new UIImageView();
    backgroundImage.Tag = 1234;
    backgroundImage.Image = UIImage.FromBundle("Background");
    backgroundImage.Frame = this.window.Frame;
    this.window.AddSubview(backgroundImage);
    this.window.BringSubviewToFront(backgroundImage);
}

public override void WillEnterForeground(UiApplication application)
{
    //remove 'background' image
    var backgroundView = this.window.ViewWithTag(1234);
    if (null != backgroundView)
        backgroundView.RemoveFromSuperview();
}
```

iOS <https://riptutorial.com/zh-TW/xamarin-ios/topic/8681/ios>

19: Swift

Swift .frameworkXamarin。

1. Xcodeswift。 NAME.app/Frameworks/LIBRARY.framework/Frameworks/libswift*.dylib
NAME.app/Frameworks/libswift*.dylib
2. Bitcode。 XamariniOSBitcodeApple。

Examples

Xamarin.iOSSwift

Xamarin.iOSSwiftObjective-C

https://developer.xamarin.com/guides/ios/advanced_topics/binding_objective-c/。

1. swiftNSObject。
2. swift@objc@objcMyClasscSwift。
3. APPFrameworks;
4. AppStorePayloadSwiftSupport。 IPA。

[https //github.com/Flash3001/Xamarin.BindingSwiftLibrarySample](https://github.com/Flash3001/Xamarin.BindingSwiftLibrarySample)

[https //github.com/Flash3001/iOSCharts.Xamarin](https://github.com/Flash3001/iOSCharts.Xamarin)

1.1 Swift

SwiftNSObjectobjcObjective-C。 Swift。 Swift。 NSObject。

```
//Add this to specify explicit objective c name
@objc(MyClass)
open class MyClass: NSObject {
    open func getValue() -> String
    {
        return "Value came from MyClass.swift!";
    }
}
```

1.2

Bitcode。 *

▼ Build Options

Setting

SwiftSample

▶ Enable Bitcode

No ⌵

*

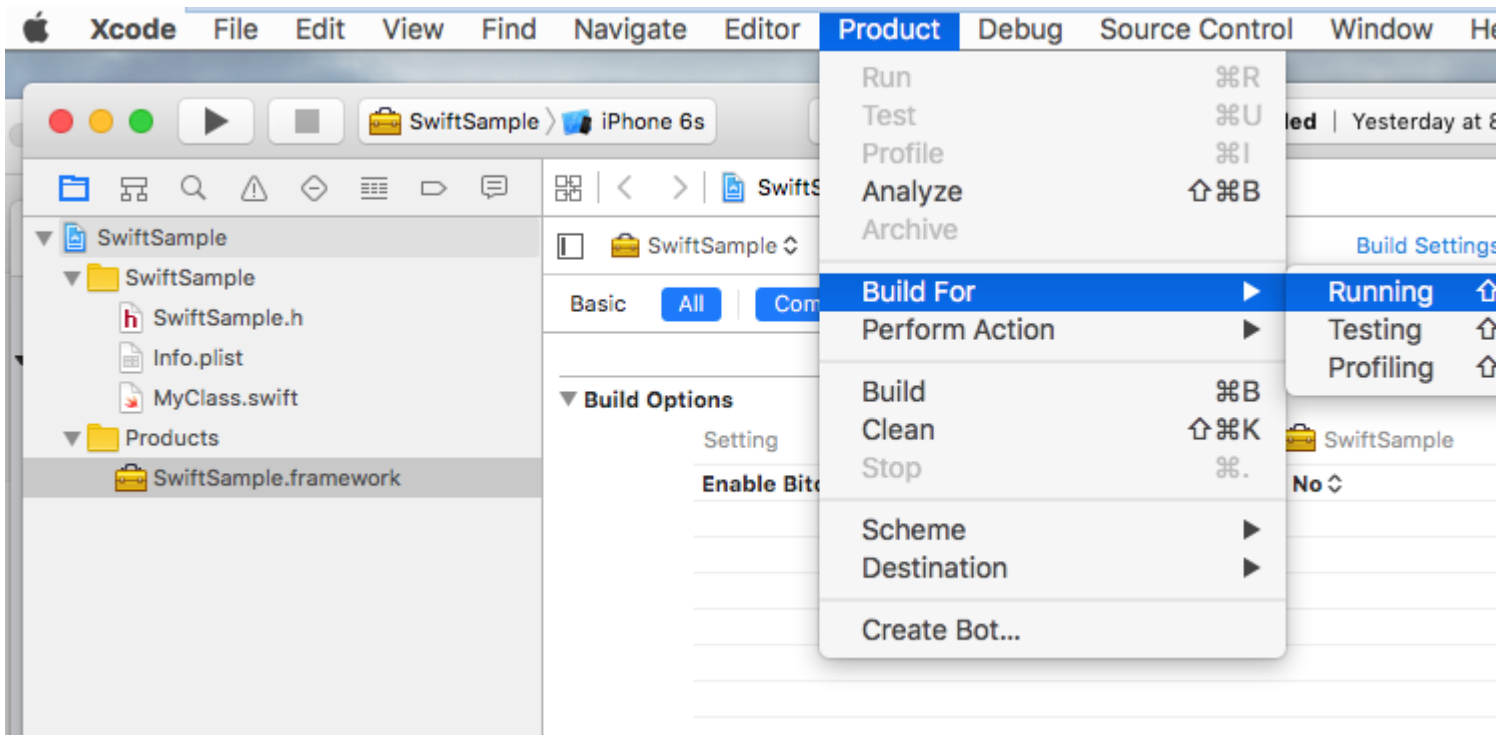
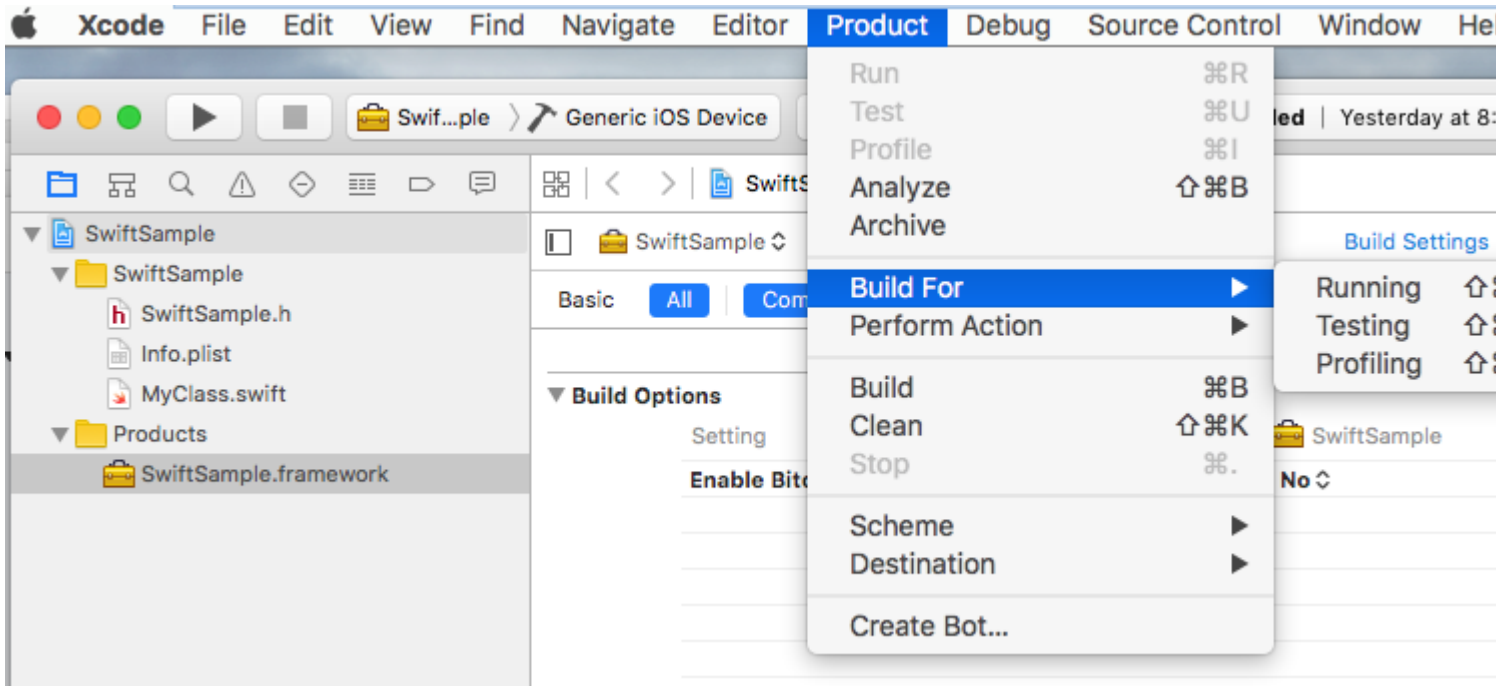
SwiftSample > Generic iOS Device

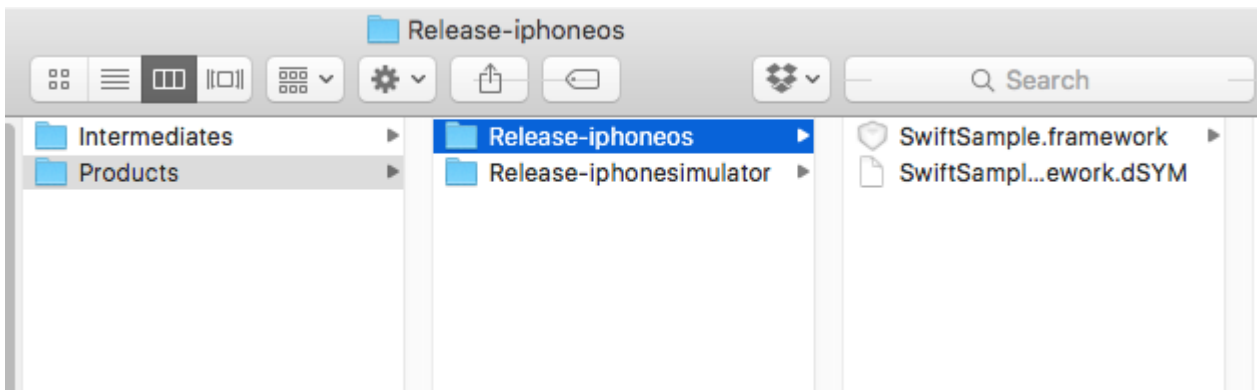
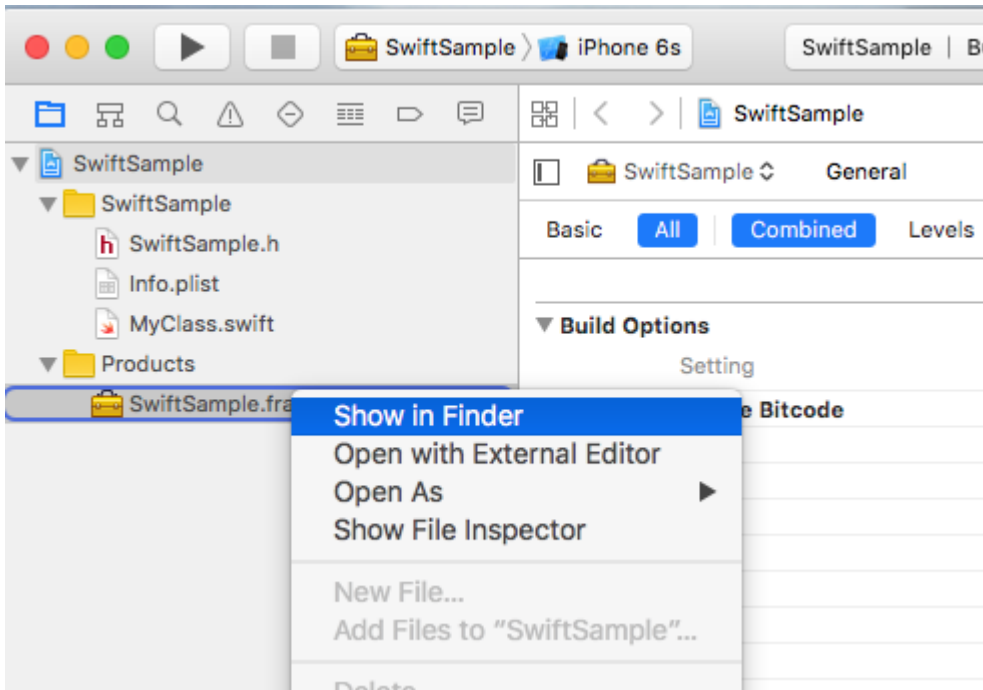
	Info	Arguments	Options	Diagnostics
▶ Build 1 target				
▶ Run Release	Build Configuration	Release		
▶ Test Debug	Executable	None	<input checked="" type="checkbox"/> Debug executable	
▶ Profile Release	Debug Process As	<input checked="" type="radio"/> Me (flash) <input type="radio"/> root		
▶ Analyze Debug	Launch	<input checked="" type="radio"/> Automatically <input type="radio"/> Wait for executable to be launched		
▶ Archive Release				

Duplicate Scheme

Manage Schemes...

Shared



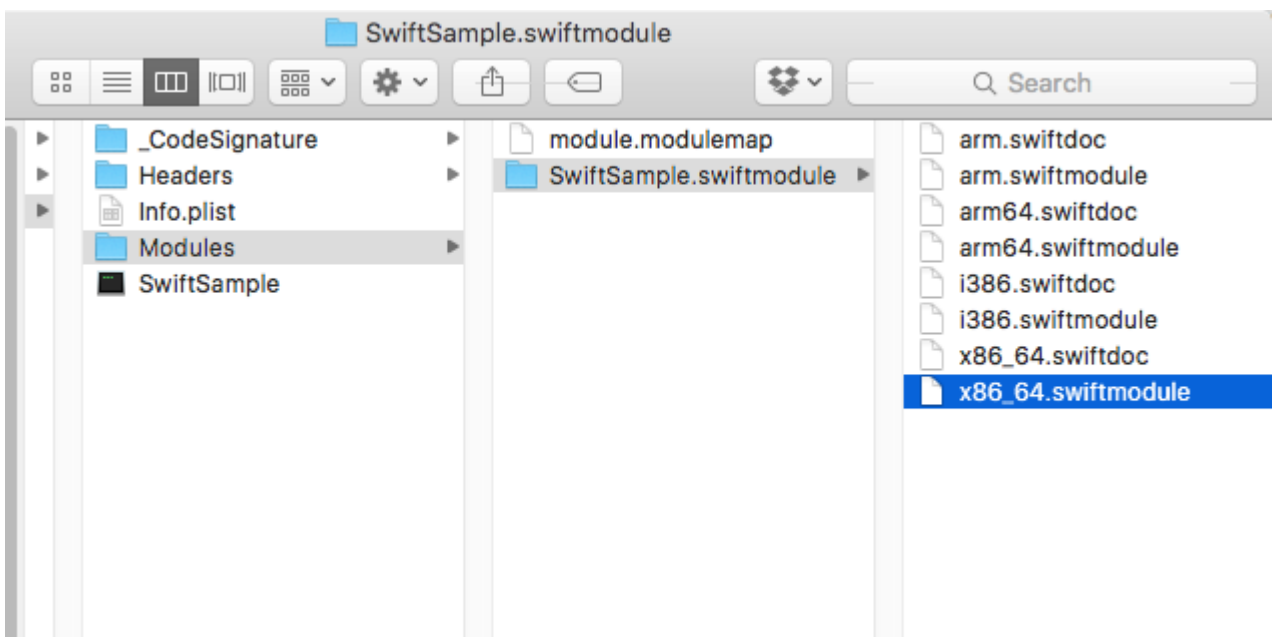
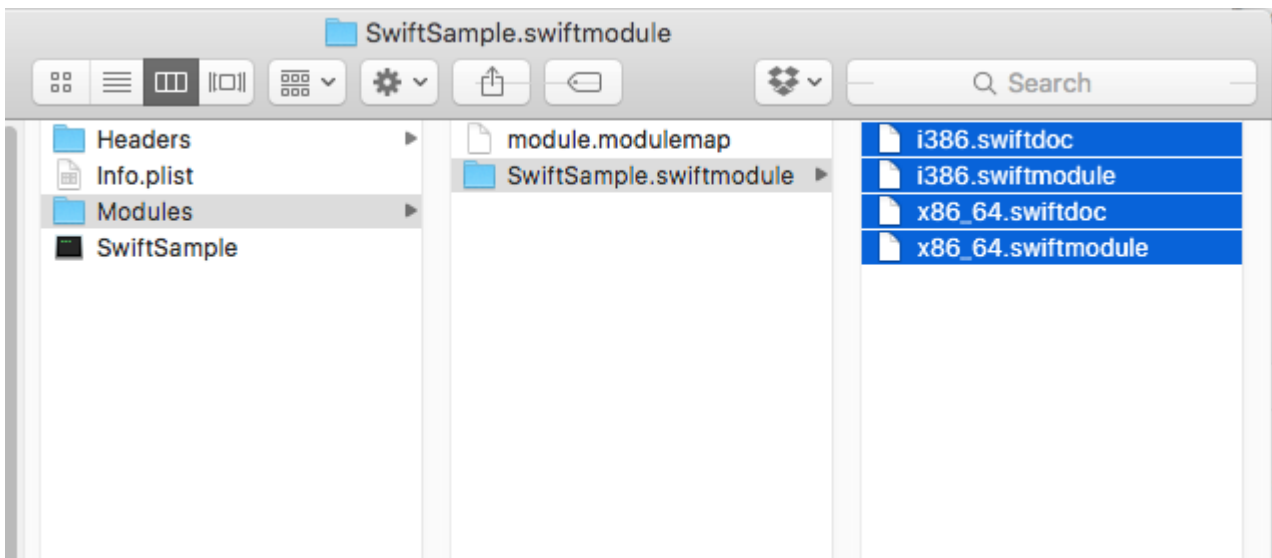
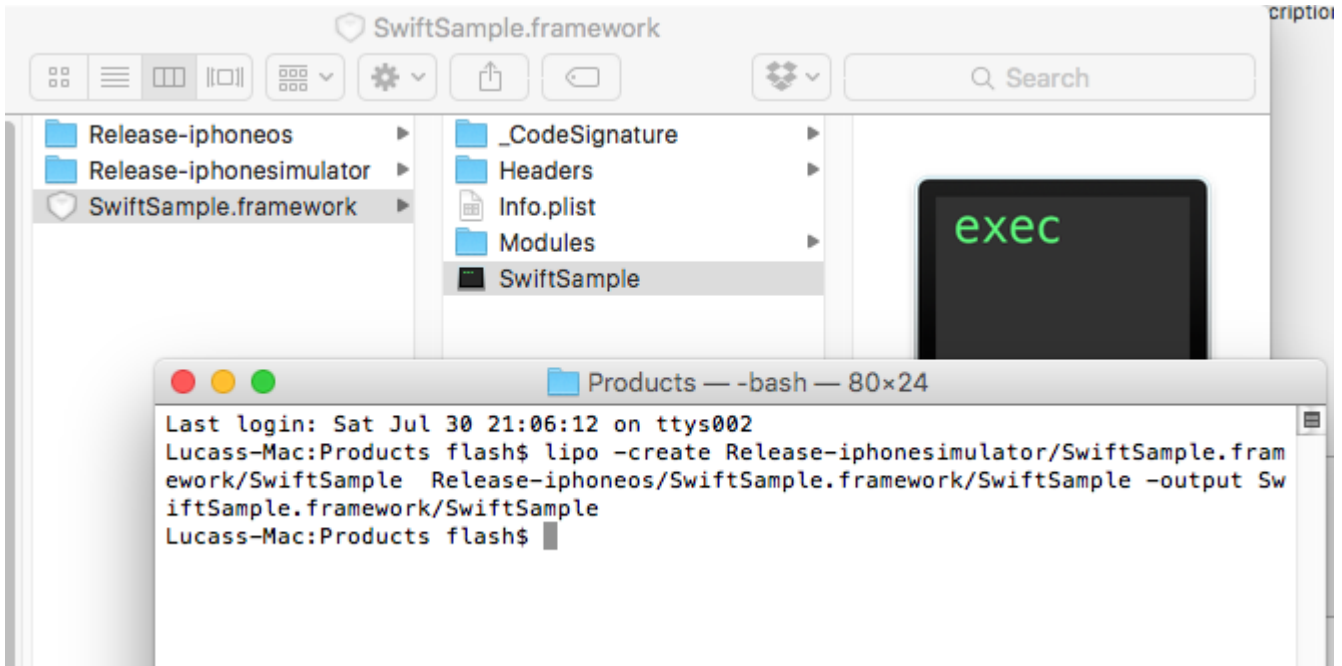


- Swift.

2.

NAME.framework / NAME.

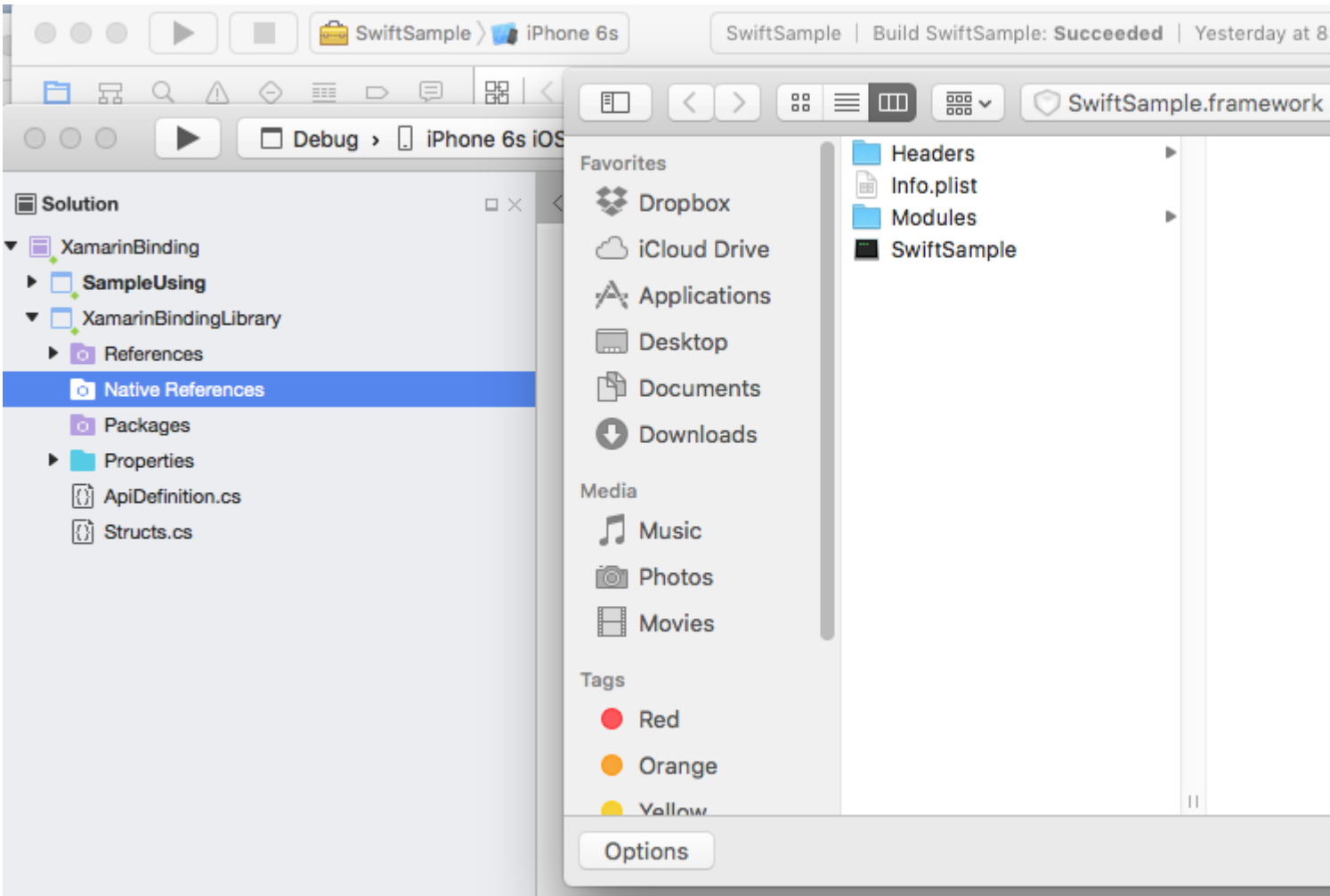
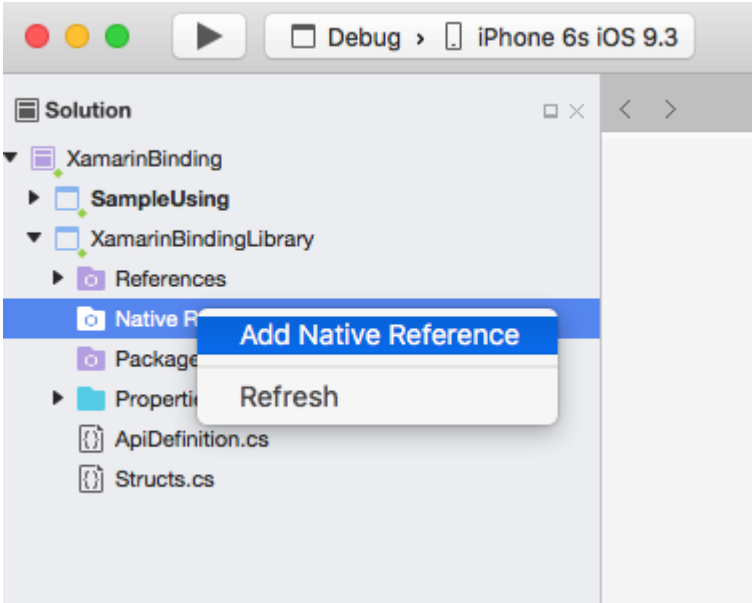
- Release-iphoneos / NAME.frameworkNAME.framework
- FAT
 - **lipo -create Release-iphonesimulator / NAME.framework / NAME Release-iphoneos / NAME.framework / NAME -output NAME.framework / NAME**
- Release-iphonesimulator / NAME.framework / Modules / NAME.swiftmodule
NAME.framework / Modules / NAME.swiftmoduleiphoneos

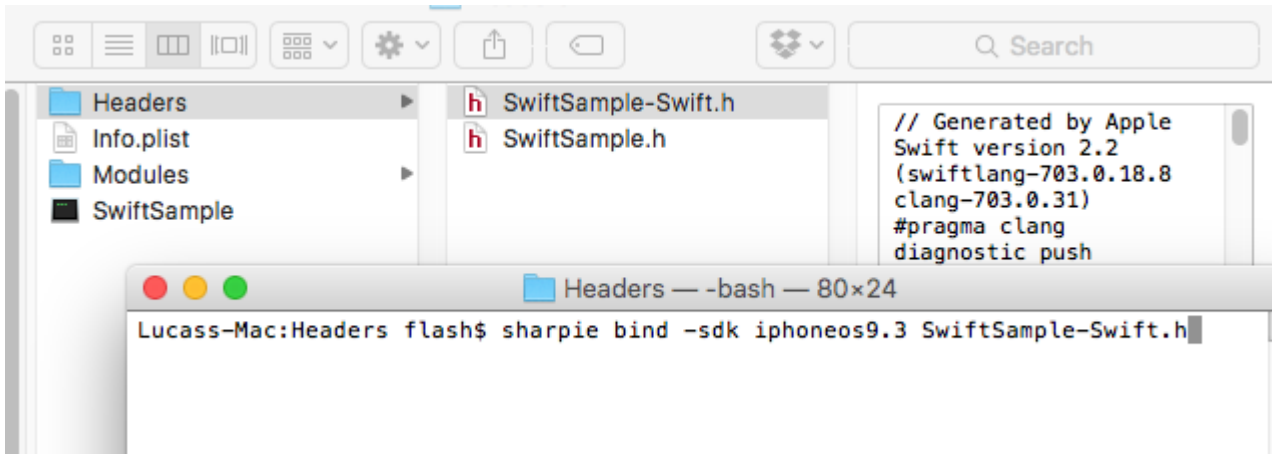


3.

File -> New -> iOS -> Binding LibraryBinding.

Xamarin.frameworks. "Native References" "Add native reference".





4. LIBRARY-Swift.h ApiDefinition.

◦ Objective Sharpie. ◦ Xamarin.

<https://developer.xamarin.com/guides/cross-platform/macios/binding/objective-sharpie/>

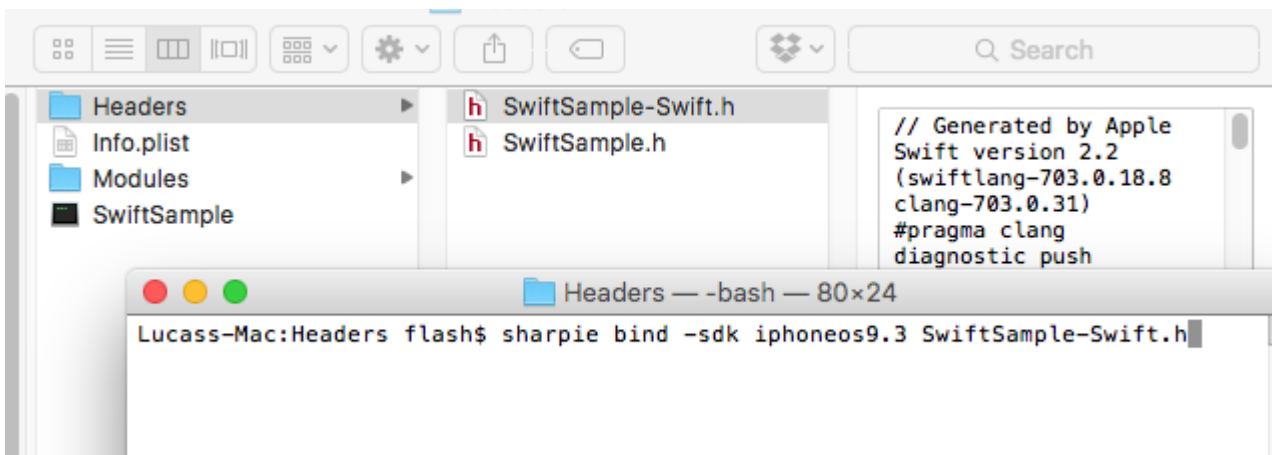
sharpie bind -sdk iphoneos9.3 NAME-Swift.h

System.Reflection.TargetInvocationException SDK. ◦ iPhone OS SDK

```
sharpie xcode -sdks
```

NAME-Swift.hNAME.framework / Headers / NAME-Swift.h

swift“NSObject”**NAME-Swift.h**Objective Sharpie.



ApiDefinition.cs.

```

< > ApiDefinition.cs
MyClass ▶ No selection
1 using Foundation;
2
3 namespace XamarinBindingLibrary
4 {
5     // @interface MyClass : NSObject
6     [BaseType(typeof(NSObject))]
7     interface MyClass
8     {
9         // -(NSString * _Nonnull)getValue;
10        [Export("getValue")]
11        string Value { get; }
12    }
13 }
14

```

5.[Protocol][BaseType]Objective-C。

Swift1.1@objcMyClassObjective-C。

NAME-Swift.h

```

SWIFT_CLASS("_TtC11SwiftSample7MyClass")
@interface MyClass : NSObject

```

```

SWIFT_PROTOCOL("_TtP6Charts17ChartDataProvider_")
@protocol ChartDataProvider

```

BaseTypeAttribute.Name <https://developer.xamarin.com/guides/cross-platform/macios/binding/binding-types-reference/#BaseType.Name> ProcotolAttribute.Name <https://developer.xamarin.com/api/property/MonoTouch.Foundation.ProtocolAttribute.Name/>。

```

[BaseType(typeof(NSObject), Name = "_TtC11SwiftSample7MyClass")]
interface MyClass

```

- <https://github.com/Flash3001/SwiftClassify>。 ◦ ◦

6.1 Swift。

- libswiftCore.dylib

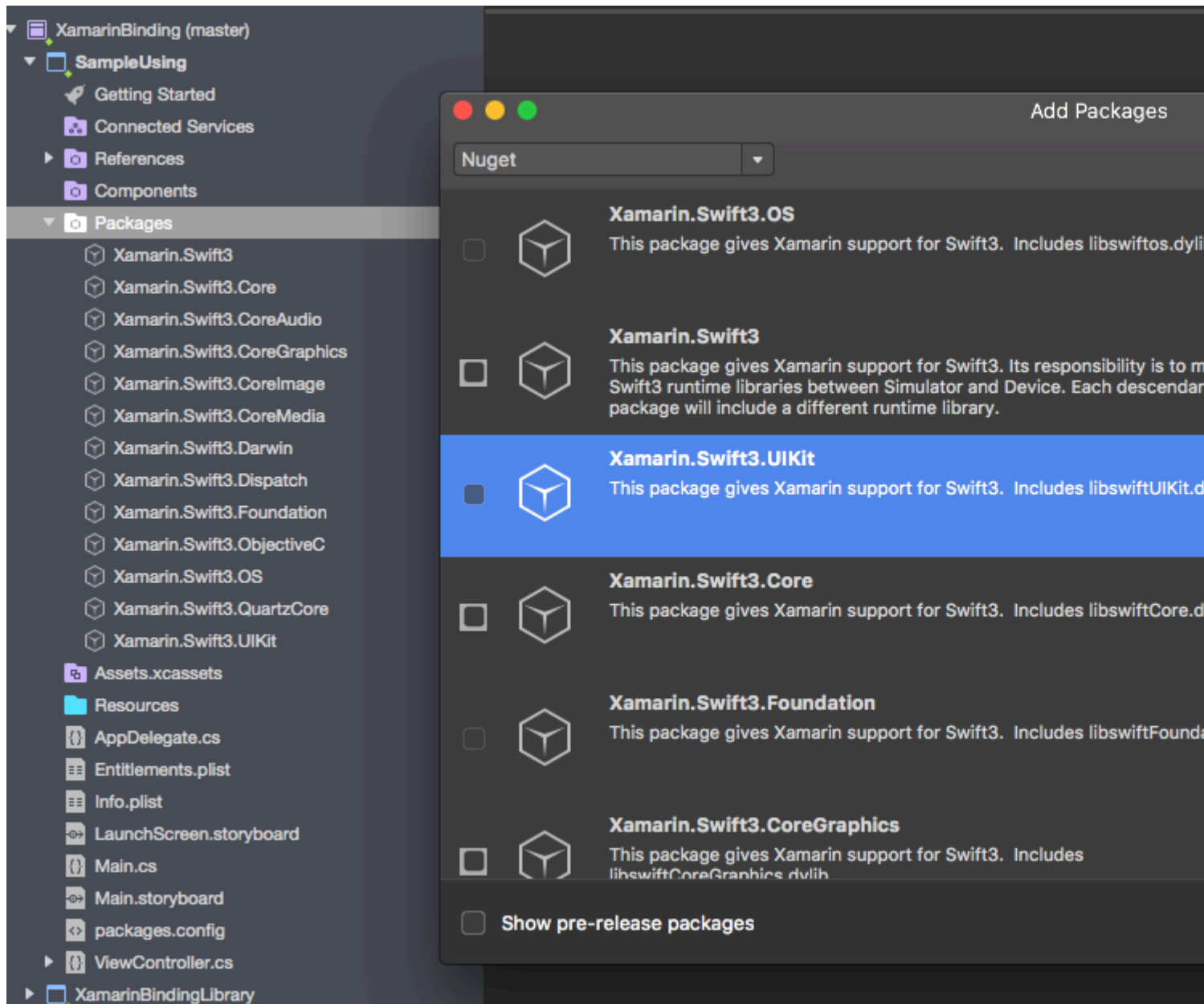
```

Dyld Error Message:
  Library not loaded: @rpath/libswiftCore.dylib
  Referenced from: /Users/USER/Library/Developer/CoreSimulator/Devices/AC440891-C819-4050-8CAB-CE15AB4B3830/data/Containers/Bundle/Application/27D2EC87-5042-4FA7-9B80-A24A8971FB48/SampleUsing.app/Frameworks/SwiftSample.framework/SwiftSample
  Reason: image not found

```

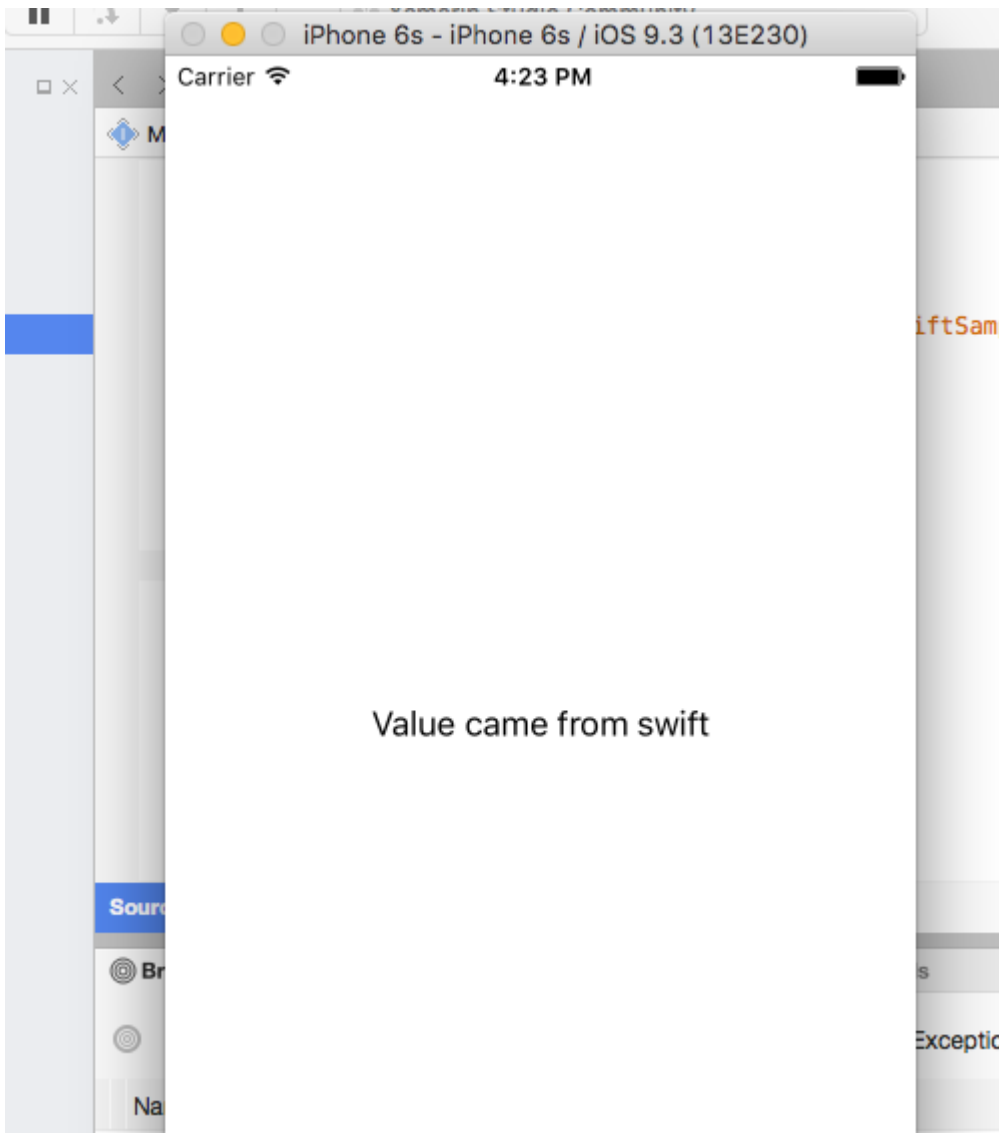
Xamarin.iOS.Swift。 FrameworksSwiftSupportswift。 FrameworksSimulatorDevice。
/Applications/Xcode.app/Contents/Developer//XcodeDefault.xctoolchain/usr/lib/swift.Toolchains

<https://github.com/Flash3001/Xamarin.Swift3.SupportFramework>。 Swift 3.1NuGet。



Nuget PackageApp。 。

NugetNuget。



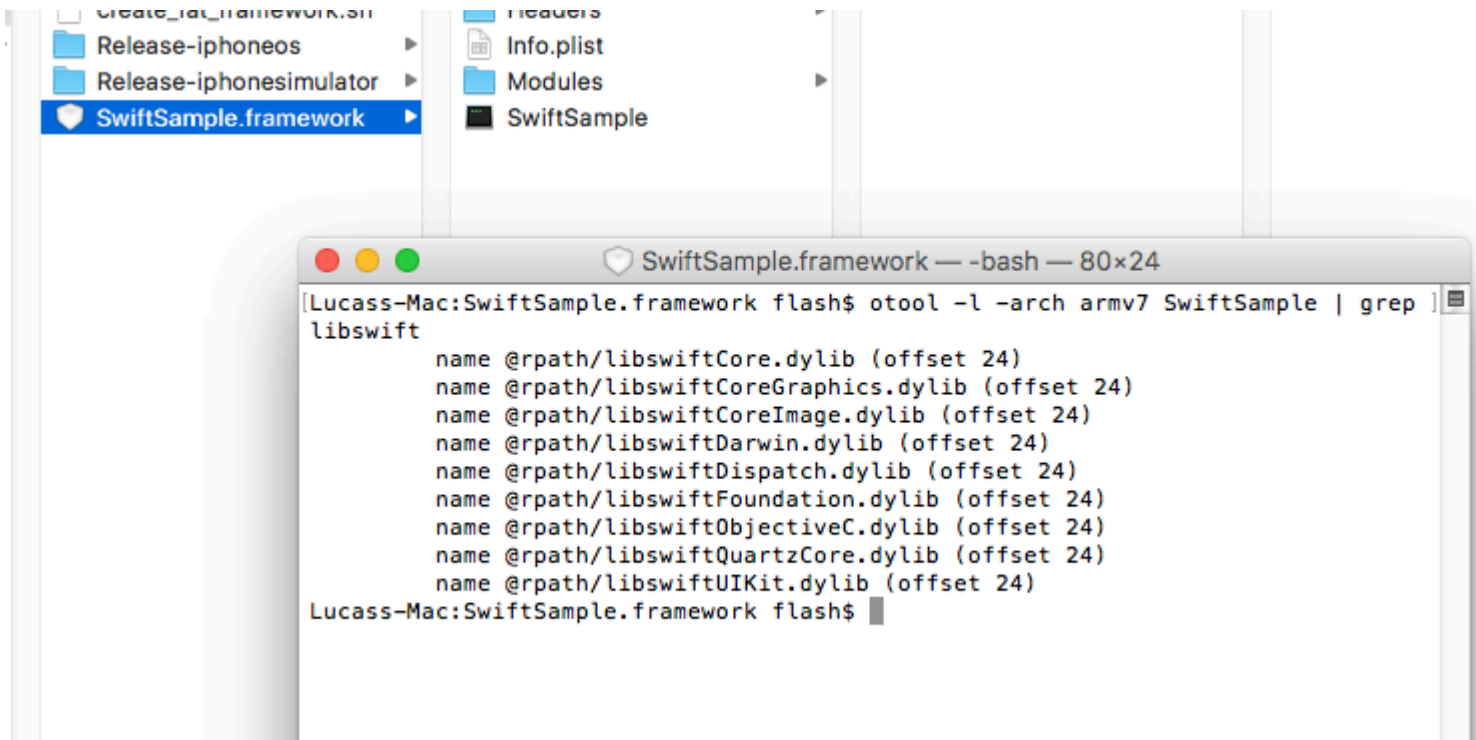
6.2. Swift

o

```
libswiftCore.dylib  
libswiftCoreGraphics.dylib  
libswiftCoreImage.dylib  
libswiftDarwin.dylib  
libswiftDispatch.dylib  
libswiftFoundation.dylib  
libswiftObjectiveC.dylib  
libswiftQuartzCore.dylib  
libswiftUIKit.dylib
```

LibraryName.framework

```
otool -l -arch armv7 LibraryName | grep libswift
```



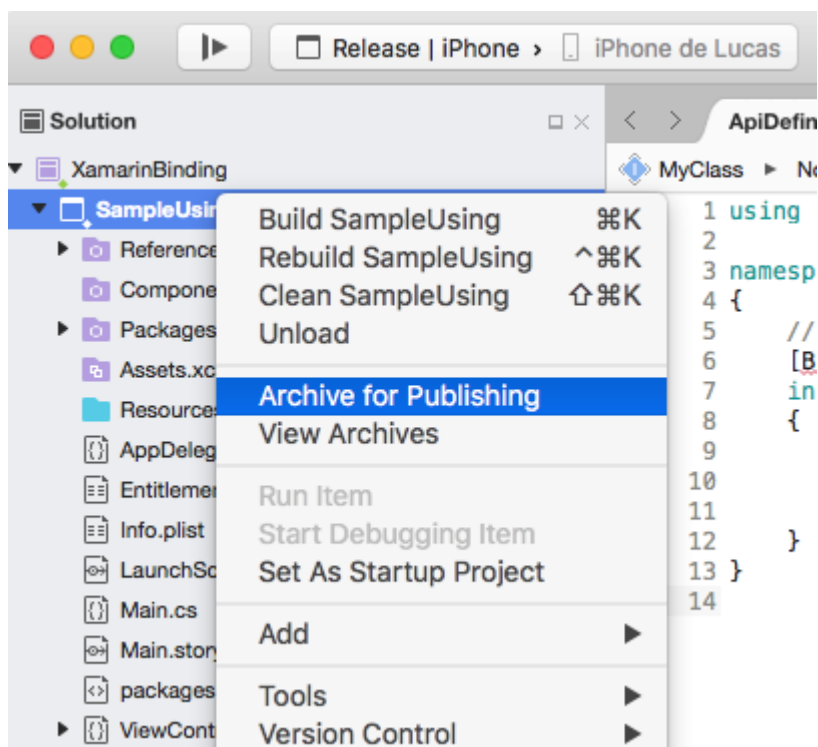
NuGet for Swift3.

7. SwiftSupportAppAppStore.

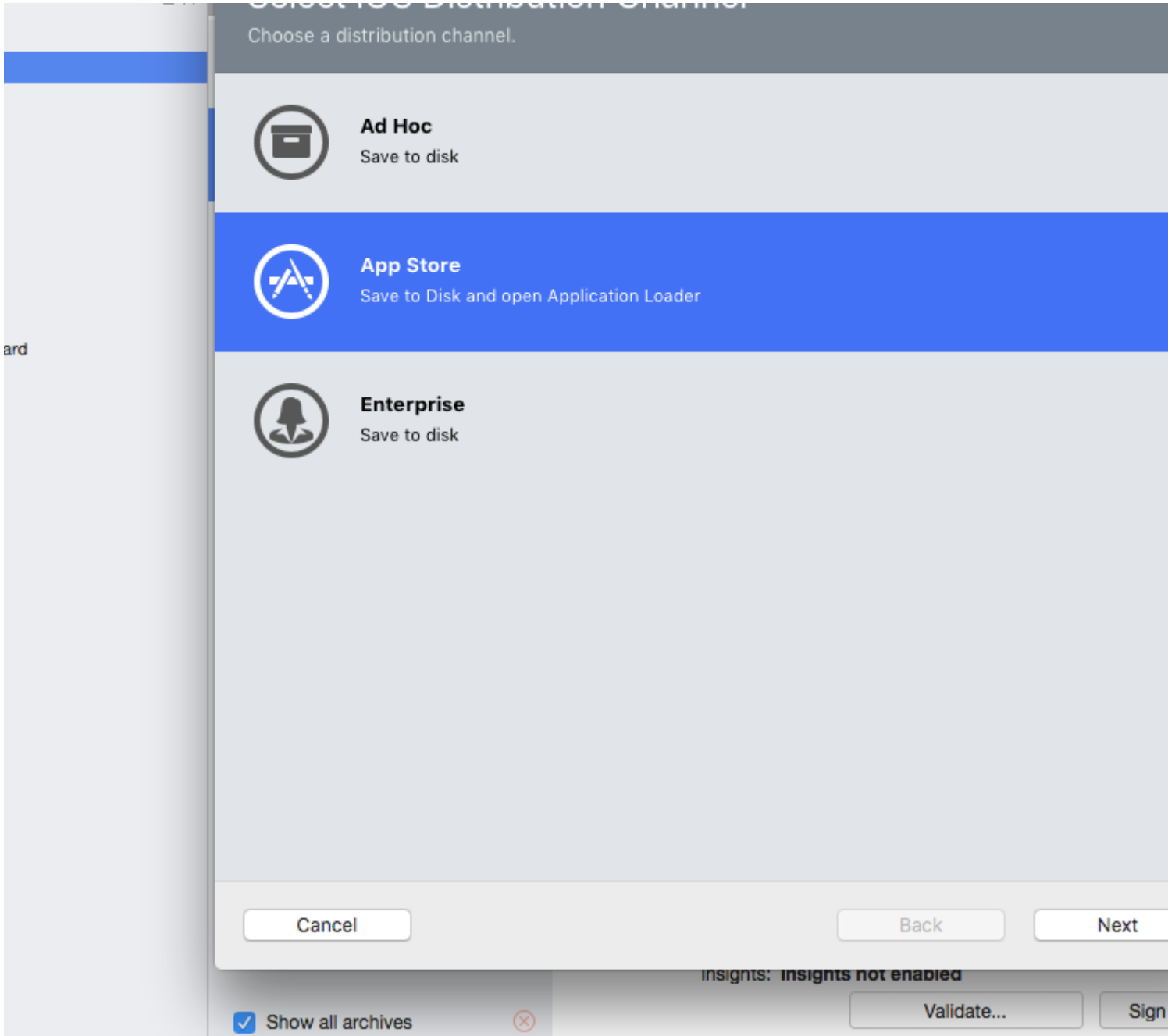
ApplePayloadSwiftSupport. IPA.

<https://github.com/bq/ipa-packager>.

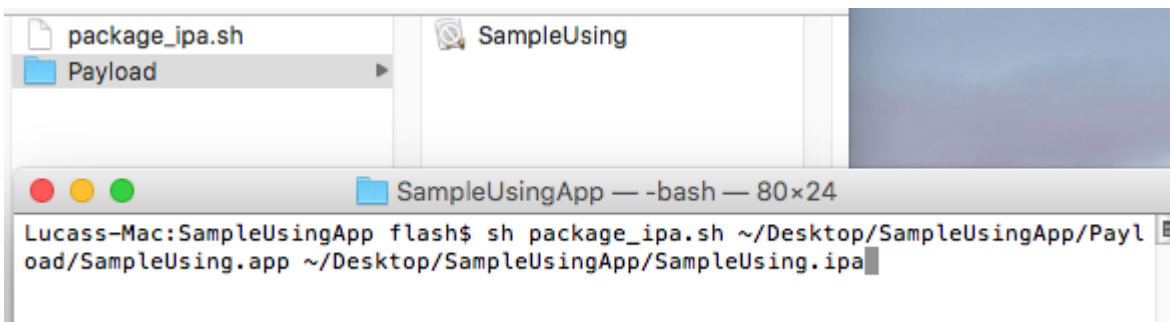
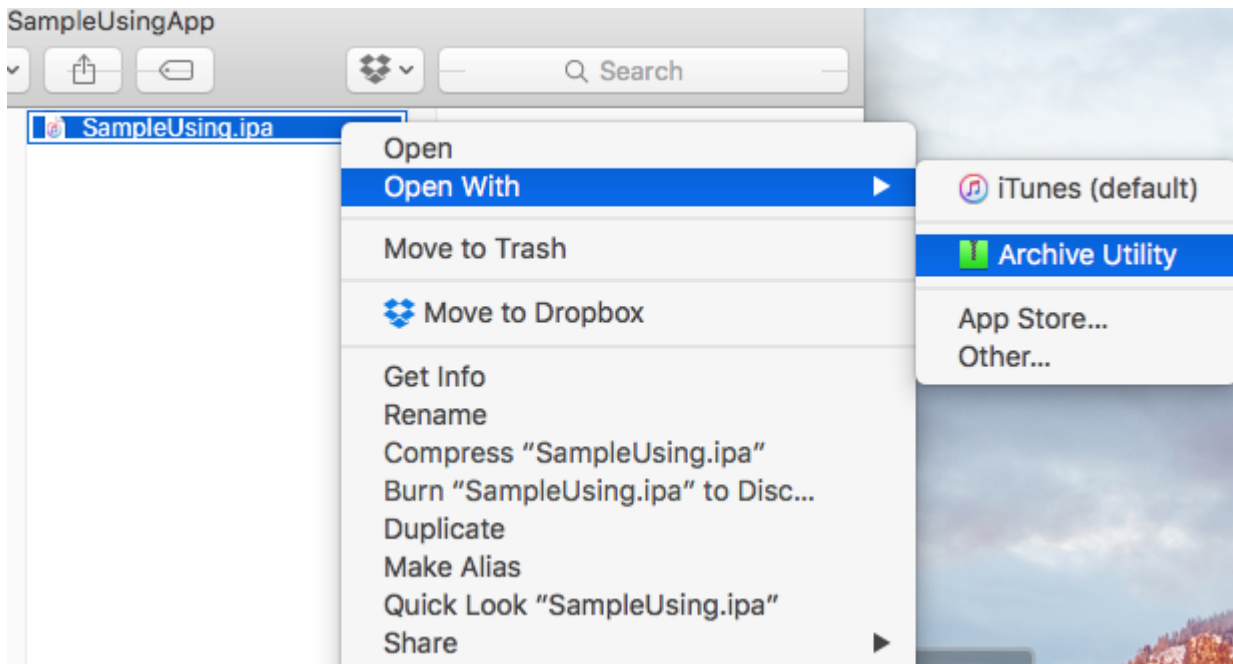
◦ /AppAppStore.



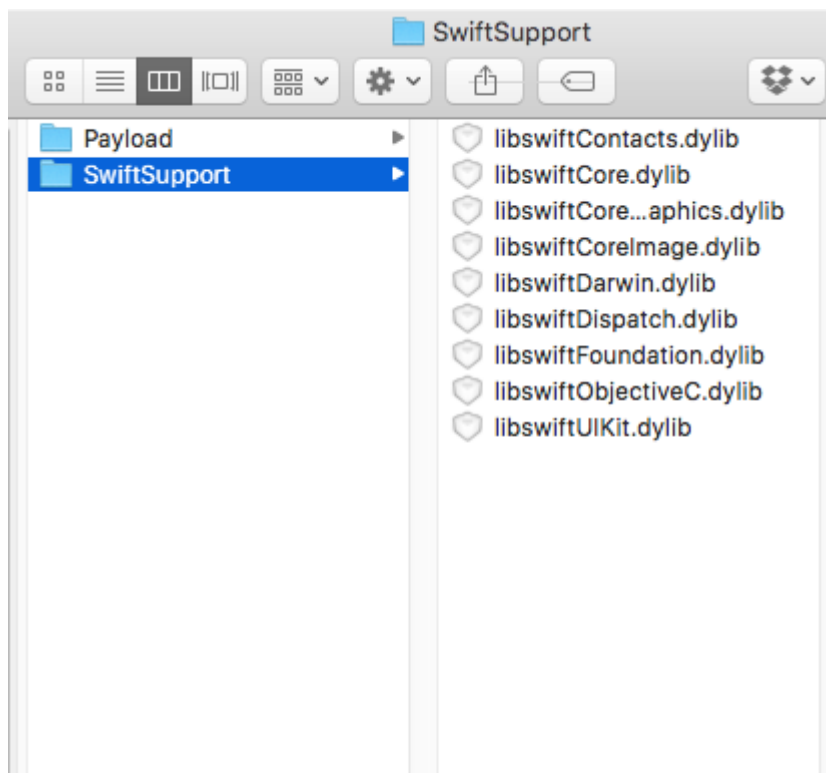
63



.IPA



IPA



SwiftSupport.

Xcodeswift. NAME.app/Frameworks/LIBRARY.framework/Frameworks/libswift*.dylib

NAME.app/Frameworks/libswift*.dylib

Bitcode。 XamariniOSBitcodeApple。

[Lucas Teixeira](#)。 。 。

Swift <https://riptutorial.com/zh-TW/xamarin-ios/topic/6091/swift>

20: Microsoft

Microsoft.ProjectOxford.Vision NuGet <https://www.nuget.org/packages/Microsoft.ProjectOxford.Vision/>

Microsoft <https://www.microsoft.com/cognitive-services/en-us/computer-vision-api>

GitHub https://github.com/Daniel-Grzyckowski/XamarinIOS/tree/master/XamarinIOS_CognitiveServices

Xamarin Forms <http://mobileprogrammer.pl>

Examples

Microsoft

Microsoft Cognitive ServicesXamarin iOS. Computer Vision API.

Xamarin.iOSNuGet

<https://www.nuget.org/packages/Microsoft.ProjectOxford.Vision/>

iOS. MicrosoftComputer Vision Api

Computer Vision - 5,000 transactions per month, 20 per minute.
Preview

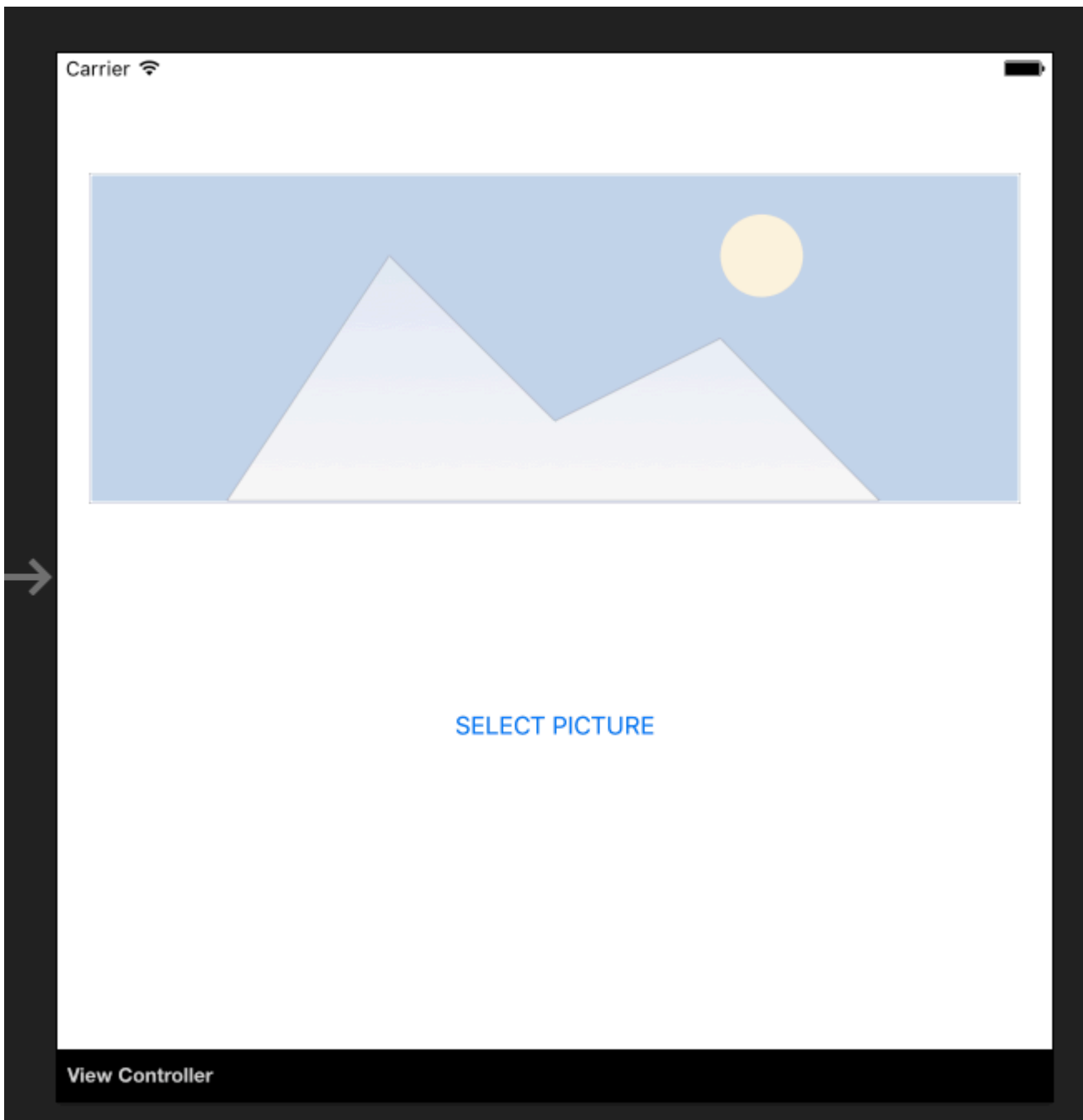
“Api

Computer Vision - Preview	5,000 transactions per month, 20 per minute.	Key 1: XXXXXXXXXXXXXXXXXXXXXXXXXXXX Regenerate Show Copy Key 2: XXXXXXXXXXXXXXXXXXXXXXXXXXXX Regenerate Show Copy
---------------------------	--	--

iOSCognitive Services. Xamarin Media Component <https://components.xamarin.com/view/mediaplugin>

UI. .

Main.storyboardUIImageViewUIButtonViewController. “SelectedPictureImageView”“SelectButton”



“Touch Up Inside”

```
partial void SelectButtonClick(UIButton sender)
{
    selectImage();
}

async void selectImage()
{
    var selectedImage = await CrossMedia.Current.PickPhotoAsync();
    SelectedPictureImageView.Image = new
    UIImage(NSData.FromStream(selectedImage.GetStream()));
}
```

Cognitive Services: “AnalysisLabel”



SELECT PICTURE

Analysis result....

Computer Vision API

API

```
async Task analyseImage(Stream imageStream)
{
    try
    {
        VisionServiceClient visionClient = new VisionServiceClient("<<YOUR API KEY HERE>>");
        VisualFeature[] features = { VisualFeature.Tags, VisualFeature.Categories,
        VisualFeature.Description };
        var analysisResult = await visionClient.AnalyzeImageAsync(imageStream,
        features.ToList(), null);
        AnalysisLabel.Text = string.Empty;
        analysisResult.Description.Tags.ToList().ForEach(tag => AnalysisLabel.Text =
        AnalysisLabel.Text + tag + "\n");
    }
    catch (Microsoft.ProjectOxford.Vision.ClientException ex)
    {
        AnalysisLabel.Text = ex.Error.Message;
    }
}
```

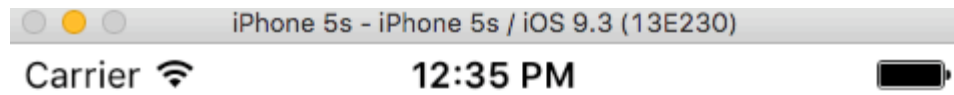
“selectImage”

```
async void selectImage()
```



```
{
    var selectedImage = await CrossMedia.Current.PickPhotoAsync();
    SelectedPictureImageView.Image = new
    UIImage(NSData.FromStream(selectedImage.GetStream()));
    await analyseImage(selectedImage.GetStream());
}
```

Microsoft Cognitive Services



SELECT PICTURE

car



SELECT PICTURE

Input image is too large.

◦ ◦

Microsoft <https://riptutorial.com/zh-TW/xamarin-ios/topic/6122/microsoft>

21: ID



Touch ID

```
if (context.CanEvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, out AuthError))
```

Touch ID UI

```
context.EvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, myReason, replyHandler);
```

EvaluatePolicy - ° °

InvokeOnMainThread

```
var replyHandler = new LAContextReplyHandler((success, error) =>
{
    this.InvokeOnMainThread(() =>
    {
        if (success)
        {
            Console.WriteLine("You logged in!");
            PerformSegue("AuthenticationSegue", this);
        }
        else {
            //Show fallback mechanism here
        }
    });
});
```

context.EvaluatedPolicyDomainState NSData ° ° Apple

°

```
if (context.CanEvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, out AuthError))
{
    var policyState = context.EvaluatedPolicyDomainState;

    var replyHandler = new LAContextReplyHandler((success, error) =>
    {
        this.InvokeOnMainThread(() =>
        {
            if (success)
            {
                Console.WriteLine("You logged in!");
            }
        }
    });
}
```

```

        PerformSegue("AuthenticationSegue", this);
    }
    else {
        //Show fallback mechanism here
    }
});

});
context.EvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, myReason,
replyHandler);
};

```

Examples

Touch ID

Touch ID.

```

if (context.CanEvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, out
AuthError))

```

Touch ID UI

```

context.EvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, myReason,
replyHandler);

```

EvaluatePolicy - ° °

InvokeOnMainThread

```

var replyHandler = new LAContextReplyHandler((success, error) =>
{
    this.InvokeOnMainThread(() =>
    {
        if (success)
        {
            Console.WriteLine("You logged in!");
            PerformSegue("AuthenticationSegue", this);
        }
        else {
            //Show fallback mechanism here
        }
    });
});
});

```

context.EvaluatedPolicyDomainState NSData ° ° Apple

°

```

if (context.CanEvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, out
AuthError))
{
    var policyState = context.EvaluatedPolicyDomainState;

```

```

var replyHandler = new LAContextReplyHandler((success, error) =>
{
    this.InvokeOnMainThread(() =>
    {
        if (success)
        {
            Console.WriteLine("You logged in!");
            PerformSegue("AuthenticationSegue", this);
        }
        else {
            //Show fallback mechanism here
        }
    });
});
context.EvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, myReason,
replyHandler);
};

```

```

partial void AuthenticateMe(UIButton sender)
{
    var context = new LAContext();
    //Describes an authentication context
    //that allows apps to request user authentication using Touch ID.
    NSError AuthError;
    //create the reference for error should it occur during the authentication.
    var myReason = new NSString("To add a new chore");
    //this is the string displayed at the window for touch id

    if (context.CanEvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, out
AuthError))
    // check if the device have touchId capabilities.
    {
        var replyHandler = new LAContextReplyHandler((success, error) =>
        {
            this.InvokeOnMainThread(() =>
            {
                if (success)
                {
                    Console.WriteLine("You logged in!");
                    PerformSegue("AuthenticationSegue", this);
                }
                else {
                    //Show fallback mechanism here
                }
            });
        });
        context.EvaluatePolicy(LAPolicy.DeviceOwnerAuthenticationWithBiometrics, myReason,
replyHandler); //send touch id request
    };
}

```

- <https://github.com/benhysell/V.TouchIdExample>

- <http://benjaminhysell.com/archive/2014/11/authentication-in-xamarin-ios-with-touch-id-or->

```

//Simple View with a switch to enable / disable Touch ID and
//a button to invoke authentication

/// <summary>
/// Enable/Disable Touch ID
/// </summary>
/// <param name="sender">Sender.</param>
partial void TouchIdEnableDisable(UISwitch sender)
{
    if (sender.On)
    {
        //enable Touch ID
        //set our record
        //note what you fill in here doesn't matter, just needs to be
        //consistent across all uses of the record
        var secRecord = new SecRecord(SecKind.GenericPassword)
        {
            Label = "Keychain Item",
            Description = "fake item for keychain access",
            Account = "Account",
            Service = "com.yourcompany.touchIdExample",
            Comment = "Your comment here",
            ValueData = NSData.FromString("my-secret-password"),
            Generic = NSData.FromString("foo")
        };

        secRecord.AccessControl = new
        SecAccessControl(SecAccessible.WhenPasscodeSetThisDeviceOnly,
        SecAccessControlCreateFlags.UserPresence);
        SecKeyChain.Add(secRecord);

        authenticateButton.Enabled = true;
    }
    else
    {
        //disable Touch ID
        var record = new SecRecord(SecKind.GenericPassword)
        {
            Service = "com.yourcompany.touchIdExample",
            UseOperationPrompt = "Authenticate to Remove Touch ID / Passcode from Test App"
        };

        SecStatusCode result;

        //query one last time to ensure they can remove it
        SecKeyChain.QueryAsRecord(record, out result);
        if (SecStatusCode.Success == result || SecStatusCode.ItemNotFound == result)
        {
            //remove the record
            SecKeyChain.Remove(record);
            authenticateButton.Enabled = false;
        }
        else
        {
            //could not authenticate, leave switch on
            sender.On = true;
        }
    }
}
}

```

```
/// <summary>
/// Show Touch ID to user and evaluate authentication
/// </summary>
/// <param name="sender">Sender.</param>
partial void AuthenticateUser(UIButton sender)
{
    var rec = new SecRecord(SecKind.GenericPassword)
    {
        Service = "com.yourcompany.touchIdExample",
        UseOperationPrompt = "Authenticate to access Test App"
    };
    SecStatusCode res;
    SecKeyChain.QueryAsRecord(rec, out res);
    if (SecStatusCode.Success == res || SecStatusCode.ItemNotFound == res)
    {
        //Success!!
        //add your code here to continue into your application
        AuthenticatedLabel.Hidden = false;
    }
    else
    {
        //Failure
        AuthenticatedLabel.Hidden = true;
    }
}
```

ID <https://riptutorial.com/zh-TW/xamarin-ios/topic/577/id>

22: UIImage

Examples

```
// resize the image to be contained within a maximum width and height, keeping aspect ratio
public static UIImage MaxResizeImage(this UIImage sourceImage, float maxWidth, float
maxHeight)
{
    var sourceSize = sourceImage.Size;
    var maxResizeFactor = Math.Min(maxWidth / sourceSize.Width, maxHeight /
sourceSize.Height);
    if (maxResizeFactor > 1) return sourceImage;
    var width = maxResizeFactor * sourceSize.Width;
    var height = maxResizeFactor * sourceSize.Height;
    UIGraphics.BeginImageContext(new CGSize(width, height));
    sourceImage.Draw(new CGRect(0, 0, width, height));
    var resultImage = UIGraphics.GetImageFromCurrentImageContext();
    UIGraphics.EndImageContext();
    return resultImage;
}
```

```
// resize the image (without trying to maintain aspect ratio)
public static UIImage ResizeImage(this UIImage sourceImage, float width, float height)
{
    UIGraphics.BeginImageContext(new.SizeF(width, height));
    sourceImage.Draw(new.RectangleF(0, 0, width, height));
    var resultImage = UIGraphics.GetImageFromCurrentImageContext();
    UIGraphics.EndImageContext();
    return resultImage;
}
```

```
// crop the image, without resizing
public static UIImage CropImage(this UIImage sourceImage, int crop_x, int crop_y, int width,
int height)
{
    var imgSize = sourceImage.Size;
    UIGraphics.BeginImageContext(new.SizeF(width, height));
    var context = UIGraphics.GetCurrentContext();
    var clippedRect = new.RectangleF(0, 0, width, height);
    context.ClipToRect(clippedRect);
    var drawRect = new.CGRect(-crop_x, -crop_y, imgSize.Width, imgSize.Height);
    sourceImage.Draw(drawRect);
    var modifiedImage = UIGraphics.GetImageFromCurrentImageContext();
    UIGraphics.EndImageContext();
    return modifiedImage;
}
```

UIImage <https://riptutorial.com/zh-TW/xamarin-ios/topic/6542/uiimage>

23:

Examples

iOS 8 UIAlertController UIAlertView ◦

8

```
var alert = UIAlertController.Create(title, message, UIAlertControllerStyle.Alert);
alert.AddAction(UIAlertAction.Create(otherTitle, UIAlertActionStyle.Destructive, (action) => {
    // otherTitle();
}));
alert.AddAction(UIAlertAction.Create(cancelTitle, UIAlertActionStyle.Cancel, null));
this.PresentViewController(alert, true, null);
```

8

```
var alert = new UIAlertView (title, message, null, cancelTitle, otherTitle);
alert.Clicked += (object sender, UIButtonEventArgs e) => {
    if(e.ButtonIndex == 1)
        // otherTitle();
};
alert.Show ();
```

iOS 8◦

```
// Create the UIAlertView
var loginAlertView = new UIAlertView(title, message, null, cancelTitle, okTitle);

// Setting the UIAlertViewStyle to UIAlertViewStyle.LoginAndPasswordInput
loginAlertView.AlertViewStyle = UIAlertViewStyle.LoginAndPasswordInput;

// Getting the fields Username and Password
var usernameTextField = loginAlertView.GetTextField(0);
var passwordTextField = loginAlertView.GetTextField(1);

// Setting a placeholder
usernameTextField.Placeholder = "user@stackoverflow.com";
passwordTextField.Placeholder = "Password";

// Adding the button click handler.
loginAlertView.Clicked += (alertViewSender, buttonArguments) =>
{
    // Check if cancel button is pressed
    if (buttonArguments.ButtonIndex == loginAlertView.CancelButtonIndex)
    {
        // code
    }

    // In our case loginAlertView.FirstOtherButtonIndex is equal to the OK button
    if (buttonArguments.ButtonIndex == loginAlertView.FirstOtherButtonIndex)
    {
        // code
    }
}
```

```

    }
};

// Show the login alert dialog
loginAlertView.Show();

```

iOS8 UIAlertController UIAlertControllerAction UIAlertControllerStyle

AlertViewActionSheet

```
var alert = UIAlertController.Create(title, message, UIAlertControllerStyle.ActionSheet);
```

```

alert.AddAction(UIAlertAction.Create(otherTitle, UIAlertActionStyle.Destructive, (action) => {
    // ExecuteSomeAction();
}));
alert.AddAction(UIAlertAction.Create(cancelTitle, UIAlertActionStyle.Cancel, null));

//Add additional actions if necessary

```

void.AddAction()

“OK”private void DoStuff(){...}

```

UIAlertAction action = UIAlertAction.Create("OK", UIAlertActionStyle.Cancel, DoStuff);
alert.AddAction(action);

```

DoStuff

```
this.PresentViewController(alert, true, null);
```

NSRunLoopUIAlertView iOS;Apple iOS7 Casync / await

async / awaitUIAlertView

```

Task ShowModalAlertViewAsync (string title, string message, params string[] buttons)
{
    var alertView = new UIAlertView (title, message, null, null, buttons);
    alertView.Show ();
    var tsc = new TaskCompletionSource ();

    alertView.Clicked += (sender, buttonArgs) => {
        Console.WriteLine ("User clicked on {0}", buttonArgs.ButtonIndex);
        tsc.TrySetResult (buttonArgs.ButtonIndex);
    };
    return tsc.Task;
}

//Usage
async Task PromptUser() {
    var result = await ShowModalAlertViewAsync
        ("Alert", "Do you want to continue?", "Yes", "No"); //process the result
}

```


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