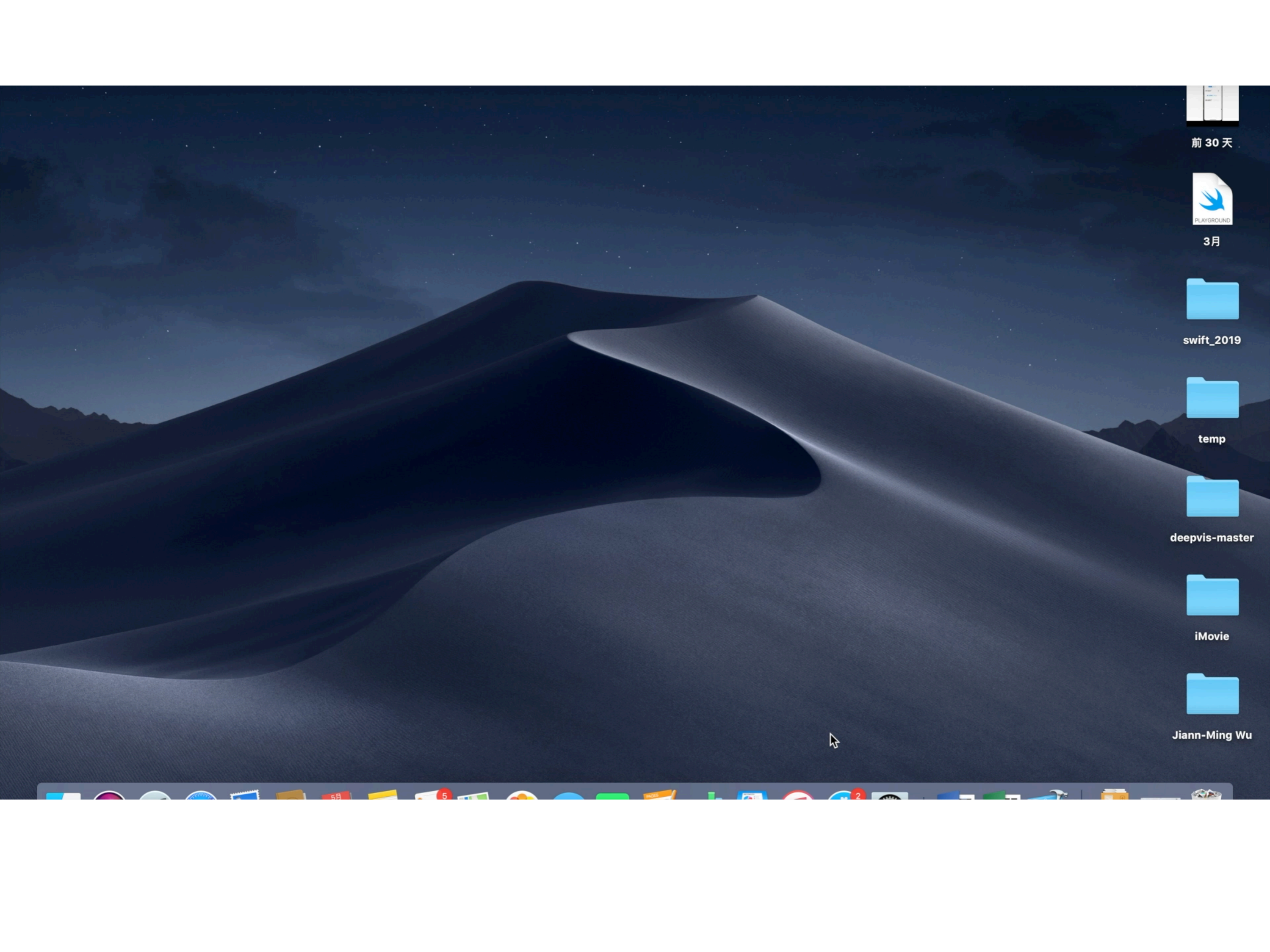


# **App Examples**

- 1. Touches, Multi-touches and Taps**
- 2. Draw Circles Tutorial**
- 3. K-Means clustering**



前 30 天



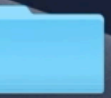
3月



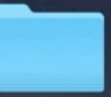
swift\_2019



temp



deepvis-master



iMovie



Jiann-Ming Wu




# An Example Swift iOS 10 Touch, Multitouch and Tap Application

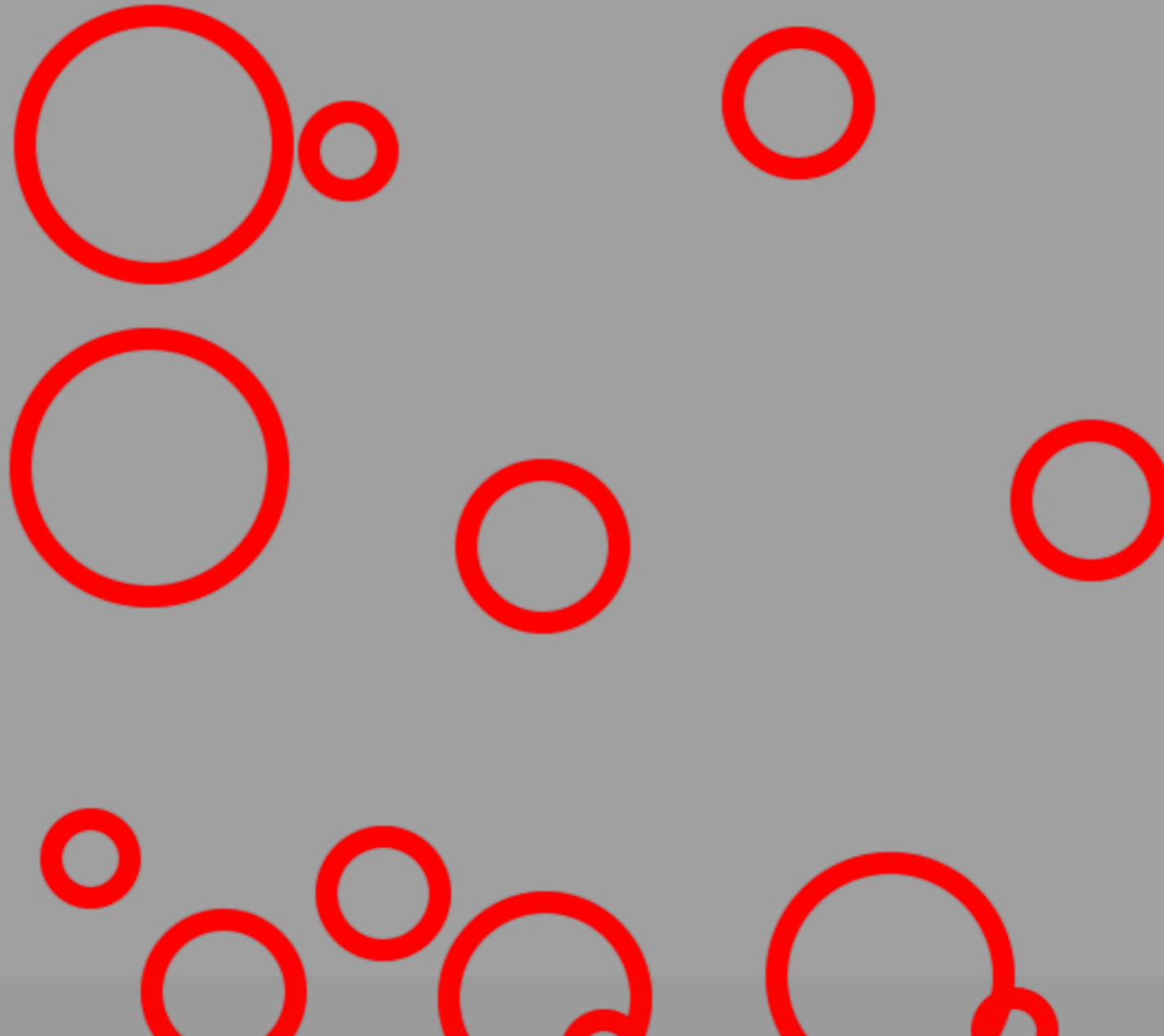
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Carrier 

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New pull request

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 sdq update vector

Latest commit 94eeb7e on 2 Sep 2017

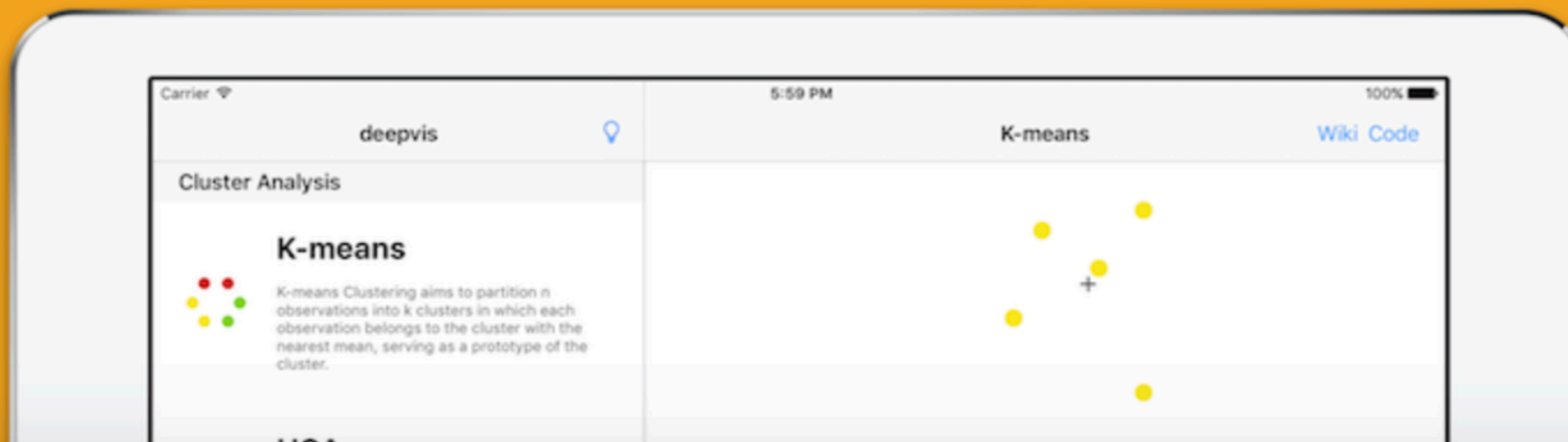
 <a href="#">algorithm</a>	update vector	2 years ago
 <a href="#">data</a>	add more algorithms	2 years ago
 <a href="#">deepvisualization.xcodeproj</a>	add vecDot and vecDiv	2 years ago
 <a href="#">deepvisualization</a>	update vector	2 years ago
 <a href="#">.gitignore</a>	version 1.1	2 years ago
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 README.md

# deepvis

machine learning algorithms in Swift [Download on App Store](#)

## Machine Learning Algorithms in Swift







3月



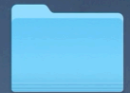
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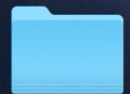
前 30 天



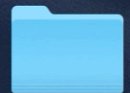
temp



App範例：F2C &  
C2F



deepvis-master



Jiann-Ming Wu





https://www.youtube.com/watch?v=B3wYbyDgi1A&t=40s



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吳建銘

發佈日期：2019年5月19日

數據分析

編輯影片

Three Swift Apps: TouchComponent, Drawing Circle, Kmeans clustering

# An Example Swift iOS 10 Touch, Multitouch and Tap Application

---

8:45



Method

Label

Touches


Label

Taps

Label



... > > > View Controller > View < < > Automatic > ViewController.swift > ViewController + x



Method	Label
Touches	Label
Taps	Label

```
11 class ViewController: UIViewController
    {
    12     @IBOutlet weak var methodStatus:
        UILabel!
    13
    14     @IBOutlet weak var spaceView:
        UIView!
    15
    16     @IBOutlet weak var tapStatus:
        UILabel!
    17
    18     @IBOutlet weak var touchStatus:
        UILabel!
    19
    20     override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup
        after loading the view.
    }
}
```

```
override func touchesBegan(_ touches: Set<UITouch>, with event: UIEvent?) {  
    let touchCount = touches.count  
    let touch = touches.first  
    let tapCount = touch!.tapCount  
  
    methodStatus.text = "touchesBegan"  
    touchStatus.text = "\(touchCount) touches"  
    tapStatus.text = "\(tapCount) taps"  
}
```


```
override func touchesMoved(_ touches: Set<UITouch>, with event: UIEvent?) {  
    let touchCount = touches.count  
    let touch = touches.first  
    let tapCount = touch!.tapCount  
  
    methodStatus.text = "touchesMoved";  
    touchStatus.text = "\(touchCount) touches"  
    tapStatus.text = "\(tapCount) taps"  
}
```

```
override func touchesEnded(_ touches: Set<UITouch>, with event: UIEvent?) {  
    let touchCount = touches.count  
    let touch = touches.first  
    let tapCount = touch!.tapCount  
  
    methodStatus.text = "touchesEnded";  
    touchStatus.text = "\(touchCount) touches"  
    tapStatus.text = "\(tapCount) taps"  
}
```

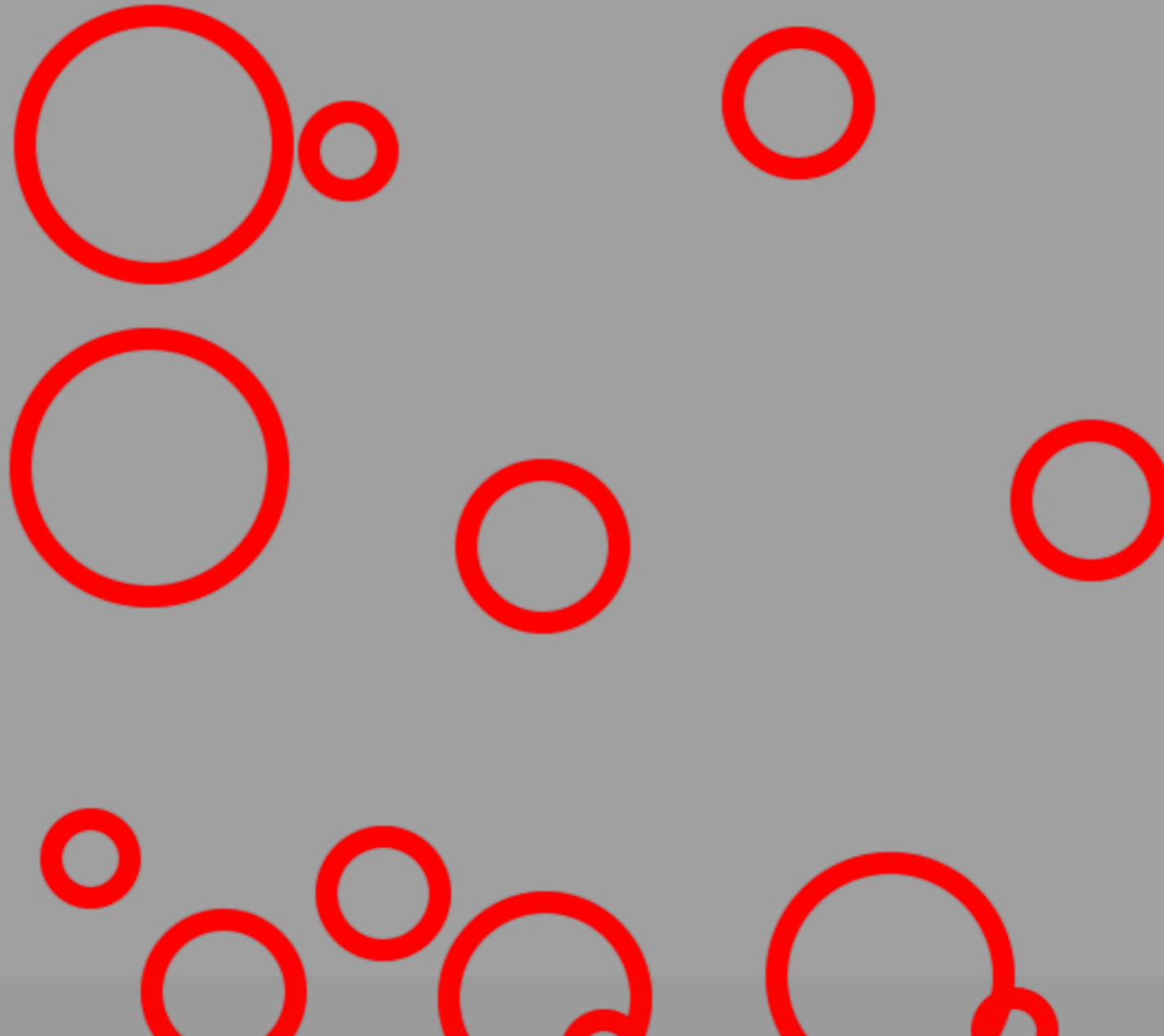
```
override func touchesMoved(_ touches: Set<UITouch>, with event: UIEvent?) {  
    let touchCount = touches.count  
    let touch = touches.first  
    let tapCount = touch!.tapCount  
  
    methodStatus.text = "touchesMoved";  
    touchStatus.text = "\(touchCount) touches"  
    tapStatus.text = "\(tapCount) taps"  
    if let eventObj = event {  
        for coalescedTouch in eventObj.coalescedTouches(for: touch!)! {  
            let point = coalescedTouch.location(in: self.view)  
            print("Coalesced location X = \(point.x), Y = \(point.y)")  
        }  
        print("=====")  
    }  
}
```



iPhone 8 - 12.0

Carrier 

8:20 PM



<https://youtu.be/On9cLqAqnfI>



YouTube<sup>TW</sup>

搜尋



Swift CircleDrawing APP Design