# A Tour of UlCollectionView

Session 225

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#### Agenda

Build an app

- Layouts
- Updates
- Animations





#### Key UlCollectionView Concepts

Layout

Data source

Delegate

#### UlCollectionViewLayout

Visual arrangement of content

UlCollectionViewLayoutAttributes

• Bounds, center, and frame...

Invalidation

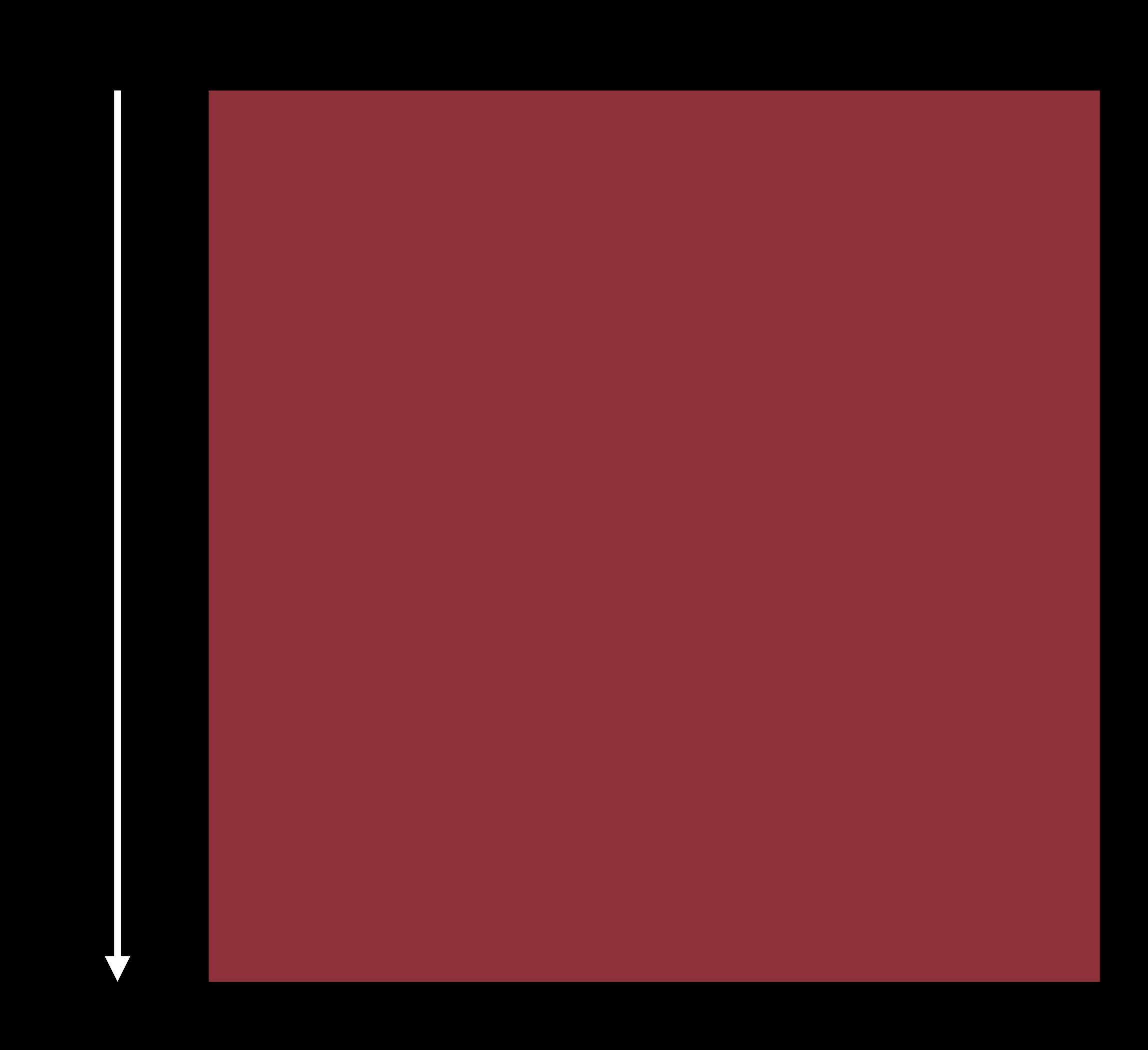
Animate between layouts

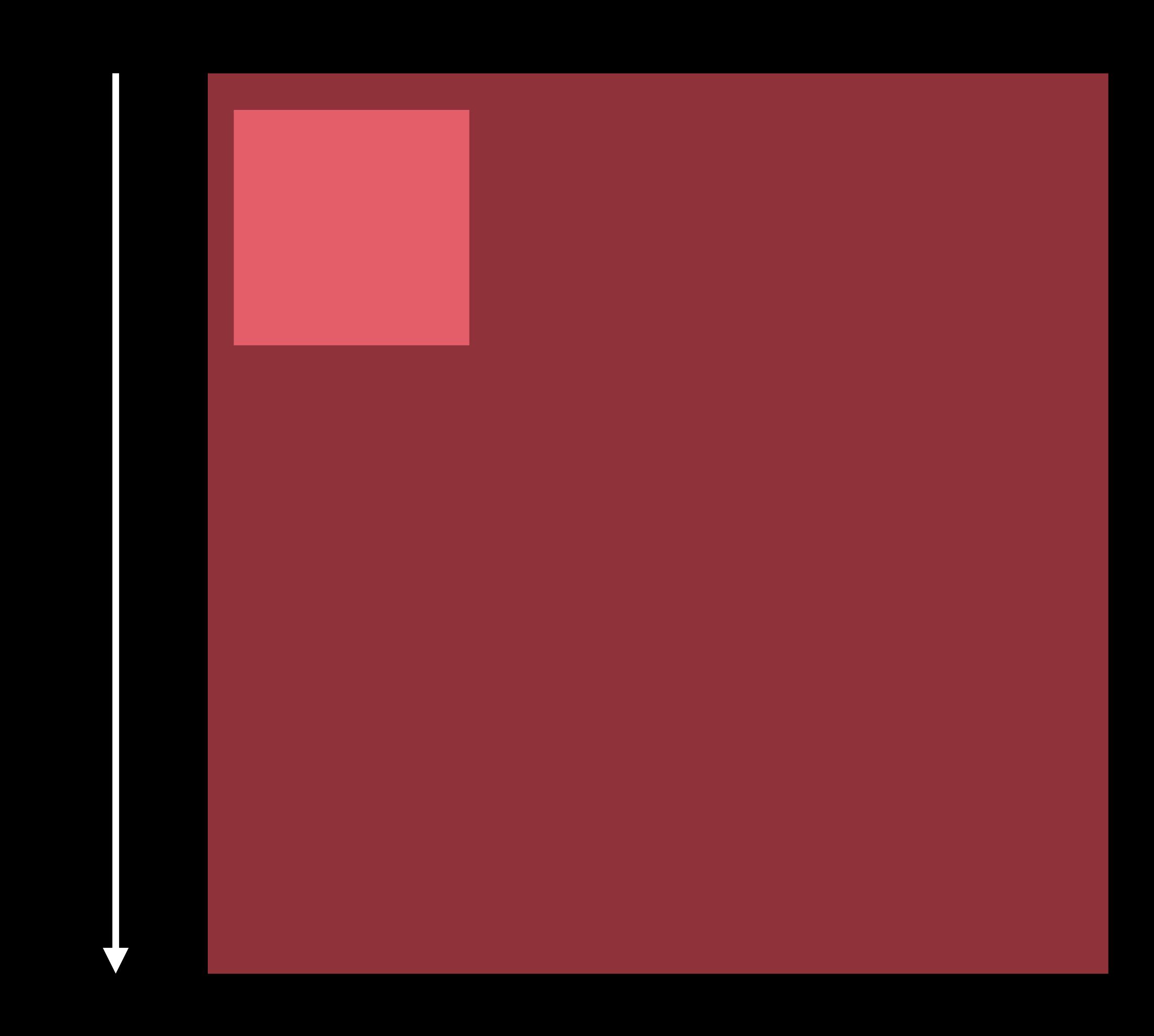
#### UICollectionViewFlowLayout

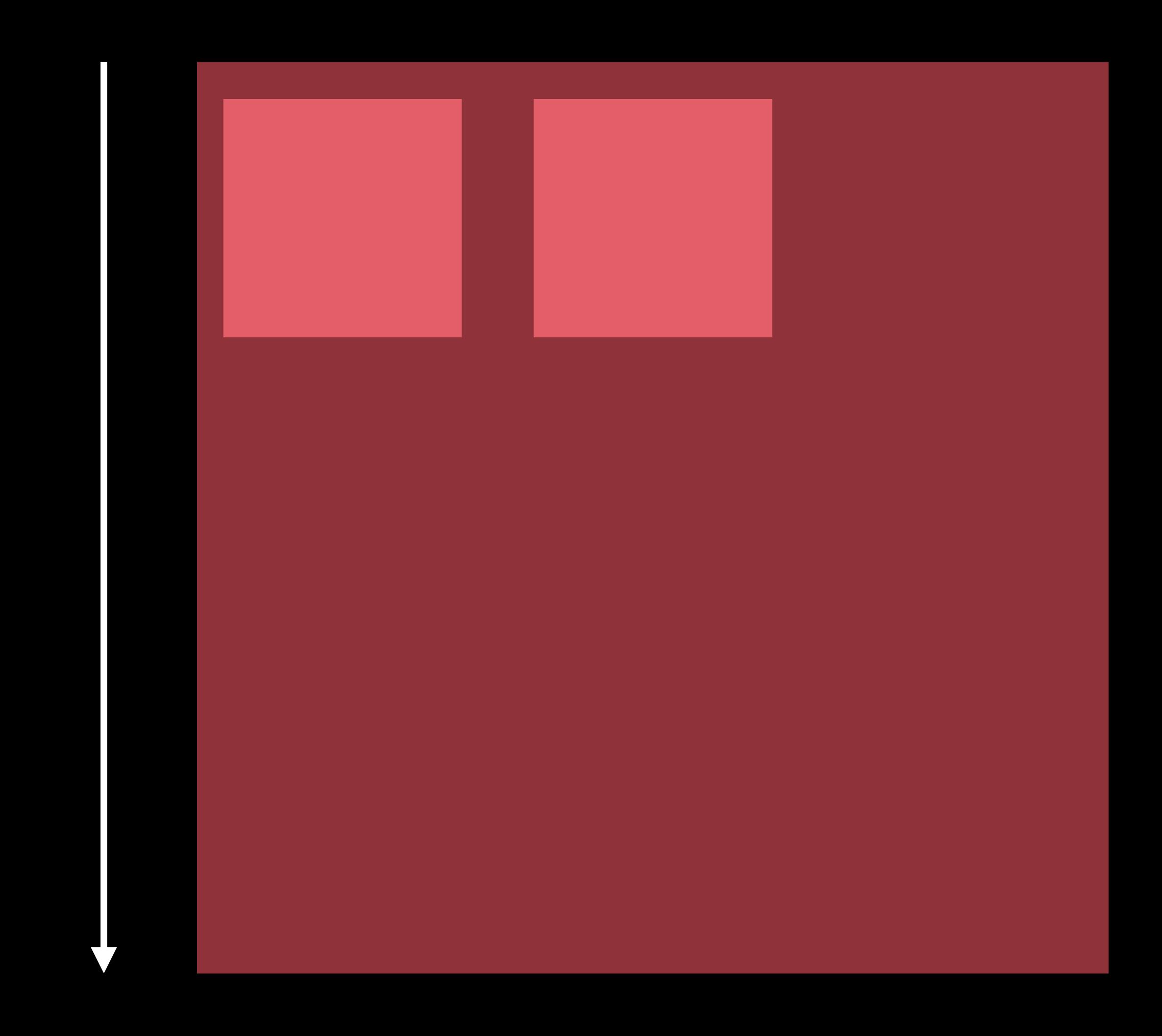
Concrete subclass of UICollectionViewLayout

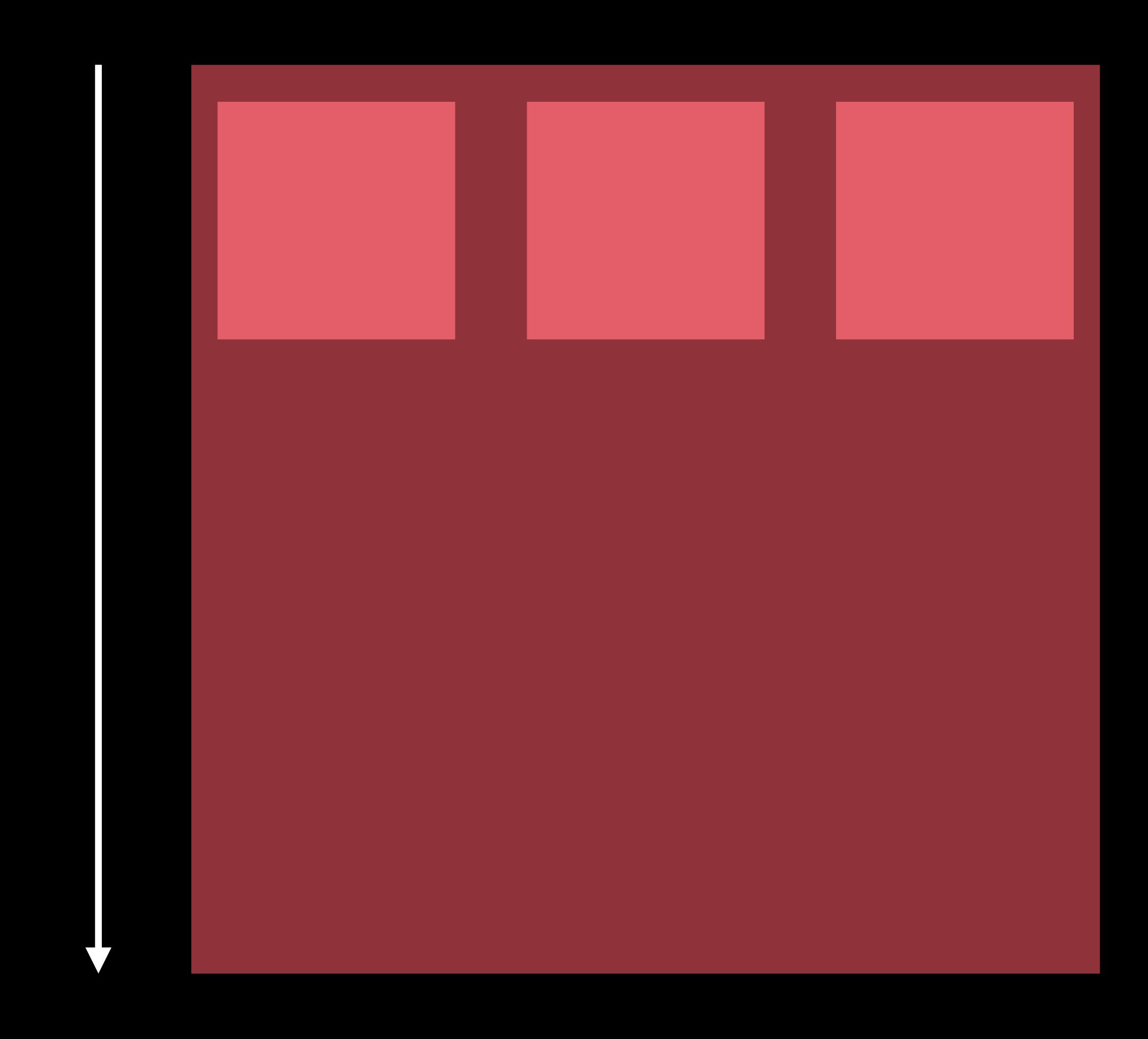
UICollectionViewDelegateFlowLayout extends UICollectionViewDelegate

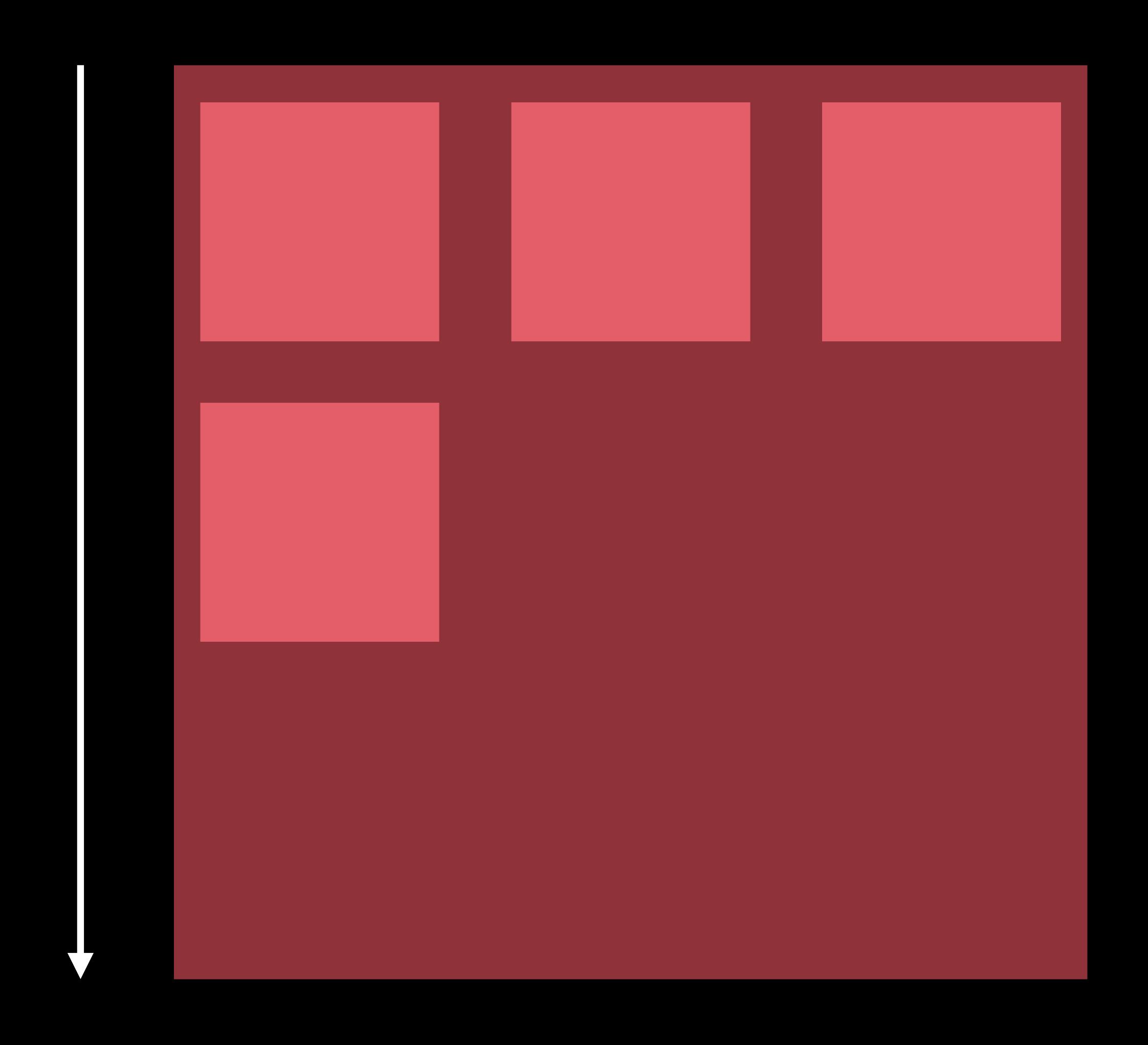
Line-based layout covers a wide range of designs

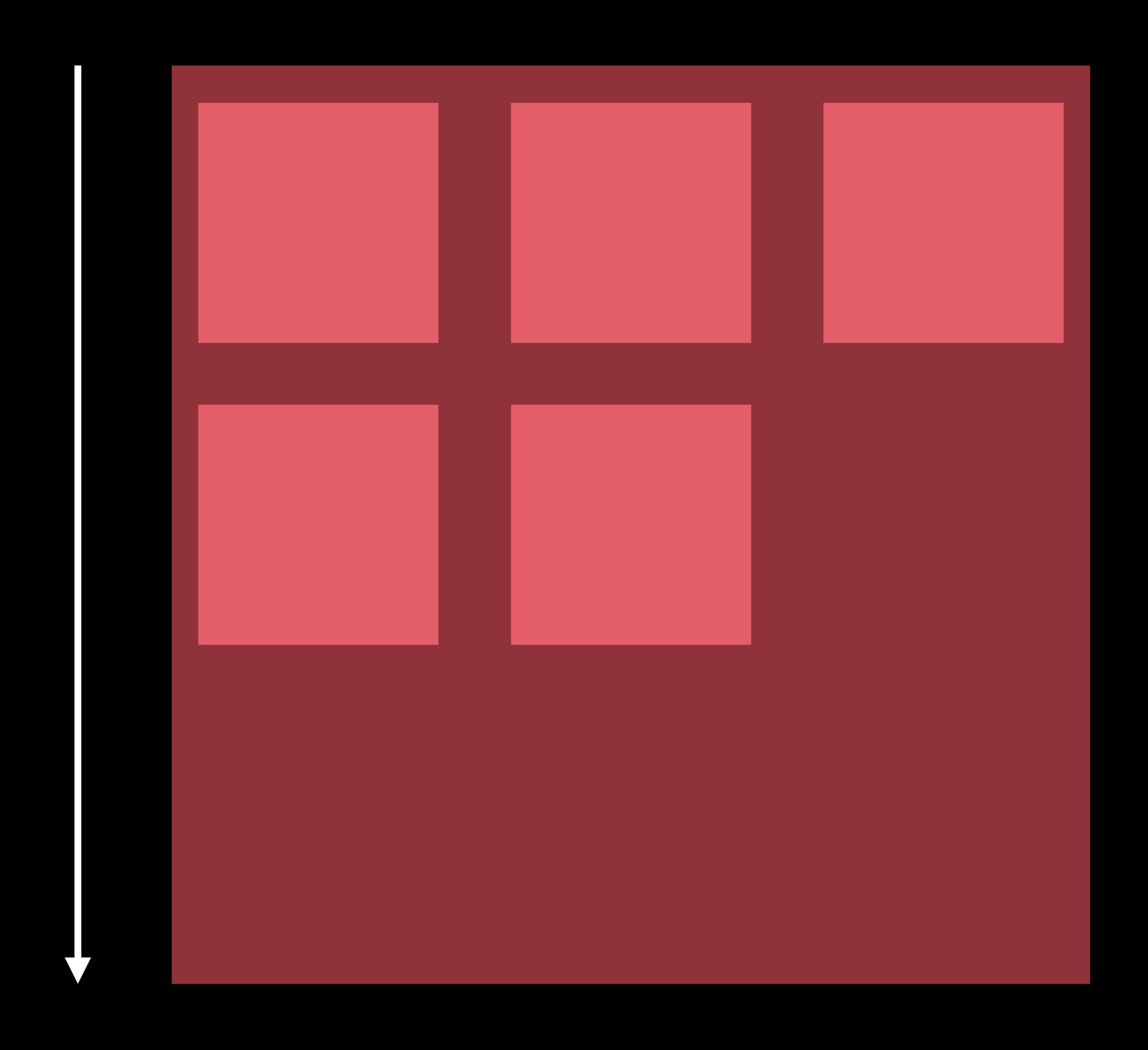


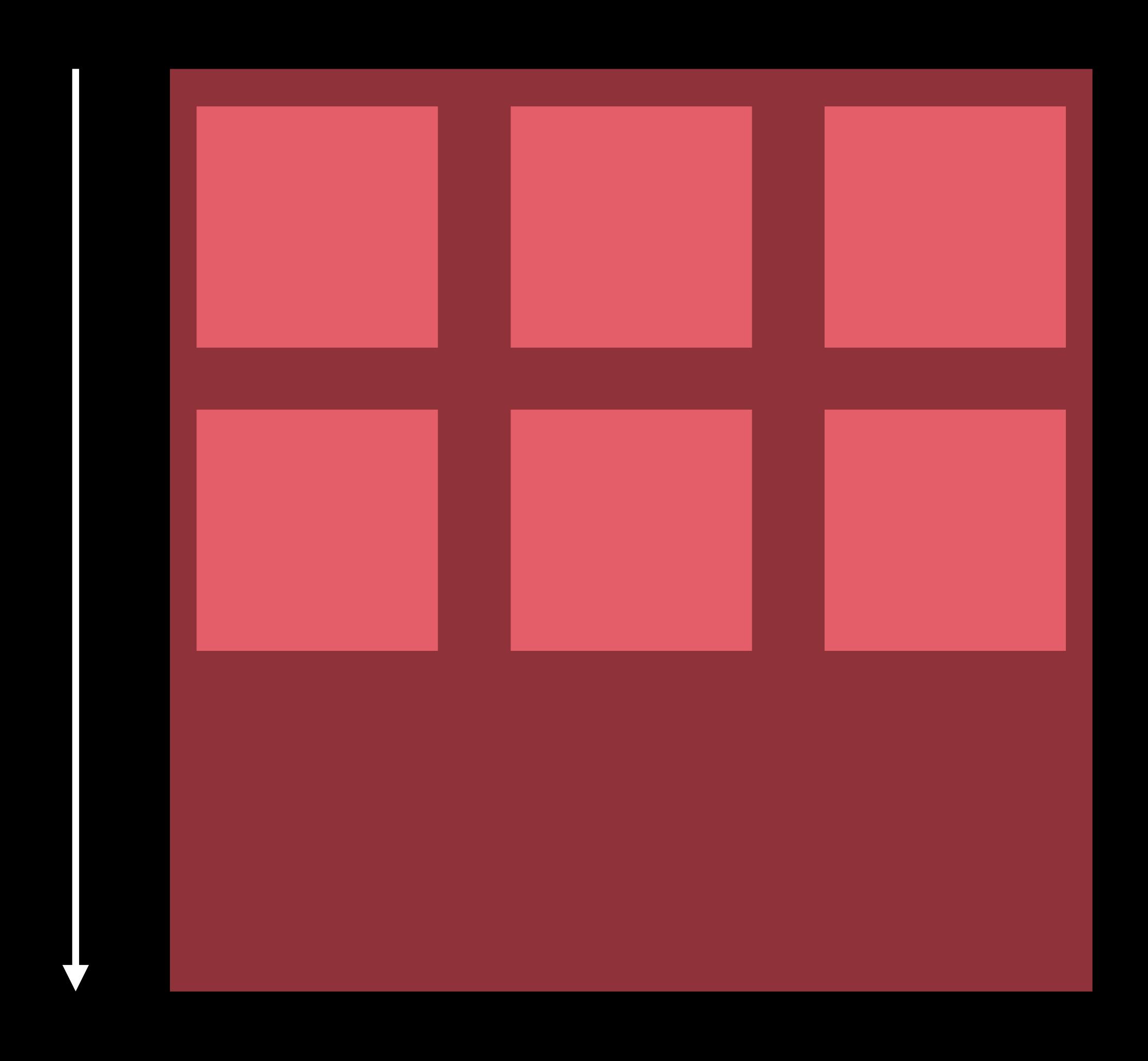


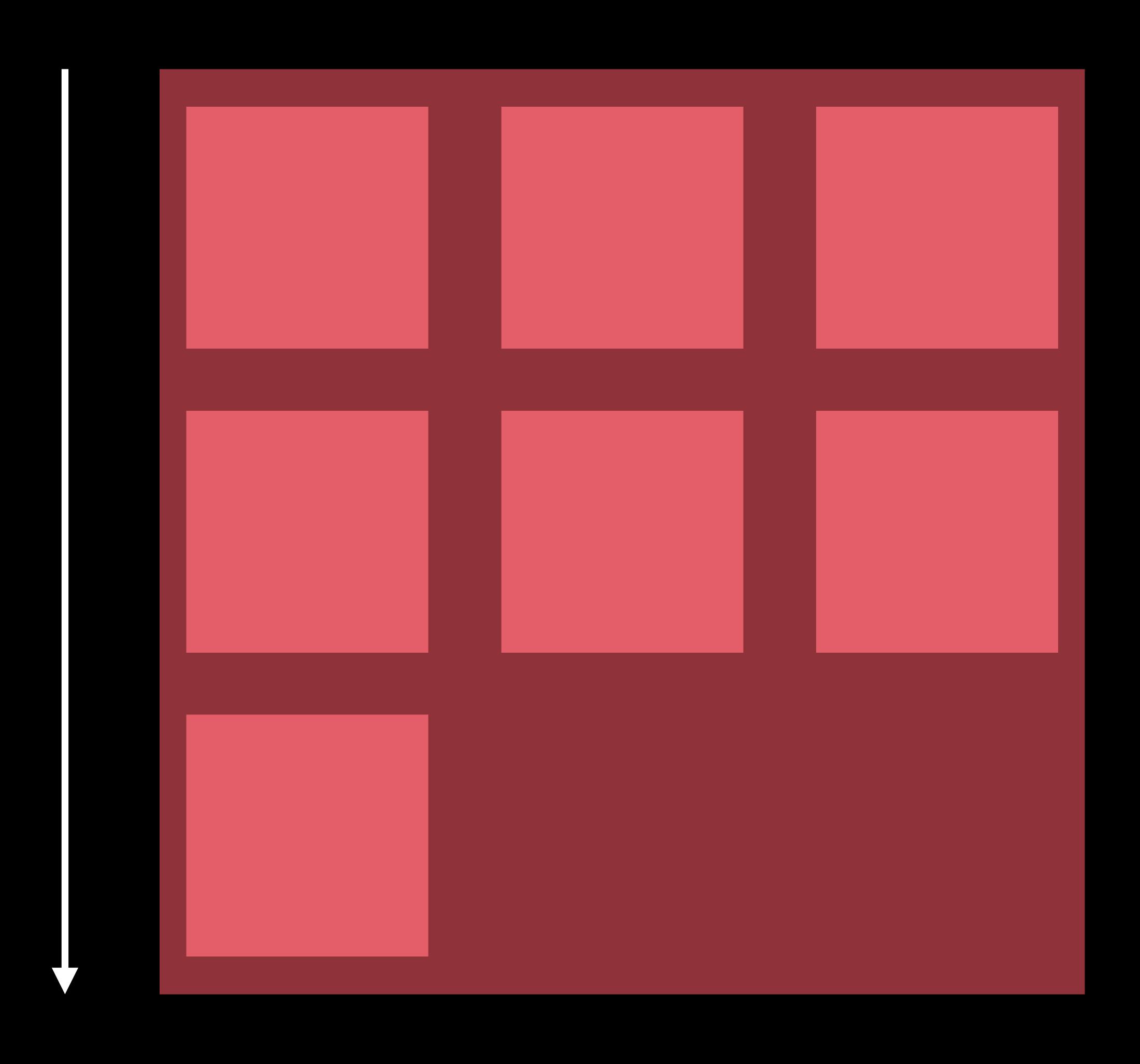


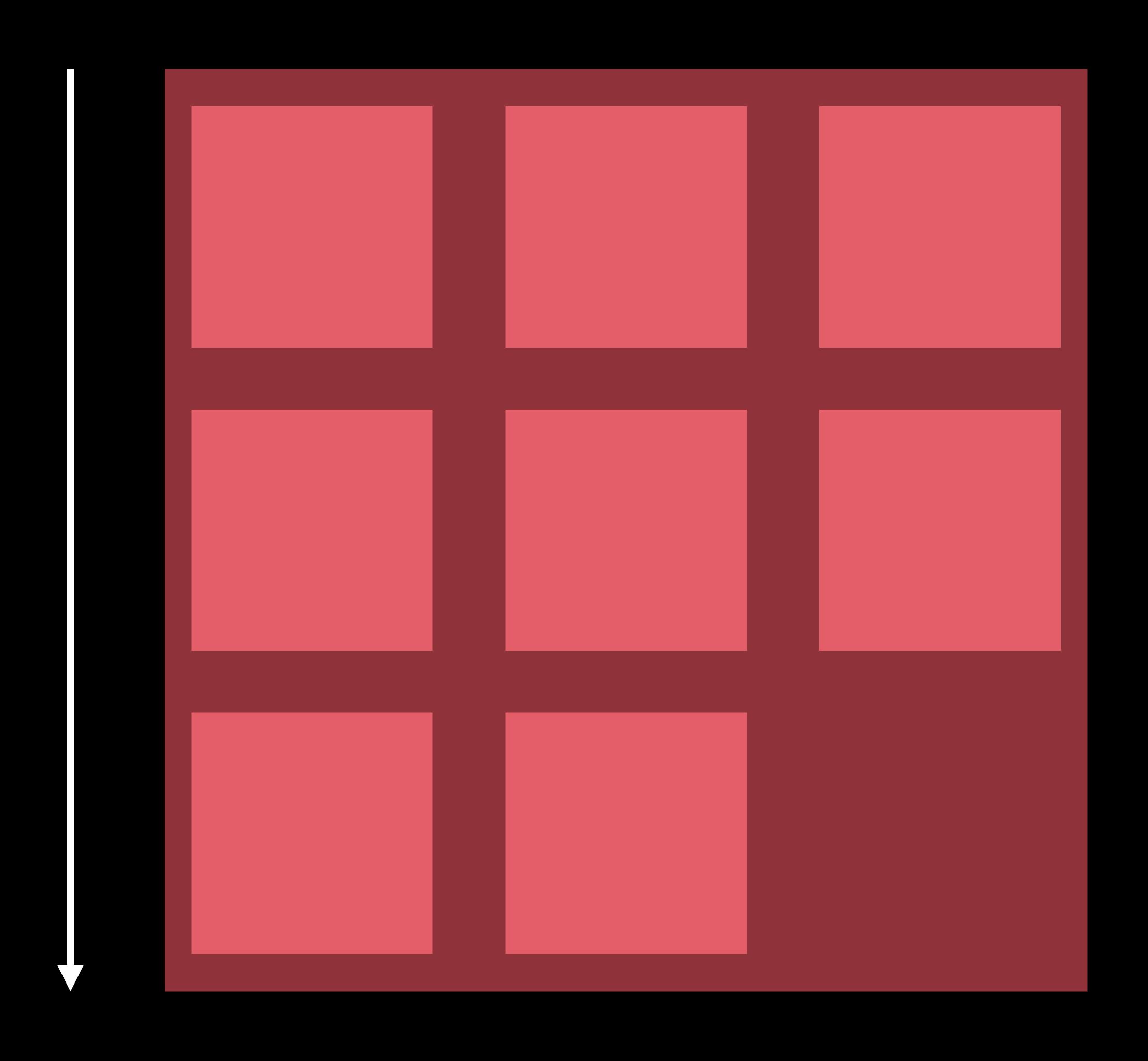


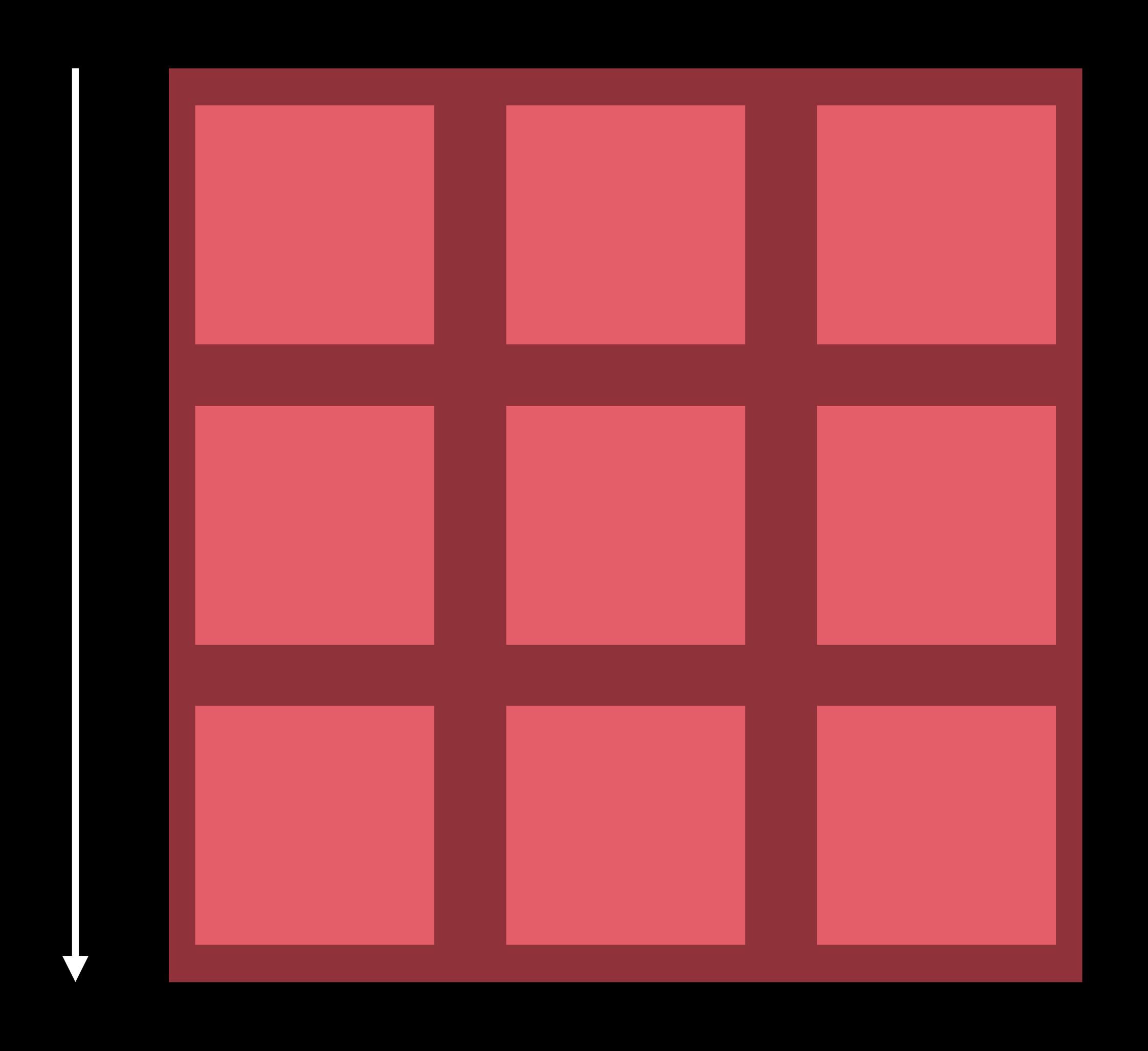




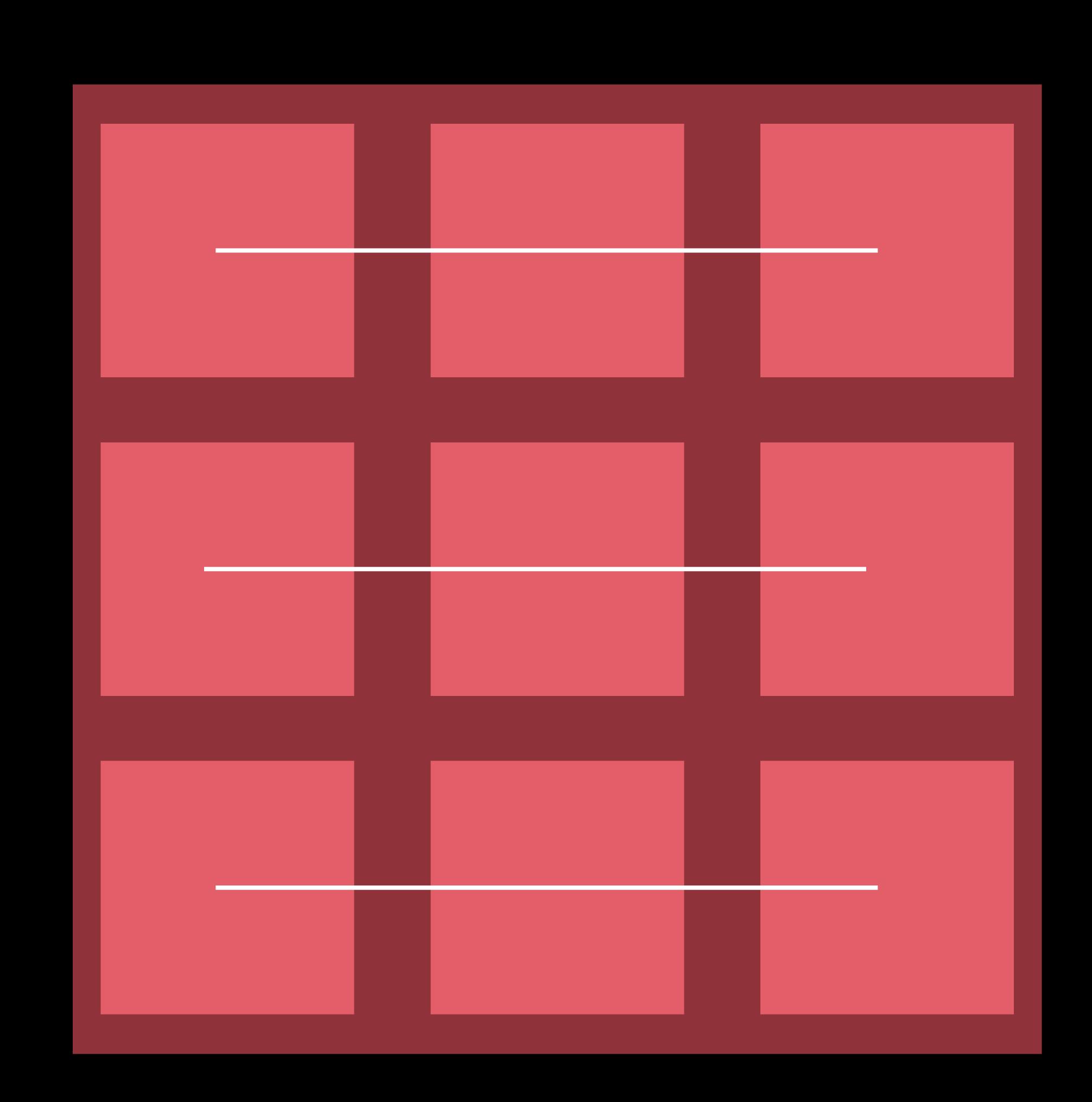




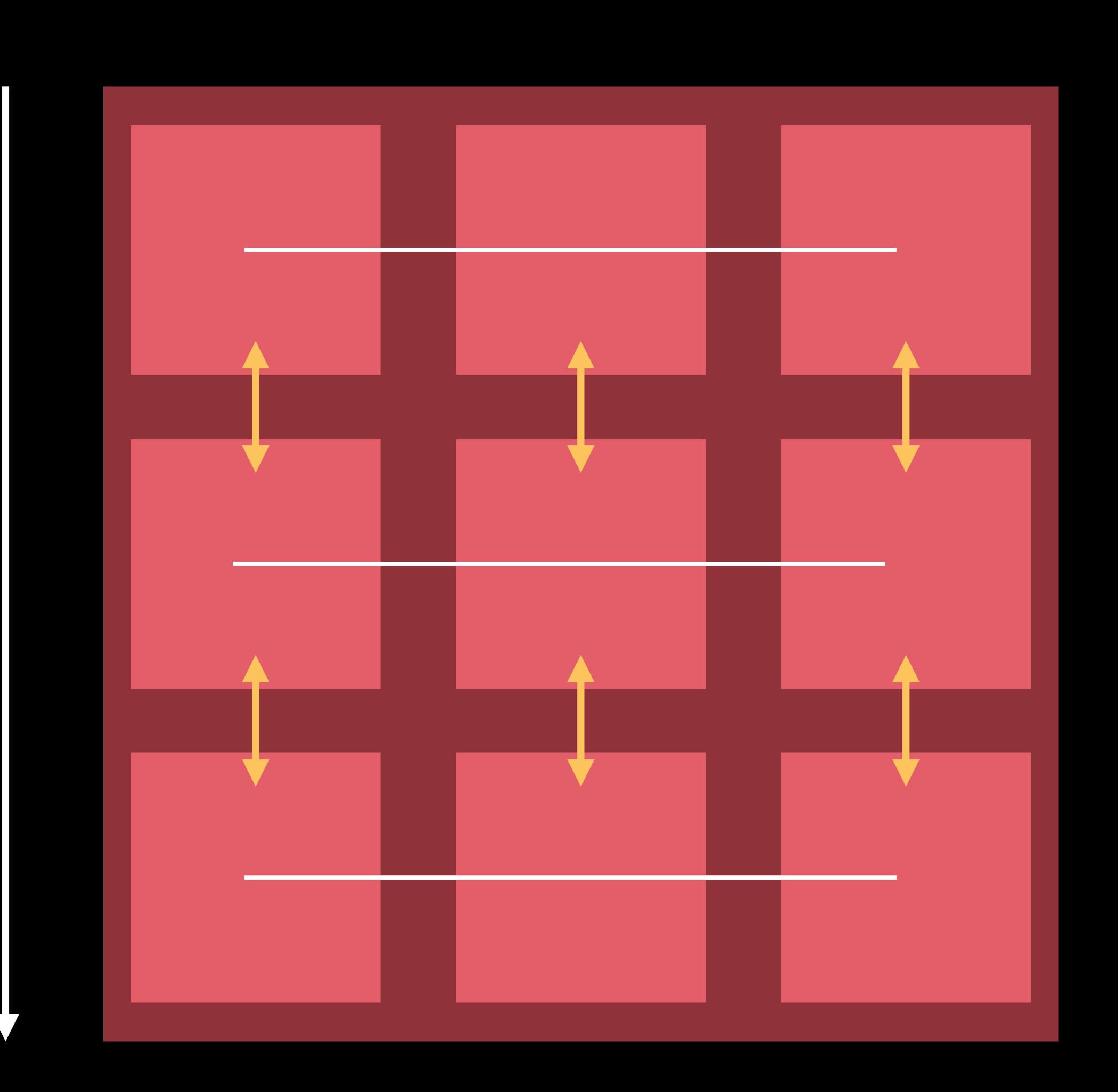




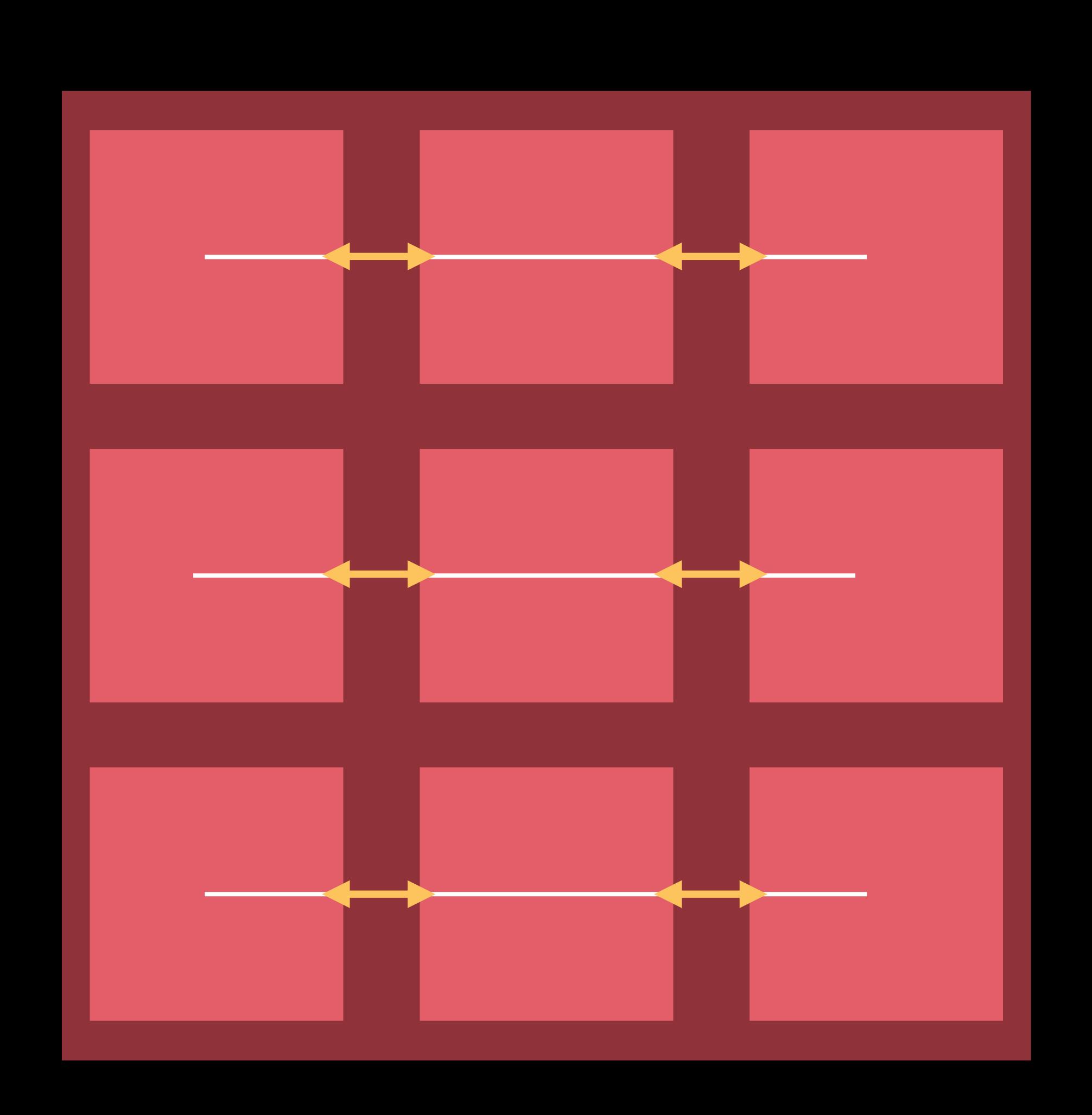
Line Orientation

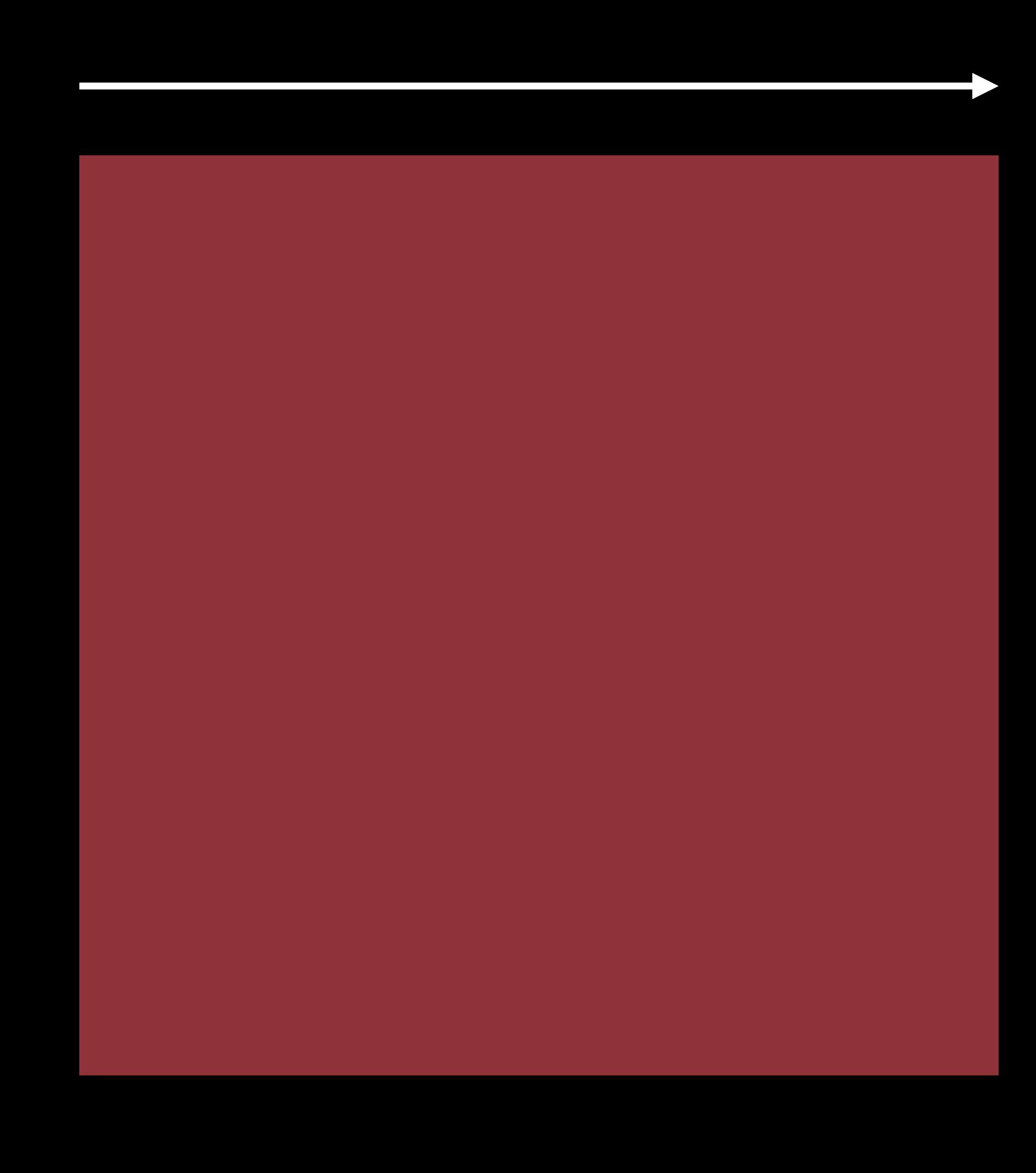


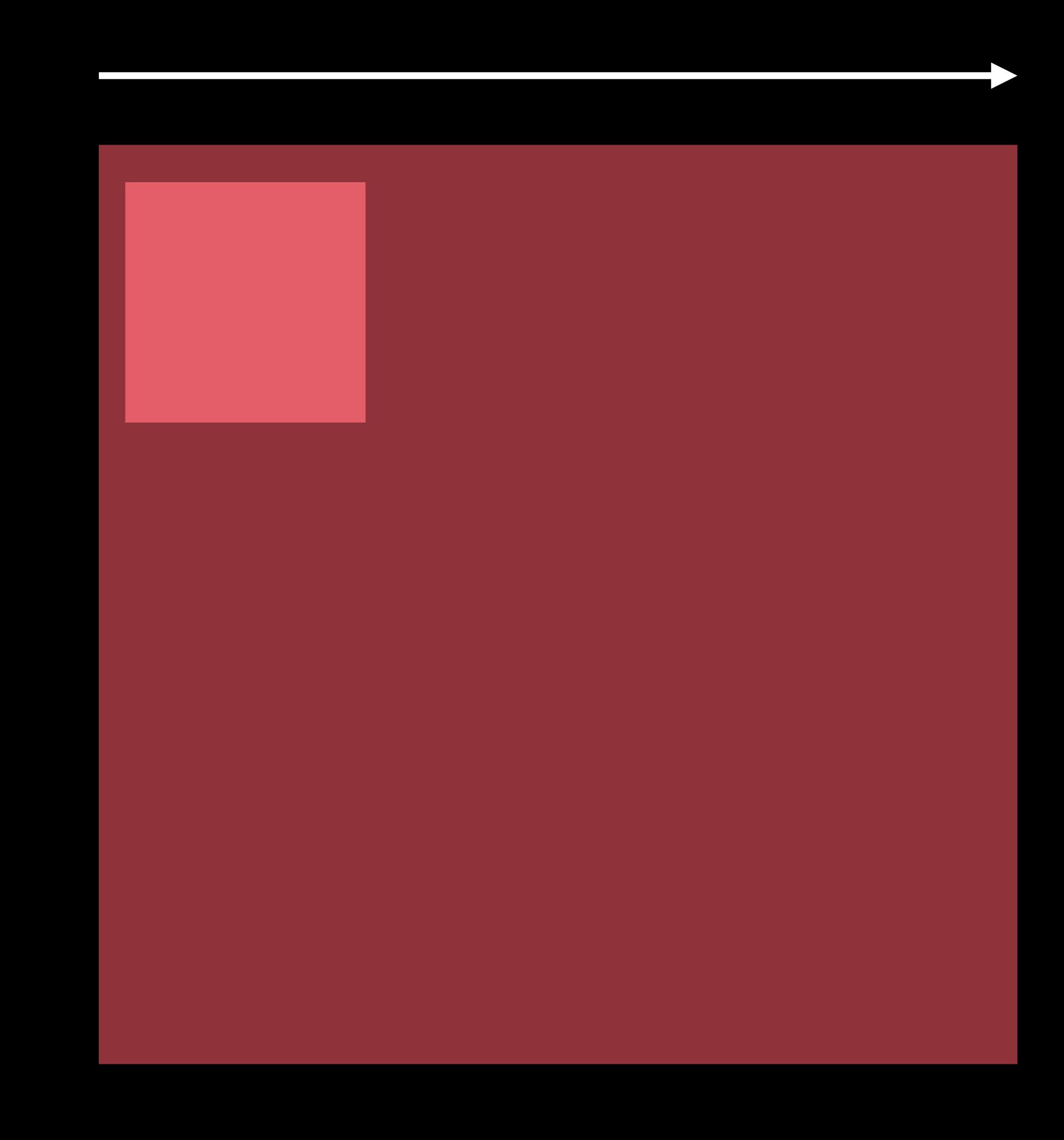
Line Spacing

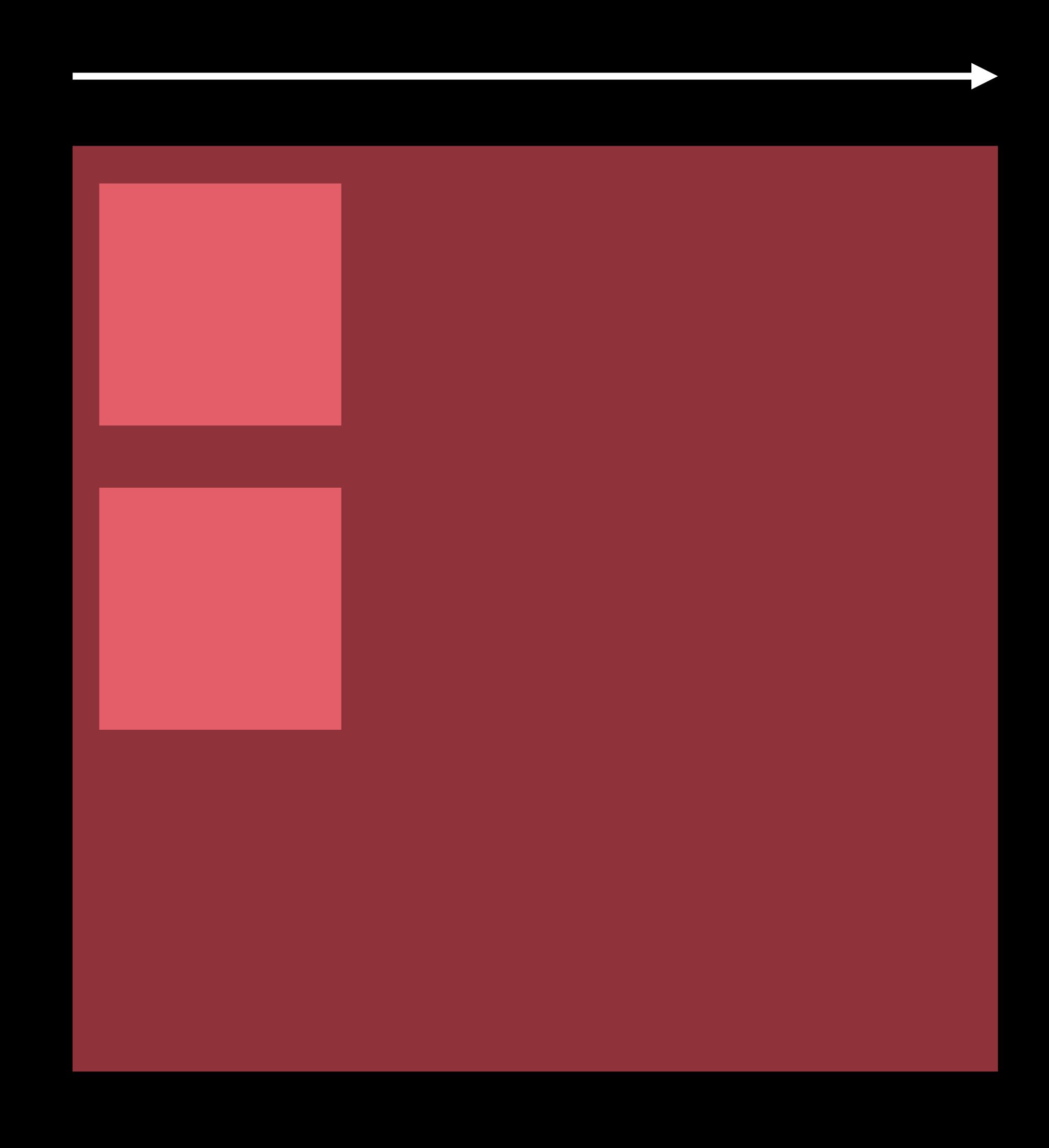


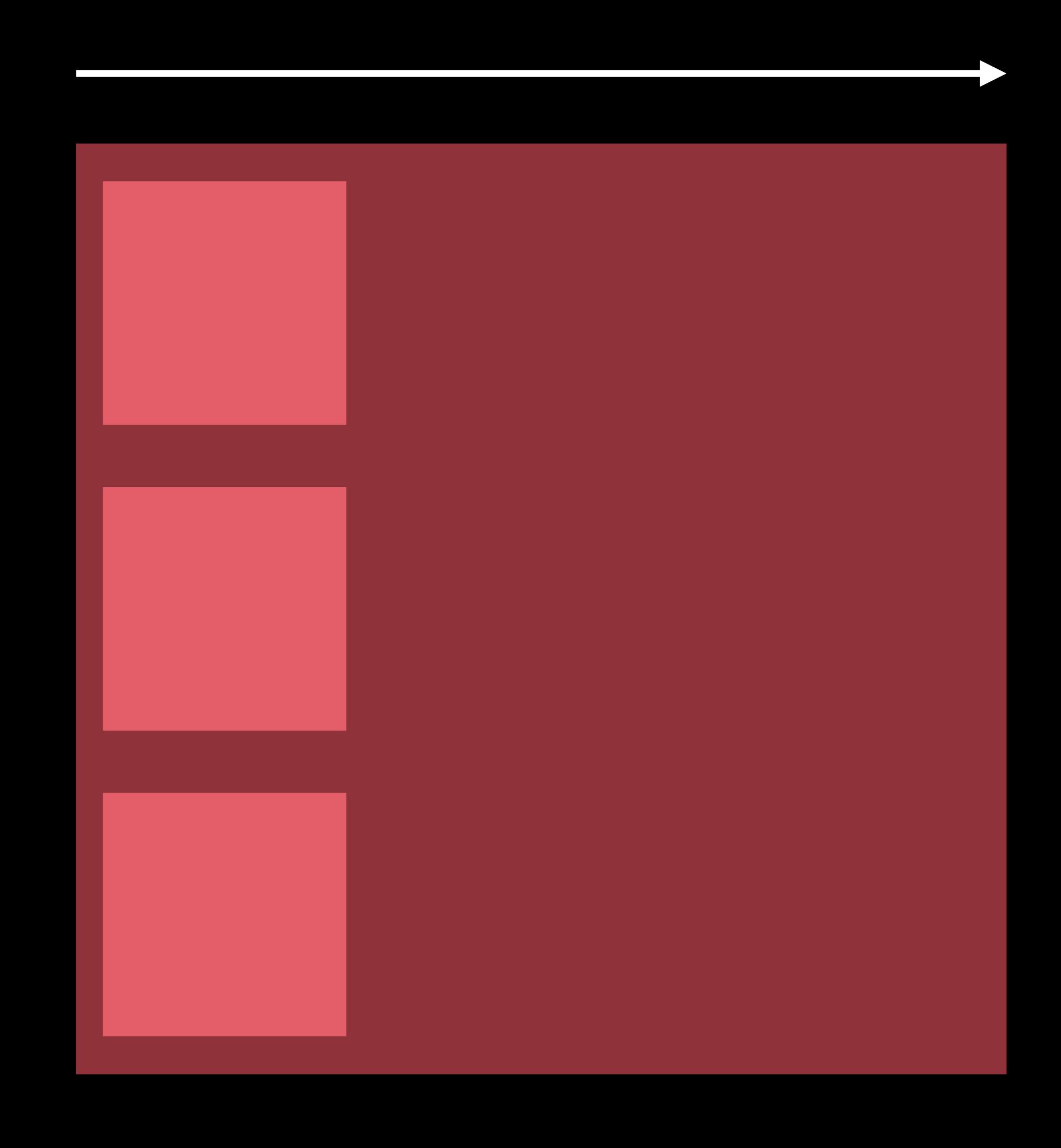
Inter-Item Spacing

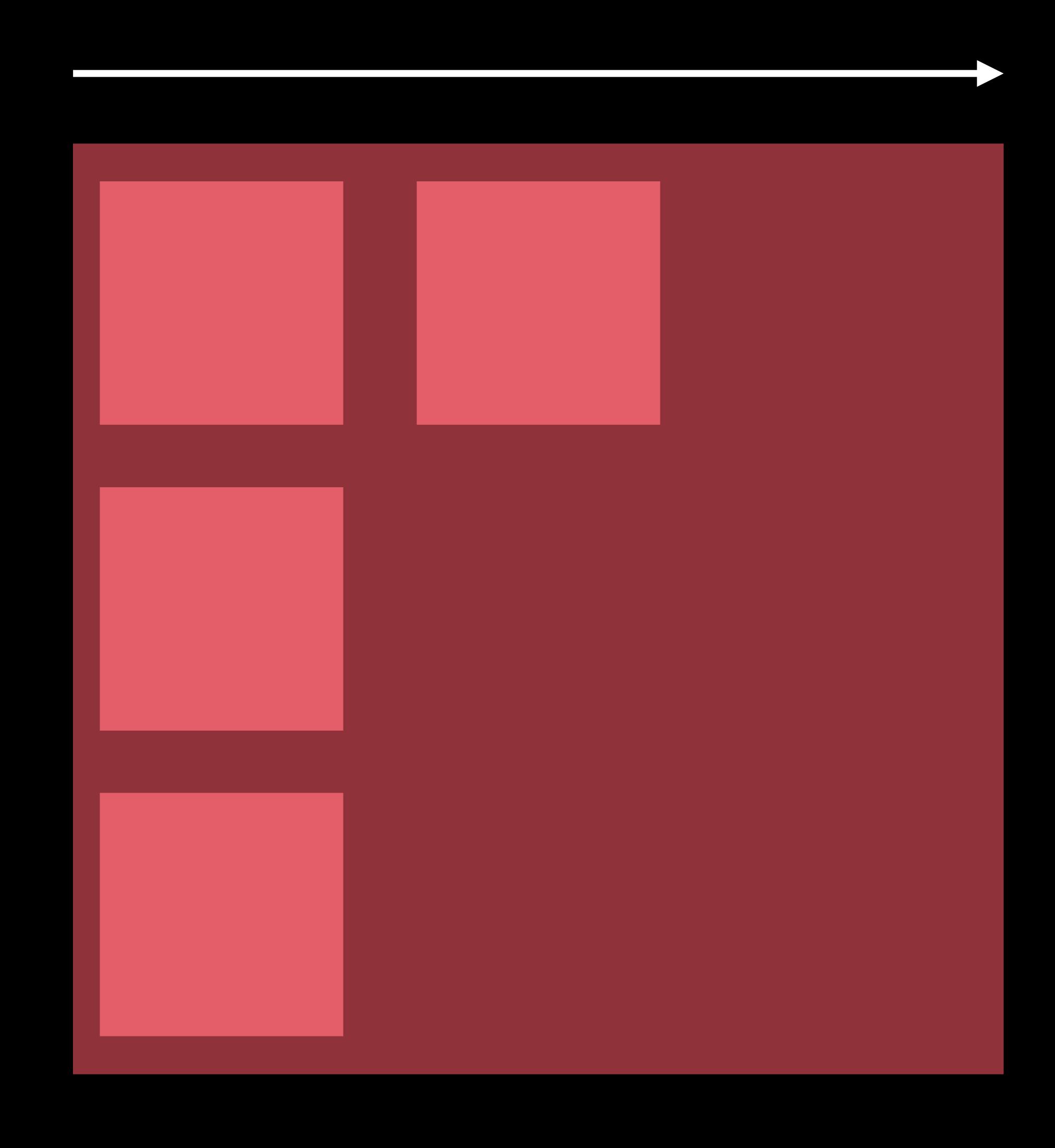


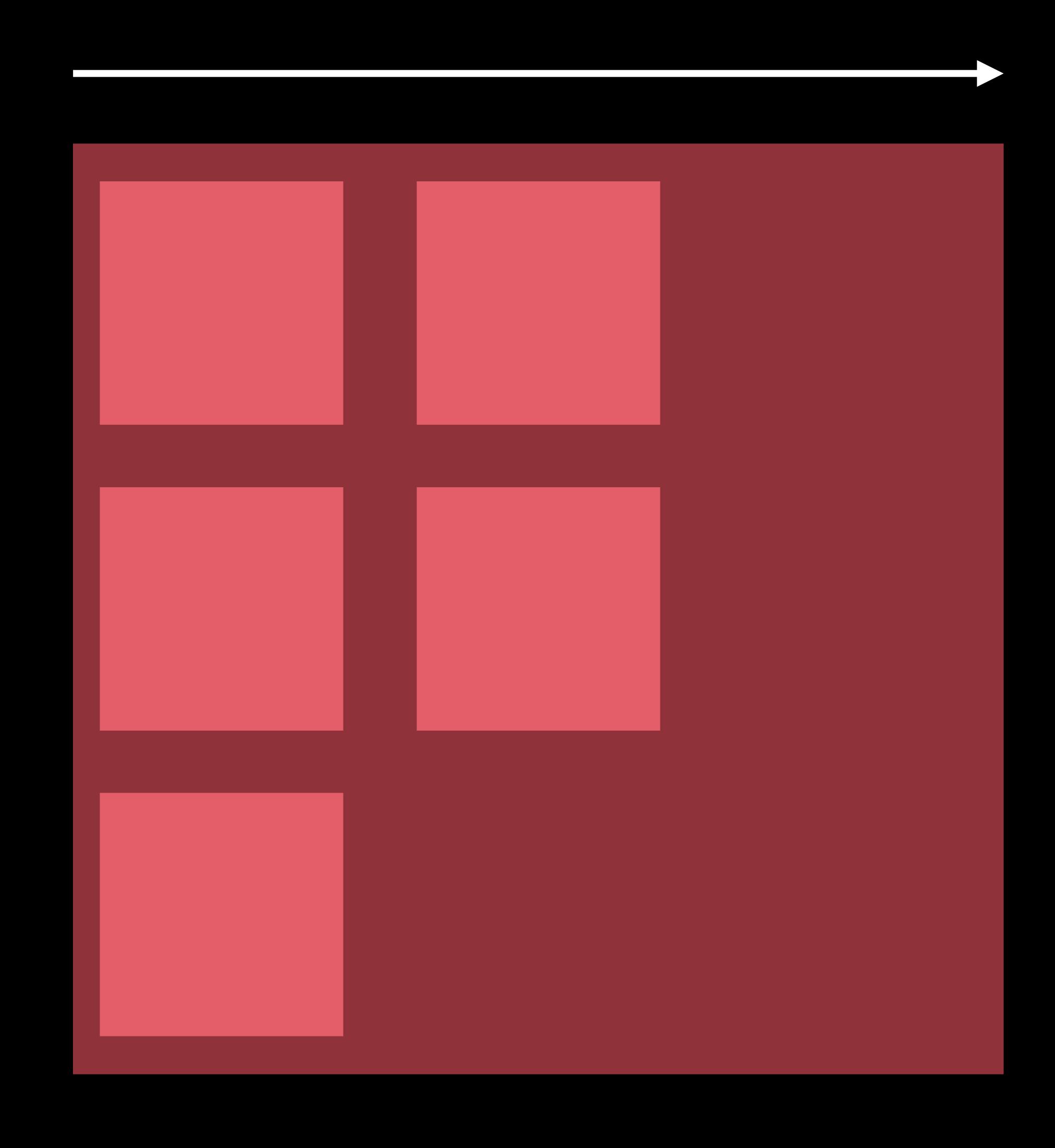


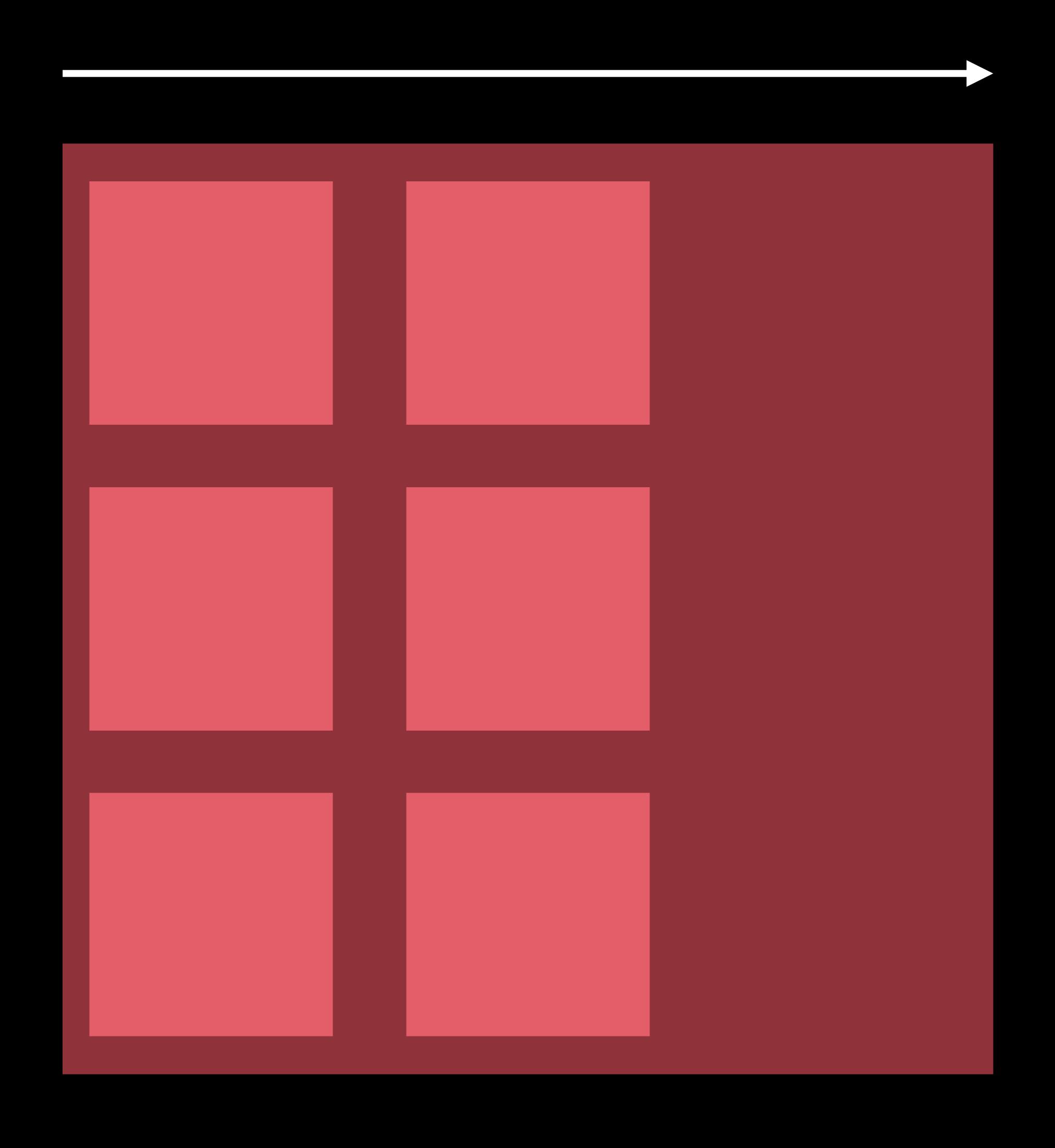


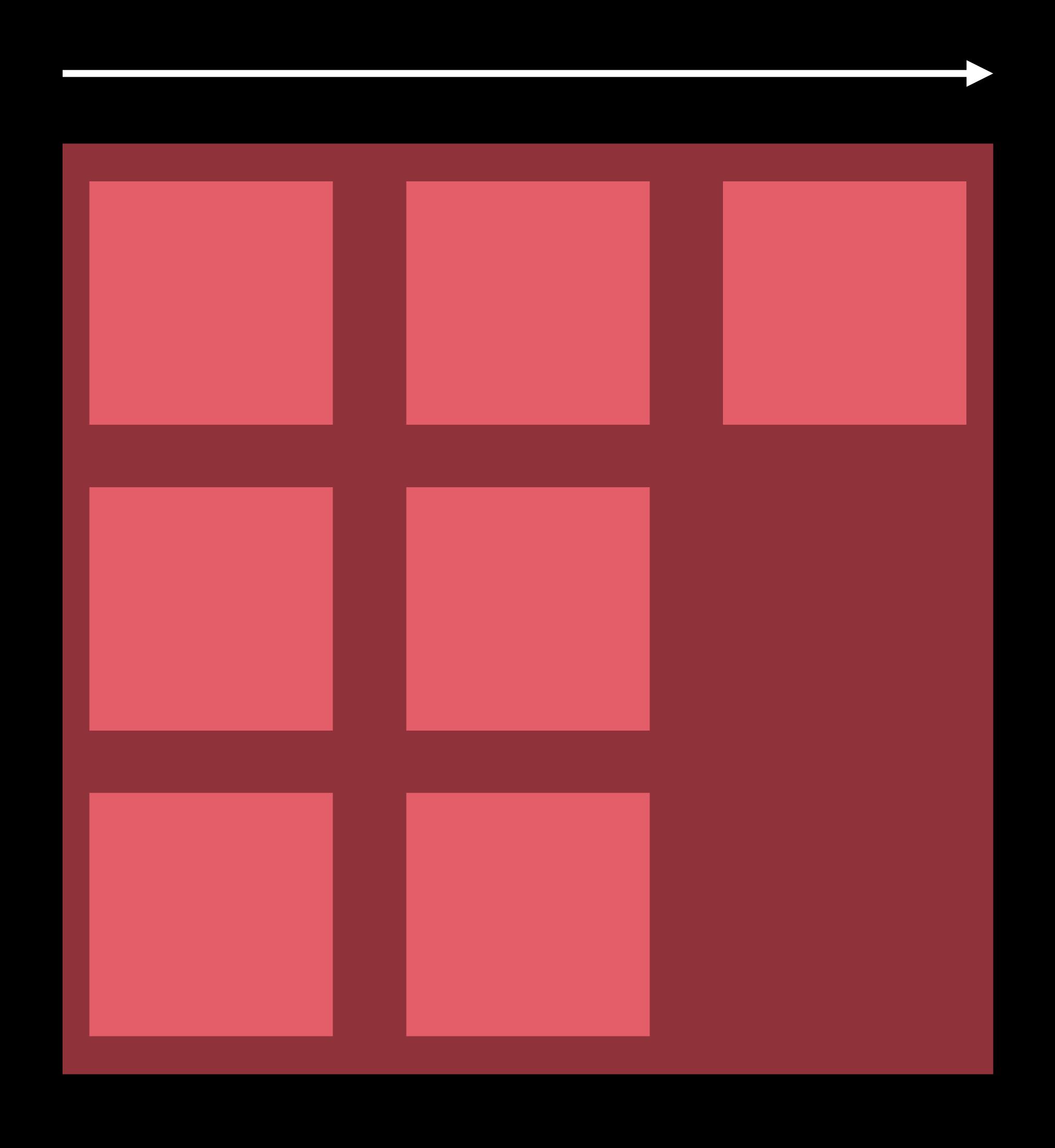


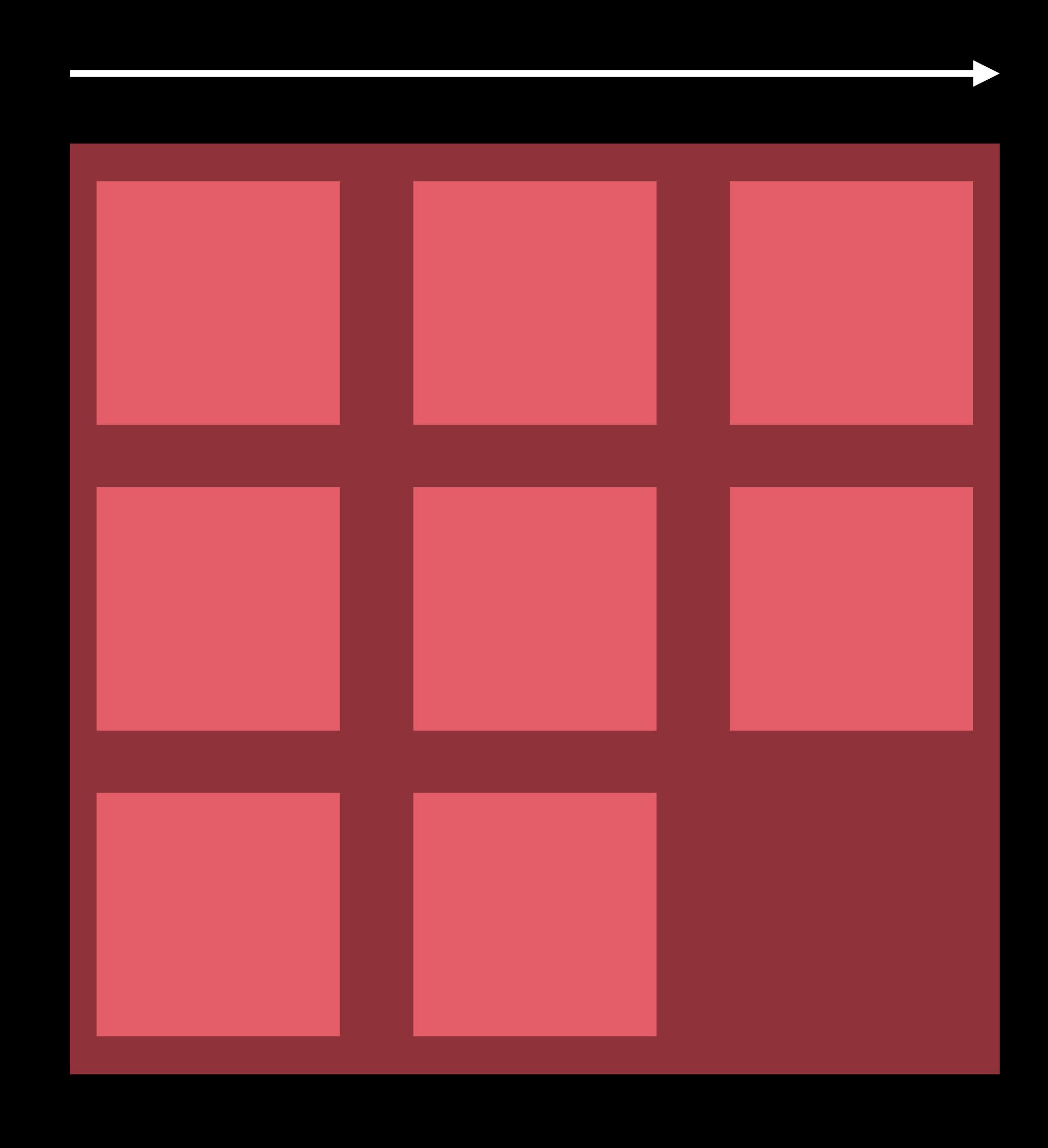


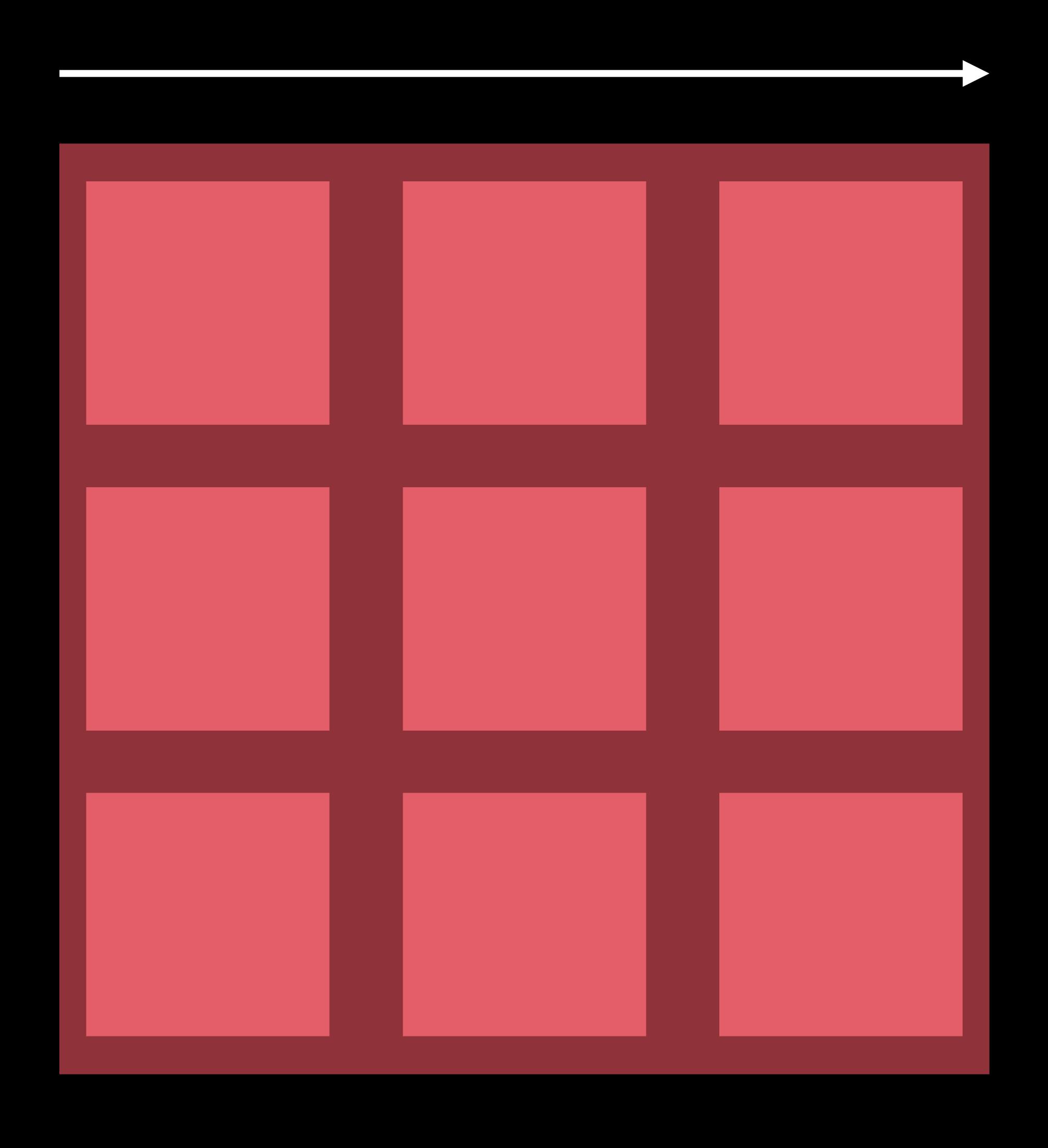




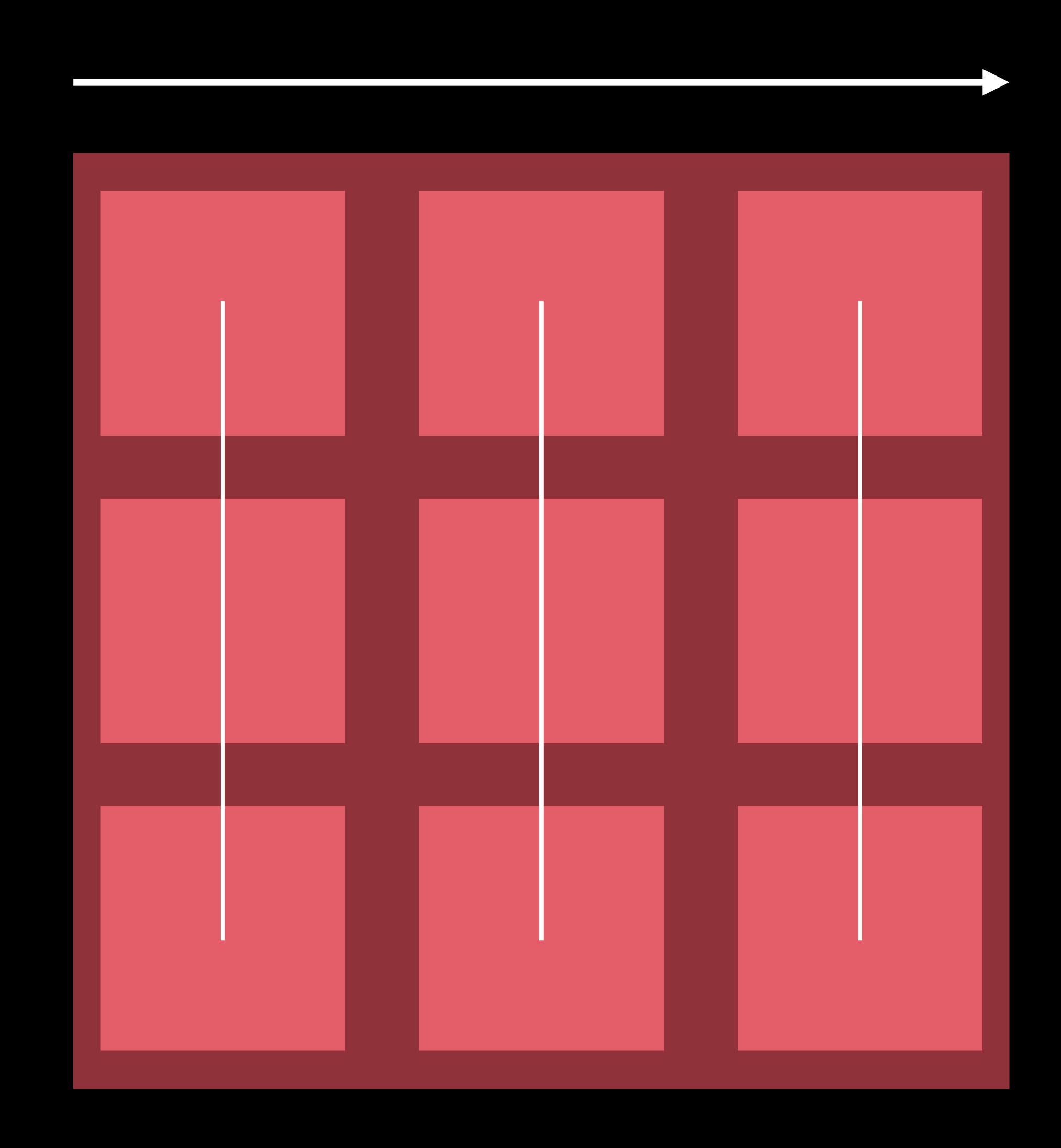




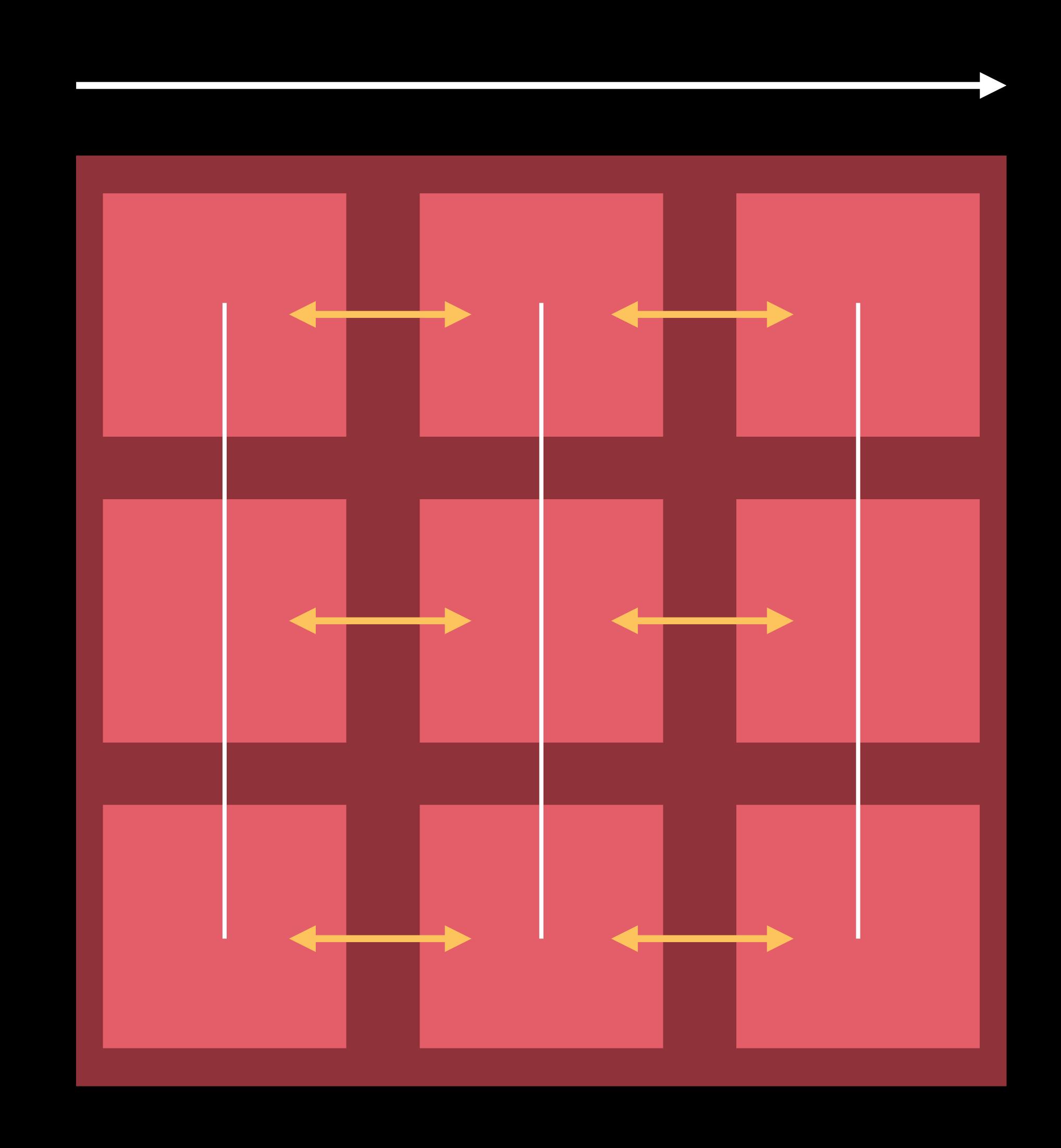




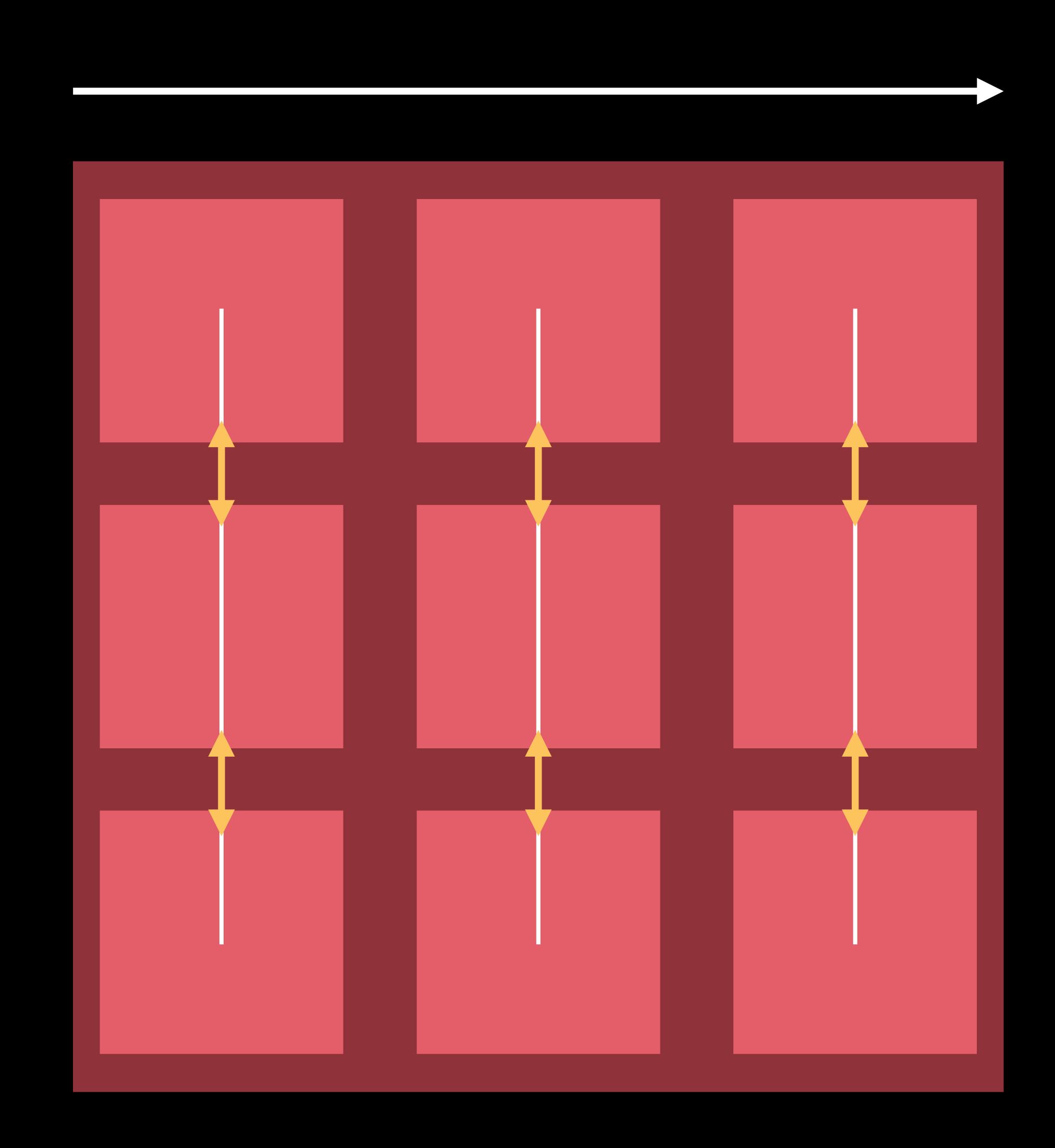
Line Orientation



Line Spacing



Inter-Item Spacing



#### UlCollectionViewDataSource

Provides content

Section and item counts

```
optional func numberOfSections(in collectionView: UICollectionView) -> Int

func collectionView(_ collectionView: UICollectionView, numberOfItemsInSection section: Int)
    -> Int

func collectionView(_ collectionView: UICollectionView, cellForItemAt indexPath: IndexPath)
    -> UICollectionViewCell
```

#### UlCollectionViewDelegate

Optional

Extends UIScrollViewDelegate

Fine-grained control

- Highlighting
- Selection

View appearance events

- willDisplayItem
- didEndDisplayingItem

# 

Getting started with UICollectionView

Can we use UICollectionViewFlowLayout?



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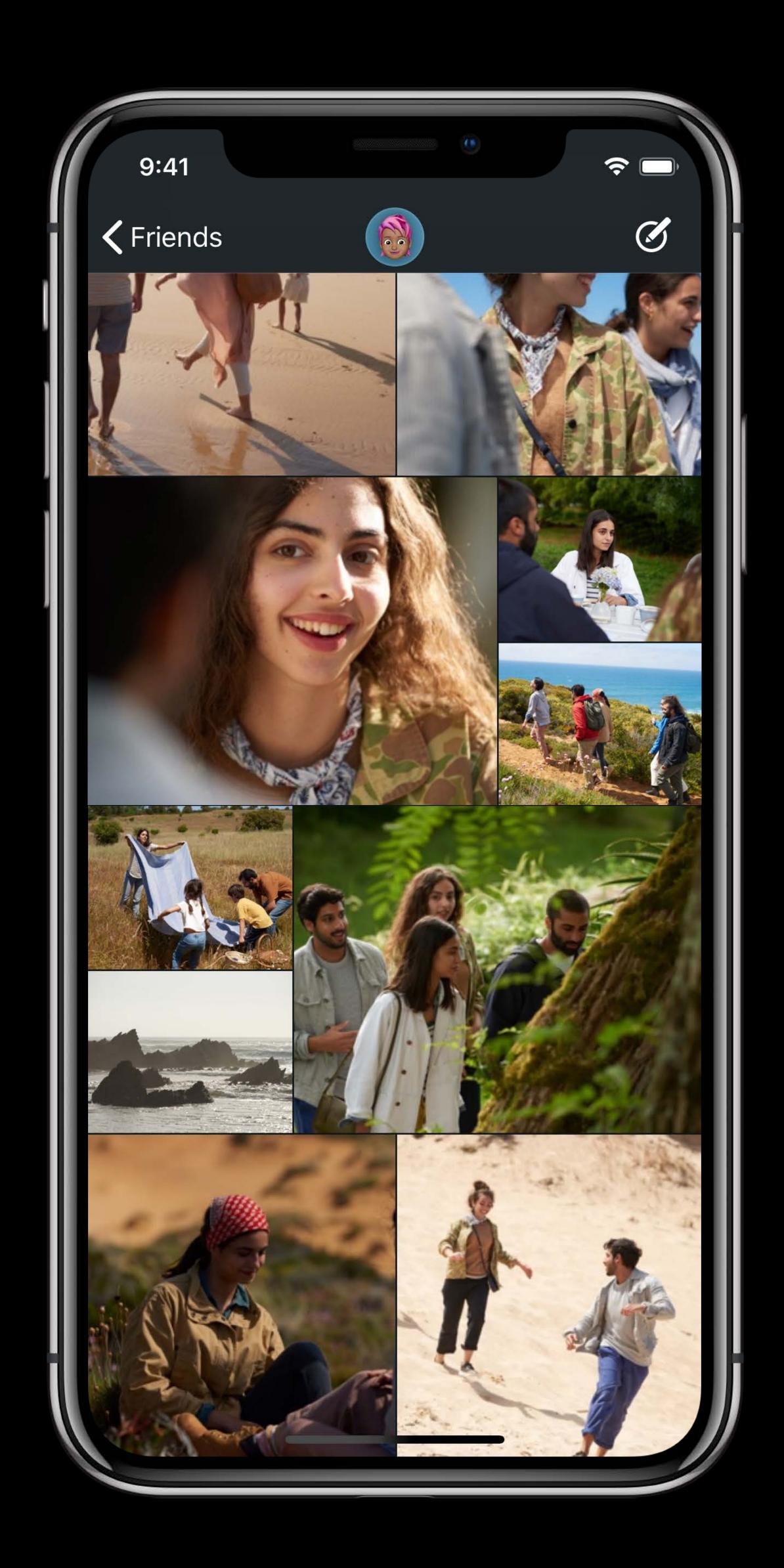


Our fancy layout is not line-based



Our fancy layout is not line-based

Start with flow before going custom!



### Creating a Custom UlCollectionViewLayout

Not complicated!

Four basic methods

...and one additional method to consider...

## Providing Content Size

```
open var collectionViewContentSize: CGSize { get }
```

Size of bounds which contains all items

Needed for UIScrollView.contentSize

#### Providing Layout Attributes

```
func layoutAttributesForElements(in rect: CGRect) -> [UICollectionViewLayoutAttributes]?
func layoutAttributesForItem(at indexPath: IndexPath) -> UICollectionViewLayoutAttributes?
```

Query by geometric region

Query by IndexPath

Performance matters

## Preparing the Layout

func prepare()

Called for every invalidateLayout

Cache UICollectionViewLayoutAttributes

Compute collectionViewContentSize

#### Handling Bounds Changes in Your Custom Layout

func shouldInvalidateLayout(forBoundsChange newBounds: CGRect) -> Bool

Called for every bounds change

- Size change
- Origin change

Called during scrolling ©

Default implementation returns false

## 

Our fancy custom UlCollectionView Layout

## Our Totally Cool Update Animation

- 1. Reload last item
- 2. Move last -> first
- 3. Delete 3rd item



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## Debugging Update Exceptions

```
*** Terminating app due to uncaught exception
'NSInternalInconsistencyException', reason: 'attempt to
perform a delete and a move from the same index path
(<NSIndexPath: 0xc000000000000016> {length = 2, path = 0 - 3})' ****
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Wait ... delete?

#### performBatchUpdates()

```
func performBatchUpdates(_ updates: (() -> Void)?, completion: ((Bool) -> Void)? = nil)
```

Animate updates together

Perform data source updates and collection view updates in updates closure

Collection view updates ordering does not matter...

...data source updates ordering does matter

Delete 0 -> Insert 1

Insert 1 -> Delete 0

Delete 0 -> Insert 1 Insert 1 -> Delete 0

Delete 0 -> Insert 1 Insert 1 -> Delete 0 Inserted

Insert 1 -> Delete 0 Delete 0 -> Insert 1 Inserted Inserted

Delete 0 → Insert 1

Insert 1 → Delete 0

Inserted

Inserted

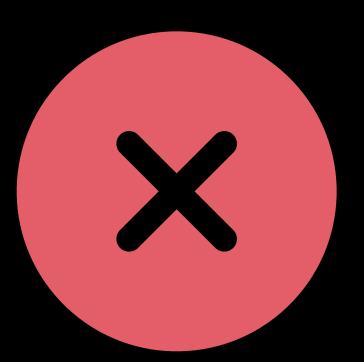
2

```
// Both of These Collection View Updates Are Equivalent!
let insertedIndexPath = IndexPath(item:0, section:0)
let deletedIndexPath = IndexPath(item:1, section:0)
let updates1 = {
   collectionView.insertItems(at: insertedIndexPaths)
   collectionView.deleteItems(at: deletedIndexPaths)
collectionView.performBatchUpdates(updates1)
let updates2 = {
  collectionView.deleteItems(at: deletedIndexPaths)
  collectionView.insertItems(at: insertedIndexPaths)
collectionView.performBatchUpdates(updates2)
```

## Collection View Updates Coalescing

Action	Notes	Index Path Semantics
Delete	Descending IndexPath order	Before updates
Insert	Ascending IndexPath order	After updates
Move		From: Before updates To: After updates
Reload	Decompose: Delete and inserts	Before updates

#### Update Combinations That Don't Make Sense



#### Exceptions will result from:

- Move and Delete the same location
- Move and Insert to the same location
- Move more than 1 location to the same location
- Referencing an invalid IndexPath

## Applying Data Source Updates

Decompose Move into Delete and Insert updates

Combine all Delete and Insert updates

Process Delete updates first, in descending order

Process Insert updates last, in ascending order

#### What About reloadData()?

No updates required

Resync data source to collection view

Not animated

"The Sledgehammer"

## 

Saving our totally cool update animation

#### Call to Action

- Build custom layouts
- Update animations
- Reload data

#### More Information

https://developer.apple.com/wwdc18/225

UlKit and Collection View Lab

Technology Lab 11

Friday 9:00AM

# ÓWWDC18