

## Touches and Gestures

### Key Terms and Definitions

Term	Definition
<b>Touch</b>	A finger being placed on the screen.
<b>Tap</b>	The user uses a single finger to quickly touch and lift the finger.
<b>UIResponder</b>	A class that defines an interface for objects that respond to or handle events.
<b>UIControl</b>	A class for control objects such as buttons and sliders.
<b>UIApplication</b>	A class that provides control and coordination for apps running on an iOS.
<b>UIGestureRecognizer</b>	Pre-built code used for automatic gesture recognition.
<b>Keychain</b>	Apple's password management system on a Mac computer.
<b>Provisioning profile</b>	Assets that associate developers of an app and their devices so that those devices can be used for testing.
<b>UIKit</b>	The framework that provides the infrastructure required to manage core app behaviors.
<b>UIButton</b>	Create an instance of the UIButton class to add a button which will send an action message to a target object when tapped.
<b>UISlider</b>	A visual control used to select a value from a range of values such as speaker volume or screen brightness.
<b>Responder Chain</b>	A series of linked responder objects that starts with the first responder. If the first responder cannot handle an event, the event gets forwarded to the next responder in the chain.
<b>Responder Object</b>	An object that responds to an event and handles that event.



This work by the National Information Security and Geospatial Technologies Consortium (NISGTC), and except where otherwise noted, is licensed under the [Creative Commons Attribution 3.0 Unported License](https://creativecommons.org/licenses/by/3.0/).

Authoring Organization: Collin College

Written by: Original Author, Elizabeth Pannell; Edited Version, Susan Sands

Copyright: © National Information Security, Geospatial Technologies Consortium (NISGTC)