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Quiz 2: Touches and Gestures

1. The view that is currently interacting with the user when an event happens is called the _____.
    a. Responder chain
    b. First responder
    c. Window view
    d. UIApplication
2. Which of the following UIKit classes would handle fingers moving in opposite directions?
    a. UIRotationGestureRecognizer
    b. UISwipeGestureRecognizer
    c. UIPinchGestureRecognizer
    d. UILongPressGestureRecognizer
3. If a gesture is recognized, a/an _____ sends an action message to a target object.

    Answer: Gesture Recognizer
4. Refer to the code below.

```
-(void)touchesBegan:(NSSet *)touches withEvent:(UIEvent *)
    event {
    UITouch *touch = [touches anyObject];
    if ([touch view] == _coltView) {
        _picLabel.text=@"You liked the colts"; }
    else if ([touch view]==_goatView) {
        _picLabel.text = @"You liked the goat"; }
}
```

    This is an example of
    a. Using Interface Builder to detect touches
    b. Adding an outlet to the viewController.m file to detect touches
    c. Adding a method to the viewController.m file to detect touches
    d. Adding a method to the responder chain
5. As part of the certificate process, a _____ is stored in keychain on the developer's computer.
    a. Public key
    b. Private key
    c. Provision profile
    d. UDID
6. What is the difference between a discrete and a continuous gesture?

    A discrete gesture, such as a tap, occurs once. This type of gesture calls a single action method. A continuous gesture, such as pinching, takes place over a period of time and triggers a continuous stream of call to the action method until the gesture ends.

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Give an example of each.

a. Continuous gesture:_____

b. Discrete gesture:_____

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