Gesture Recognition
(UIGestureRecognizer / UIResponder)

UIResponder

- Methods to override for handling (touch) events
- Events dispatched via the responder chain
- Typically handler code is placed in a UIView subclass
- Difficult to reuse code

UIGestureRecognizer

- Registered with a UIView, events dispatched separately from the responder chain
- Continuous and discrete recognizers
- System provided gesture recognizers for common gestures
- Custom subclasses possible for custom gesture recognizers
Documentation

“UIGestureRecognizer” (Class Reference)
“UIResponder” (Class Reference)
“Multitouch Events”
“Gesture Recognizers”
“Event Handling Guide for iOS”