

# What's New in UICollectionView in iOS 10

Session 219

Steve Breen UIKit Frameworks Engineer

Peter Hajas UIKit Frameworks Engineer

# Overview

# Overview

Smooth scrolling

# Overview

Smooth scrolling

Improvements to self-sizing cells

# Overview

Smooth scrolling

Improvements to self-sizing cells

Interactive reordering

# Smooth Scrolling

Combating choppy scrolling in your app

*Demo*

Scrolling like butter^W chunky peanut butter

# Anatomy of a Dropped Frame

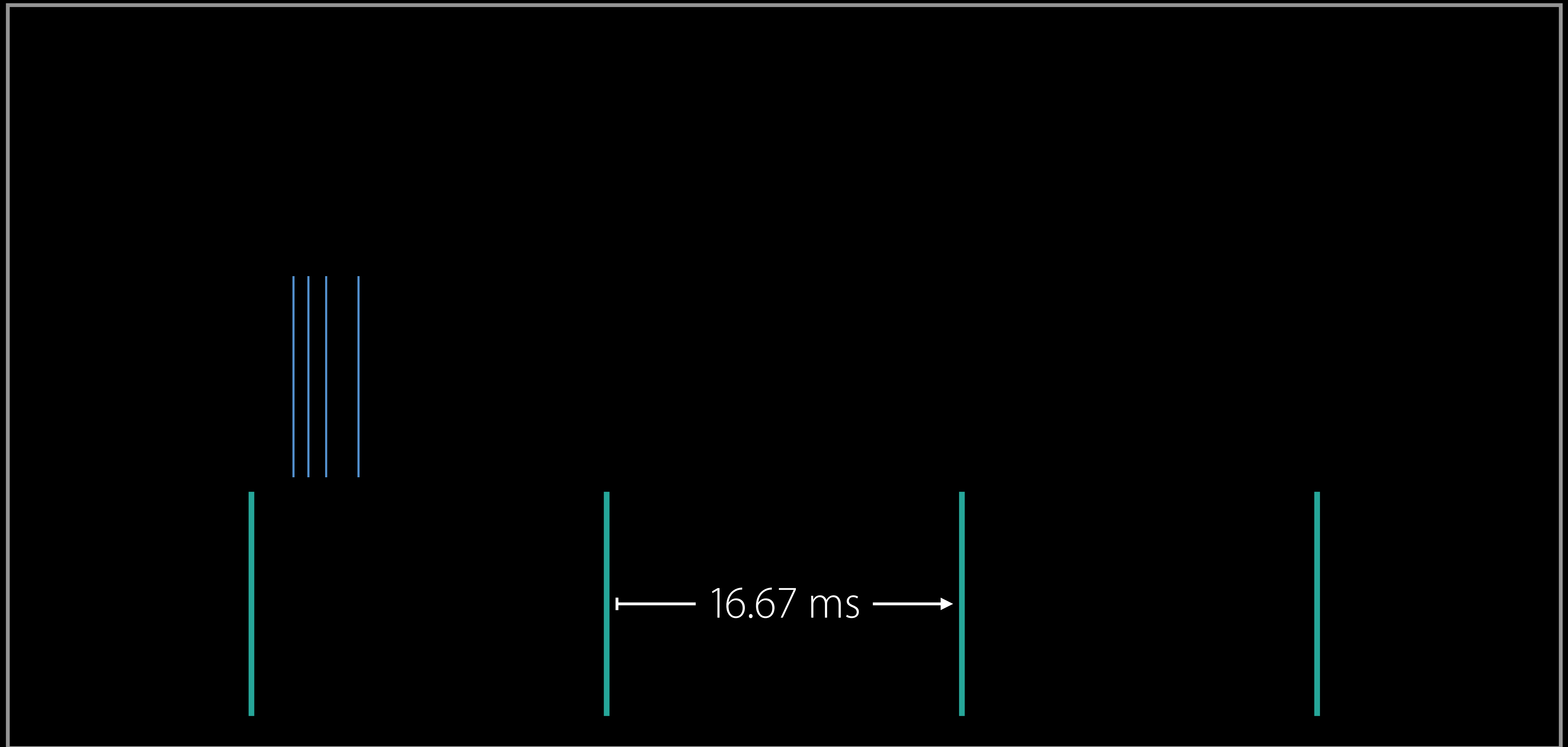




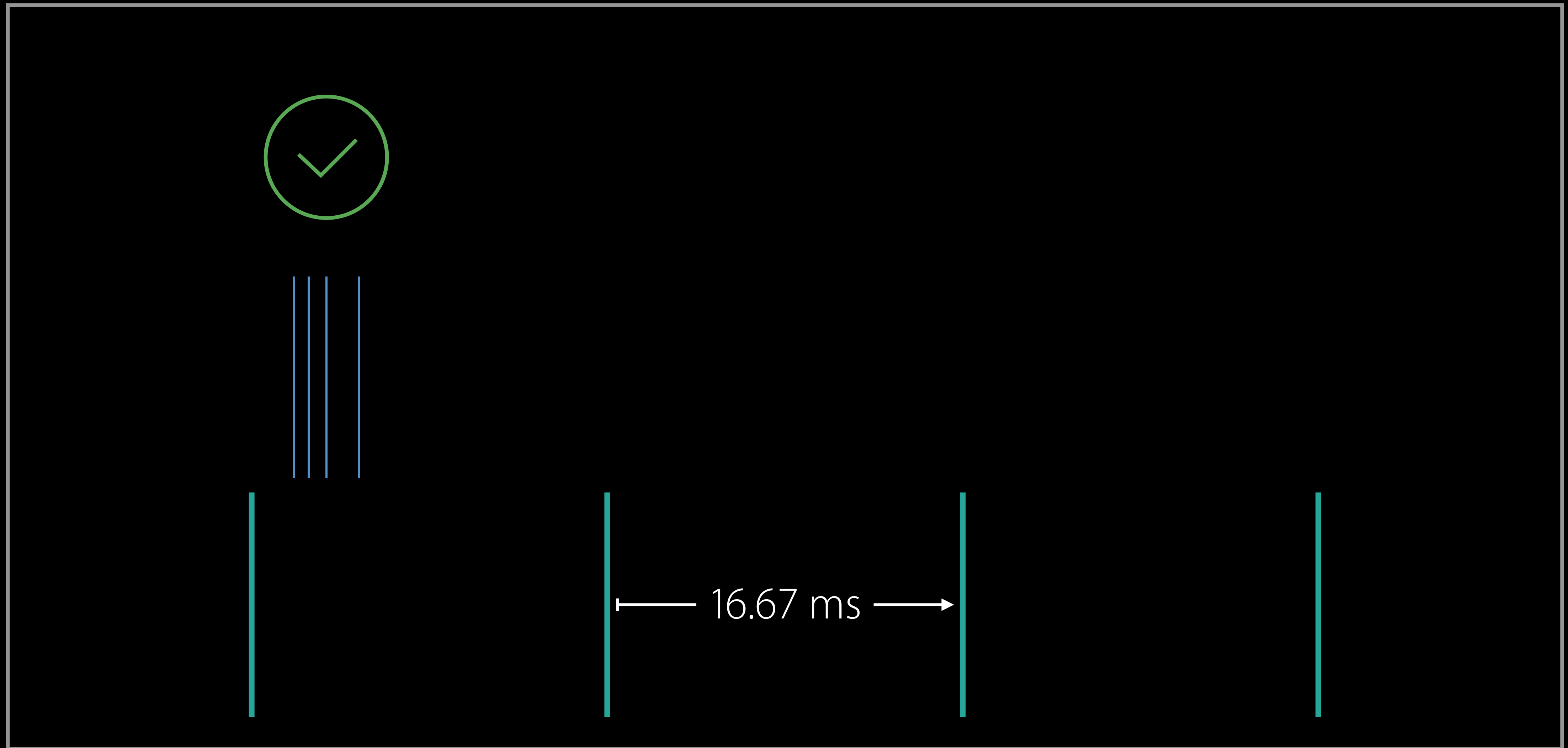
# Anatomy of a Dropped Frame



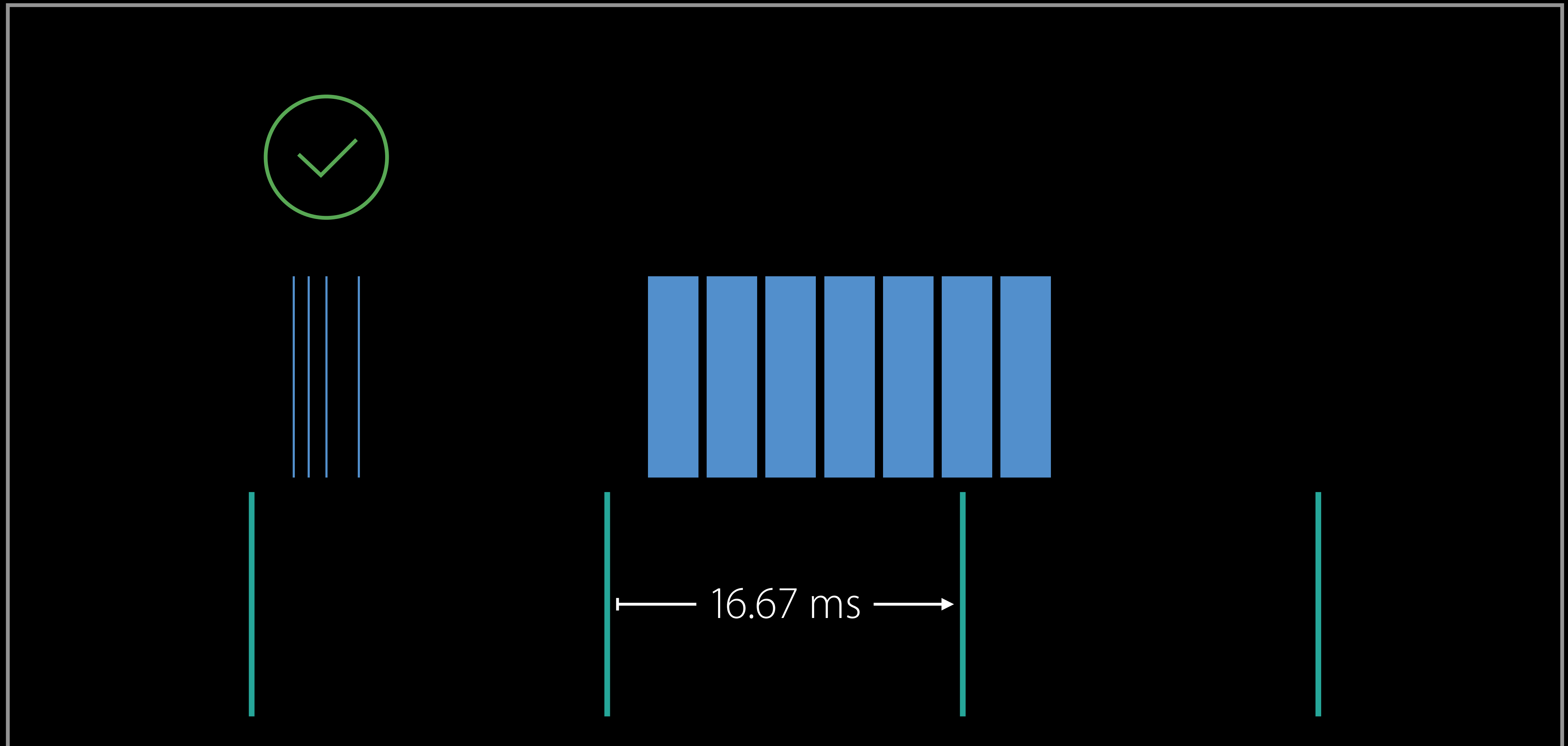
# Anatomy of a Dropped Frame



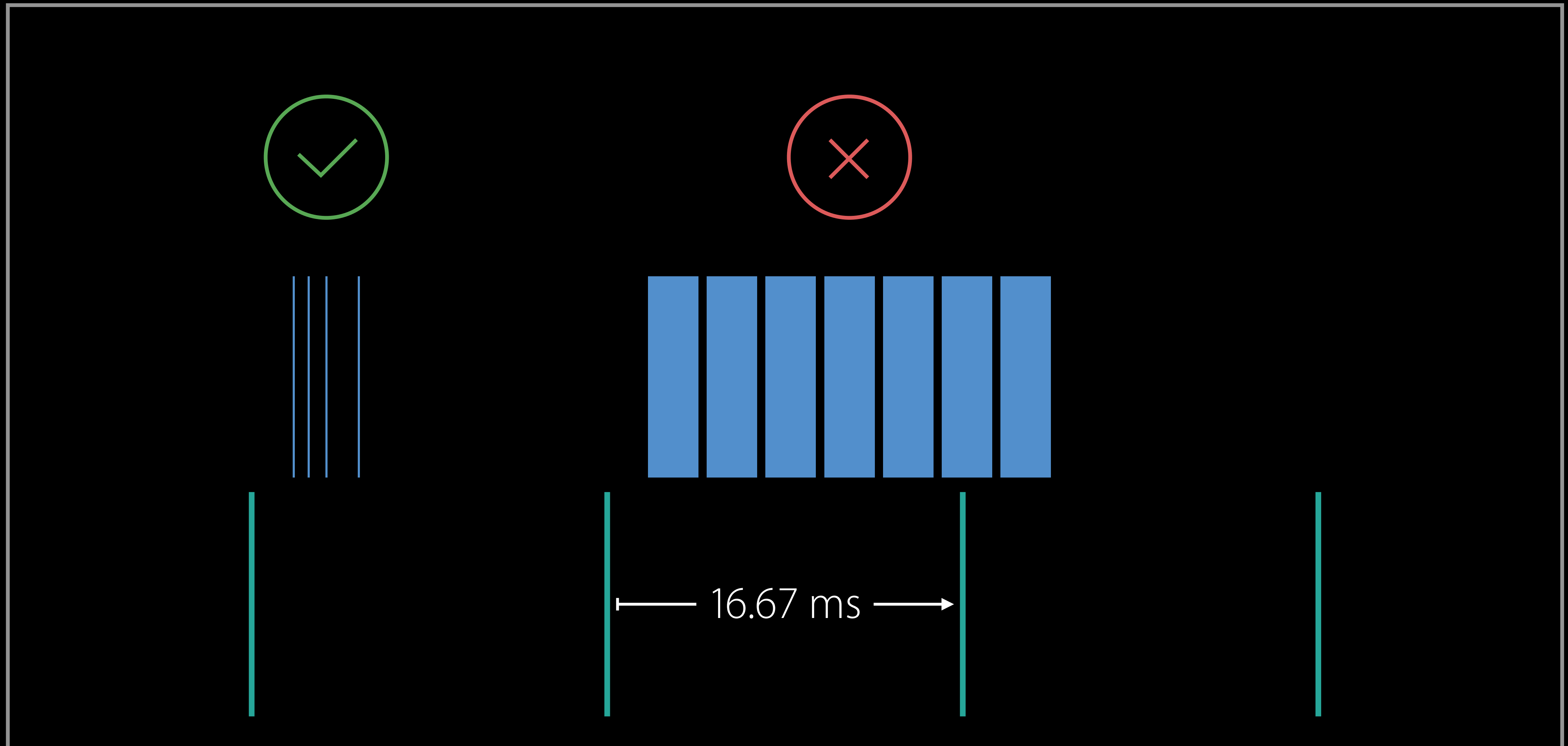
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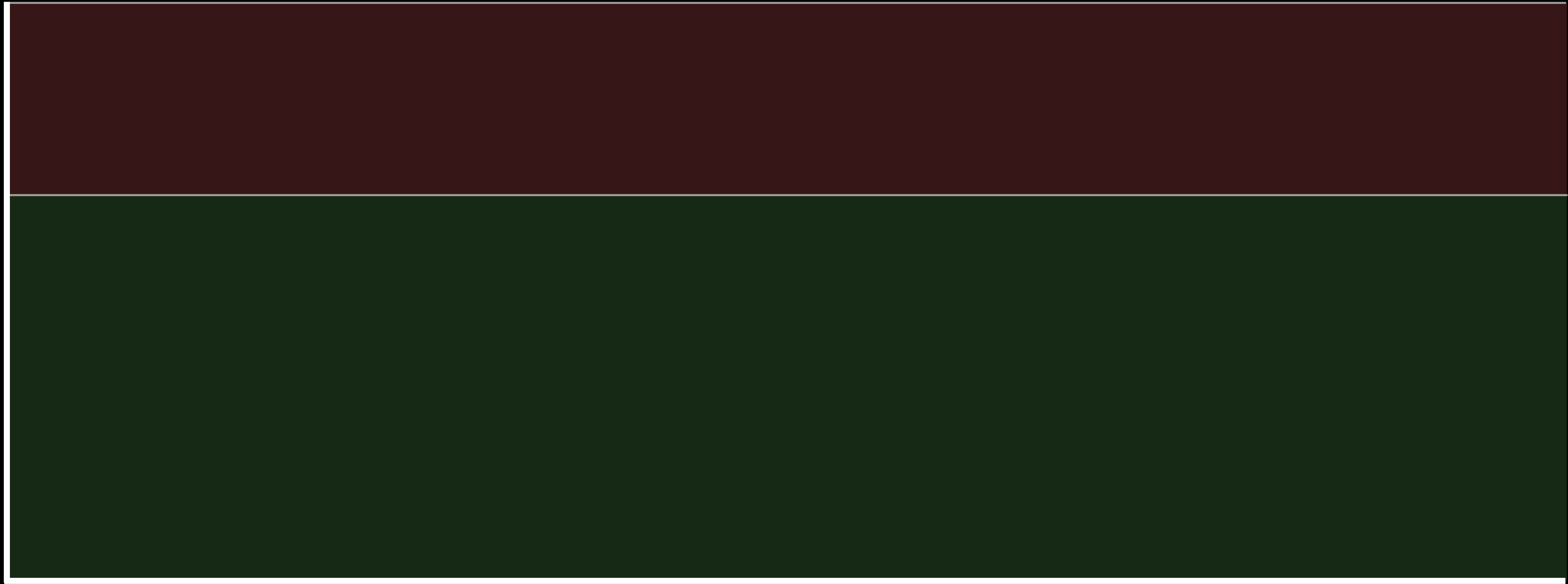


# Anatomy of a Dropped Frame



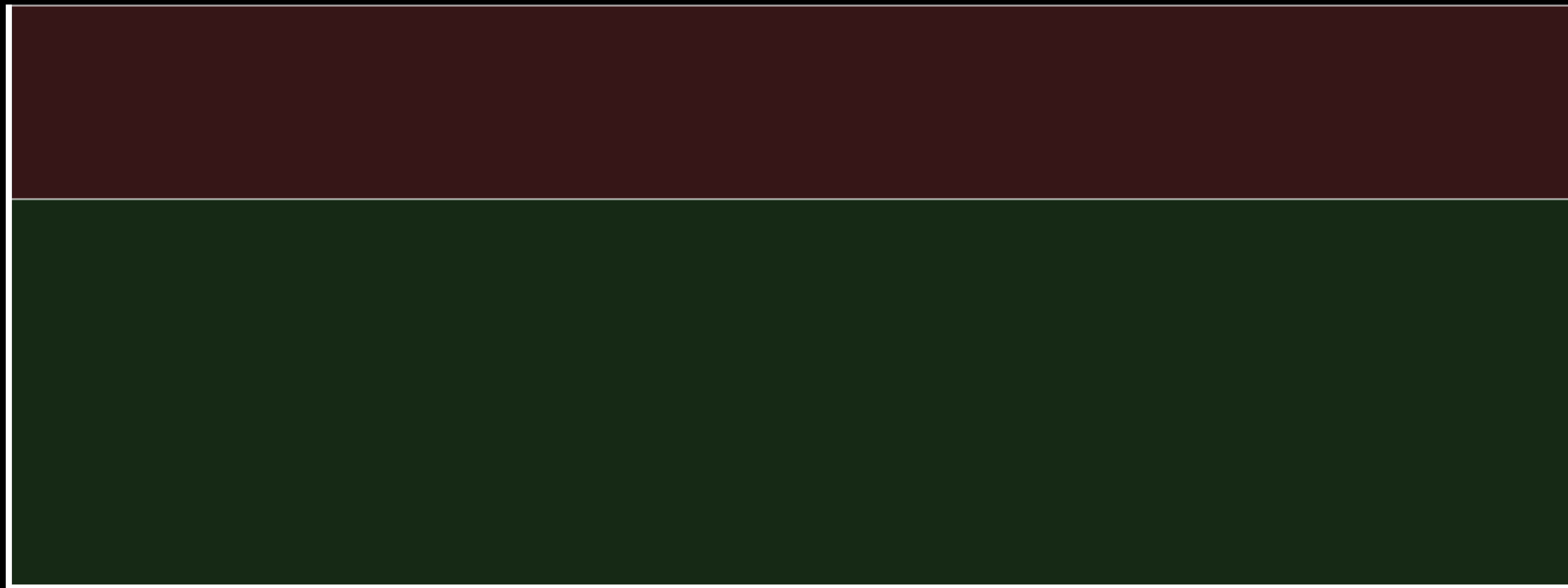
# Anatomy of a Dropped Frame





16ms

CPU Time (main thread)

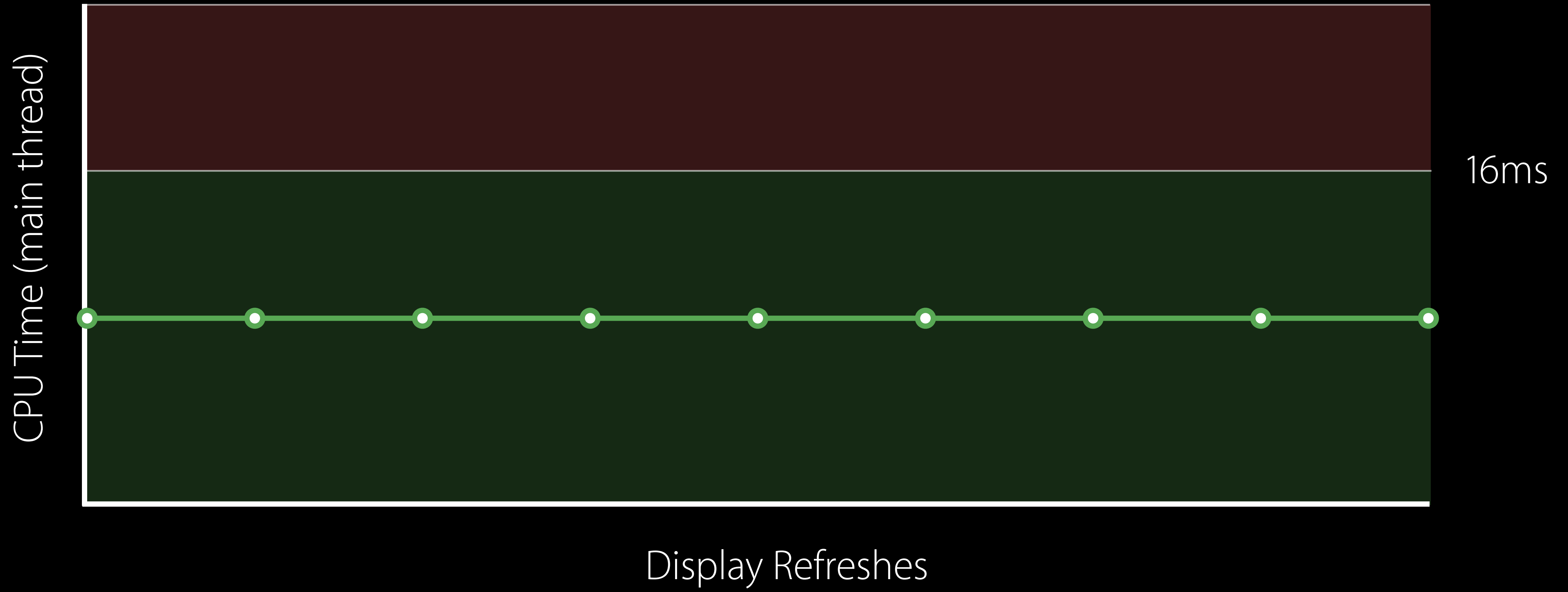


16ms

Display Refreshes







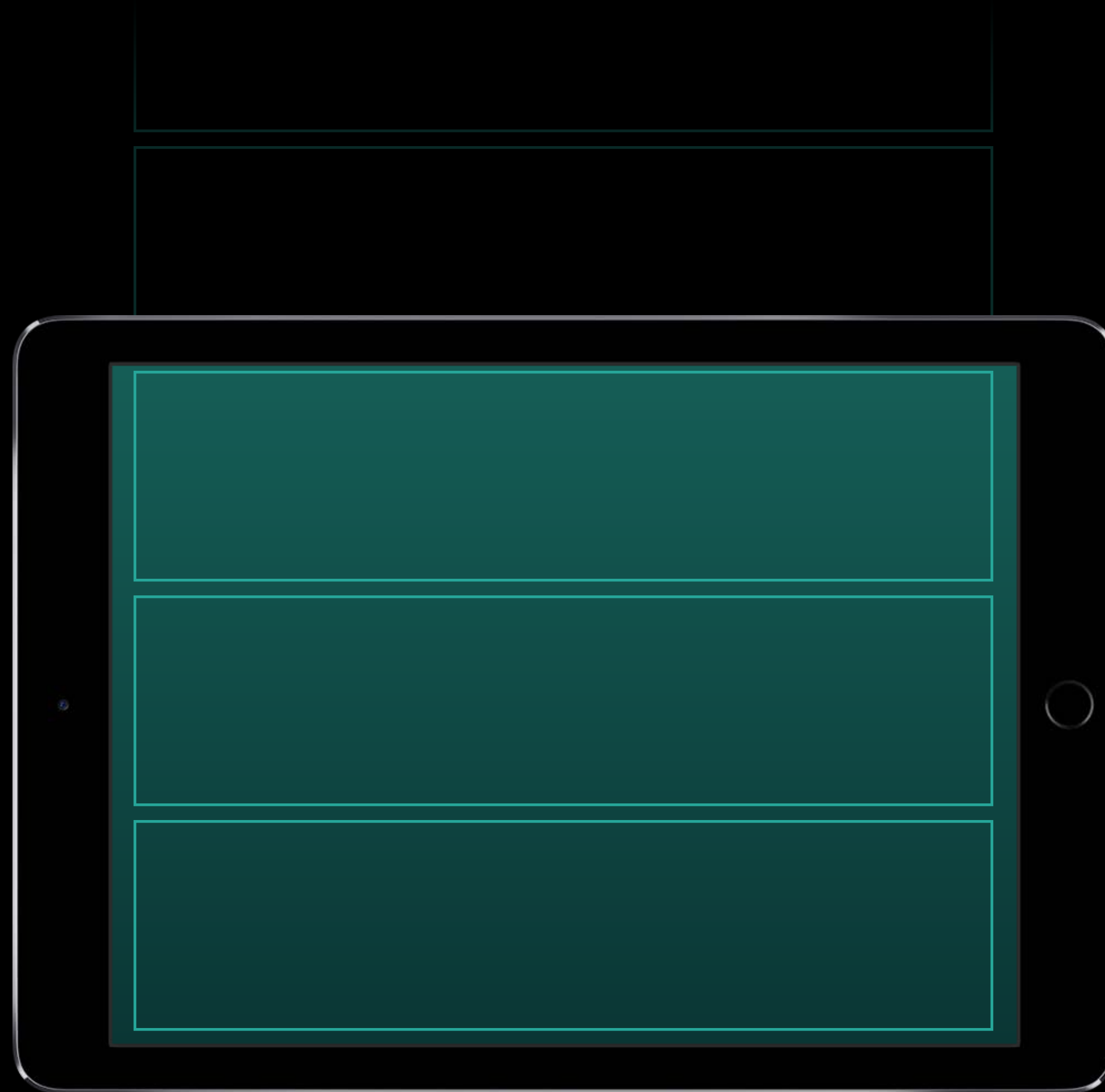
# Life Cycle of a Cell

iOS 9



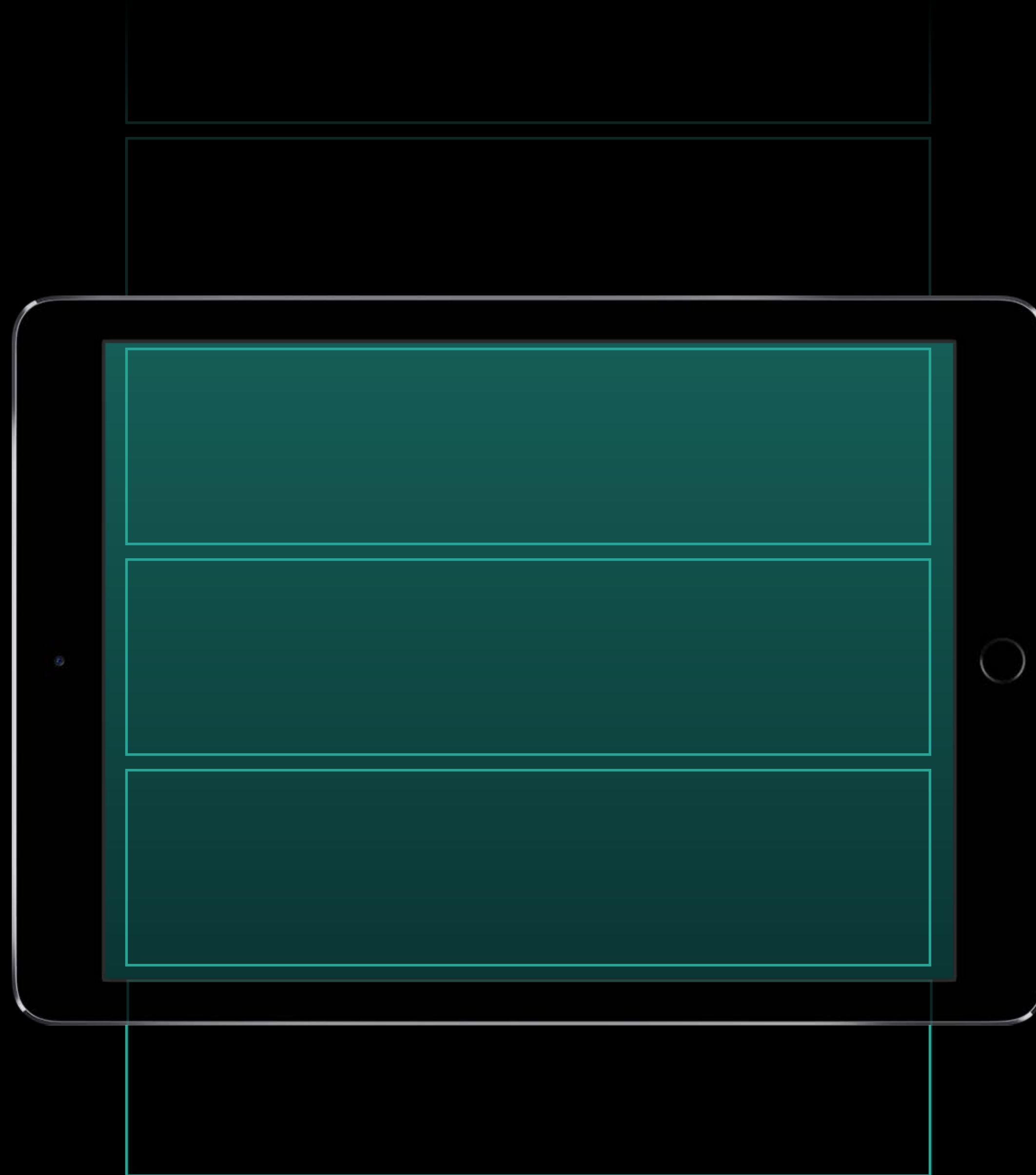
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iOS 9



# Life Cycle of a Cell

iOS 9



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iOS 9



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iOS 9



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iOS 9



# Life Cycle of a Cell

iOS 9





# Life Cycle of a Cell

iOS 10

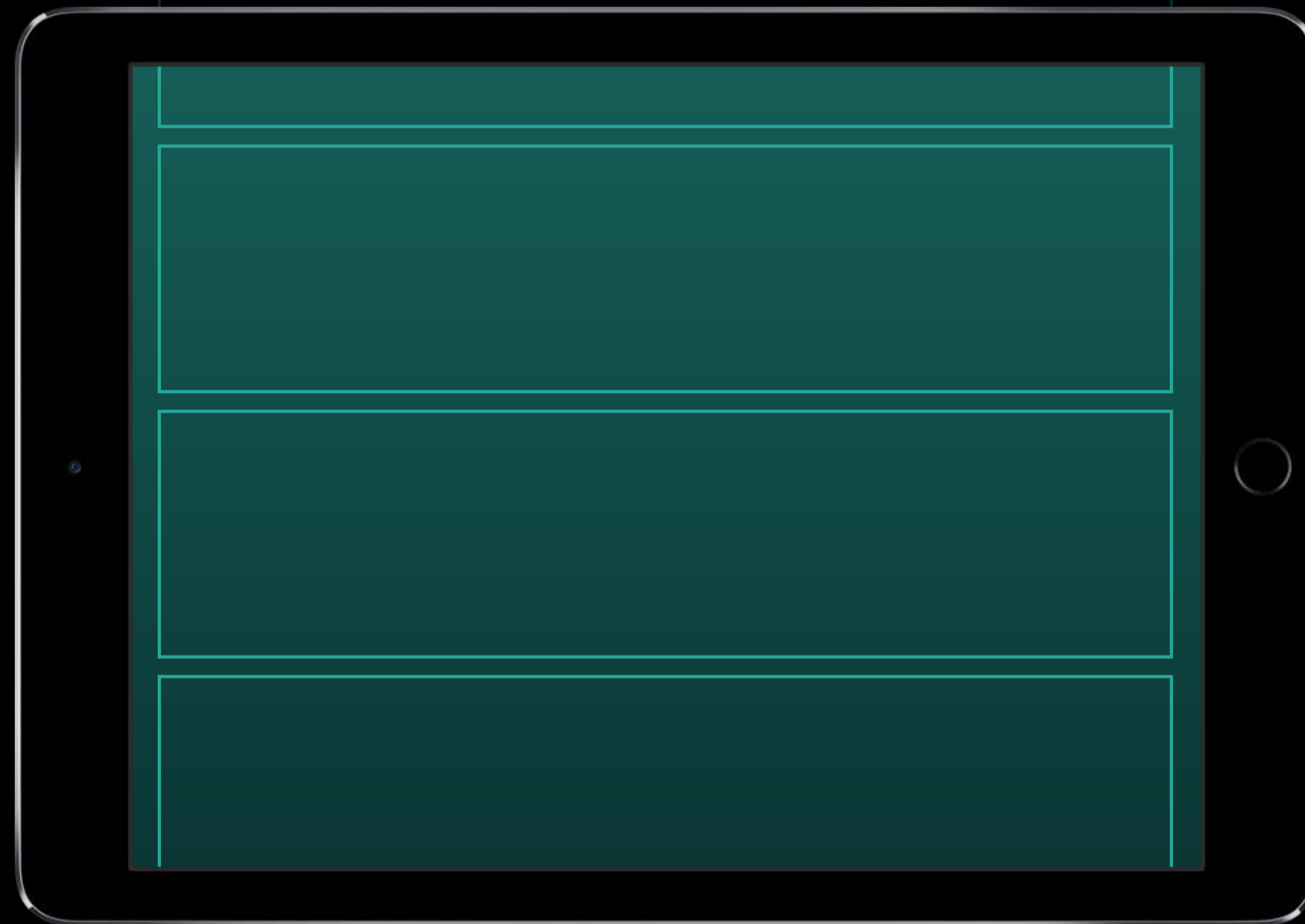
NEW



# Life Cycle of a Cell

iOS 10

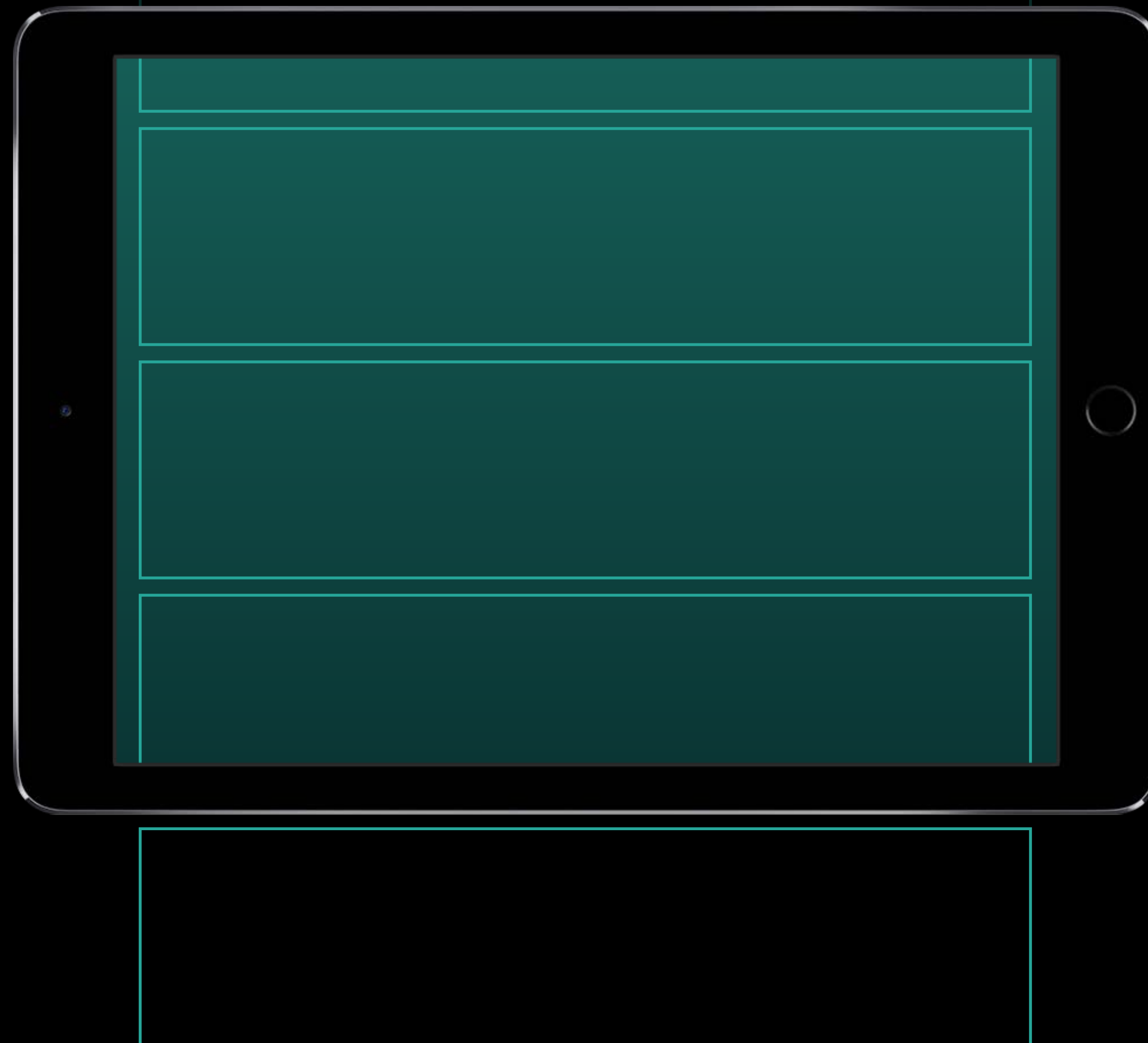
NEW



# Life Cycle of a Cell

iOS 10

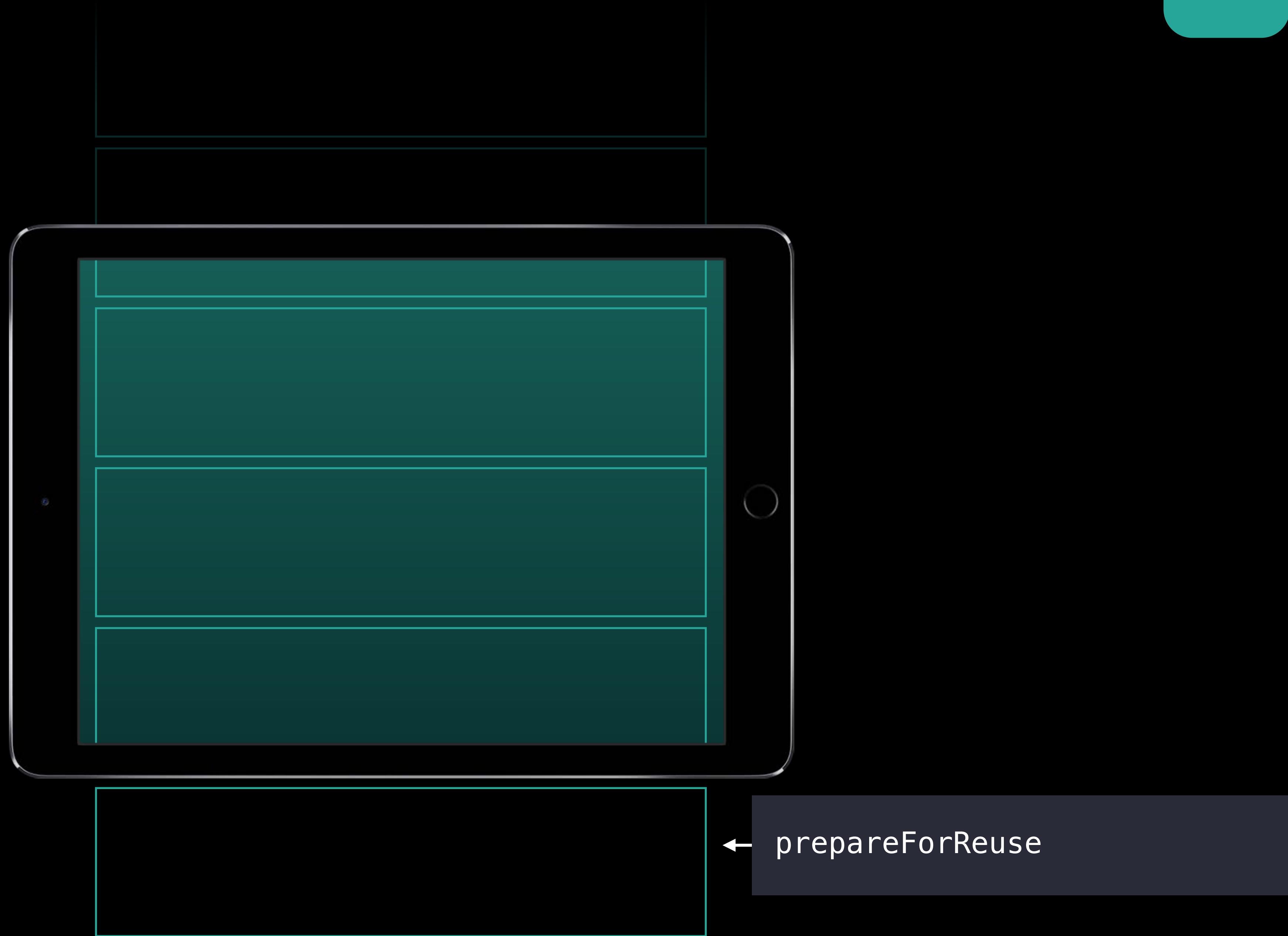
NEW



# Life Cycle of a Cell

iOS 10

NEW



# Life Cycle of a Cell

iOS 10

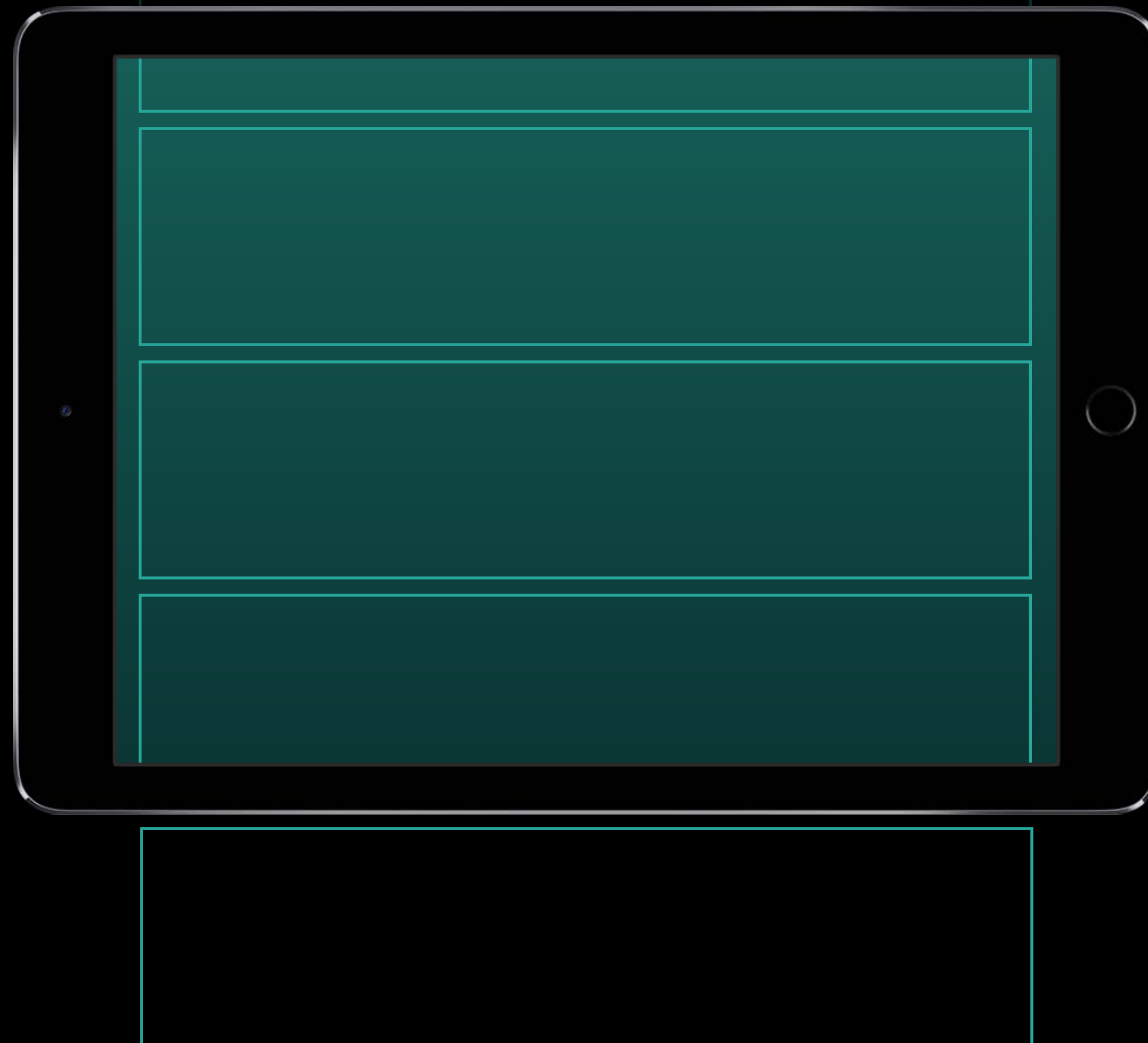
NEW



# Life Cycle of a Cell

iOS 10

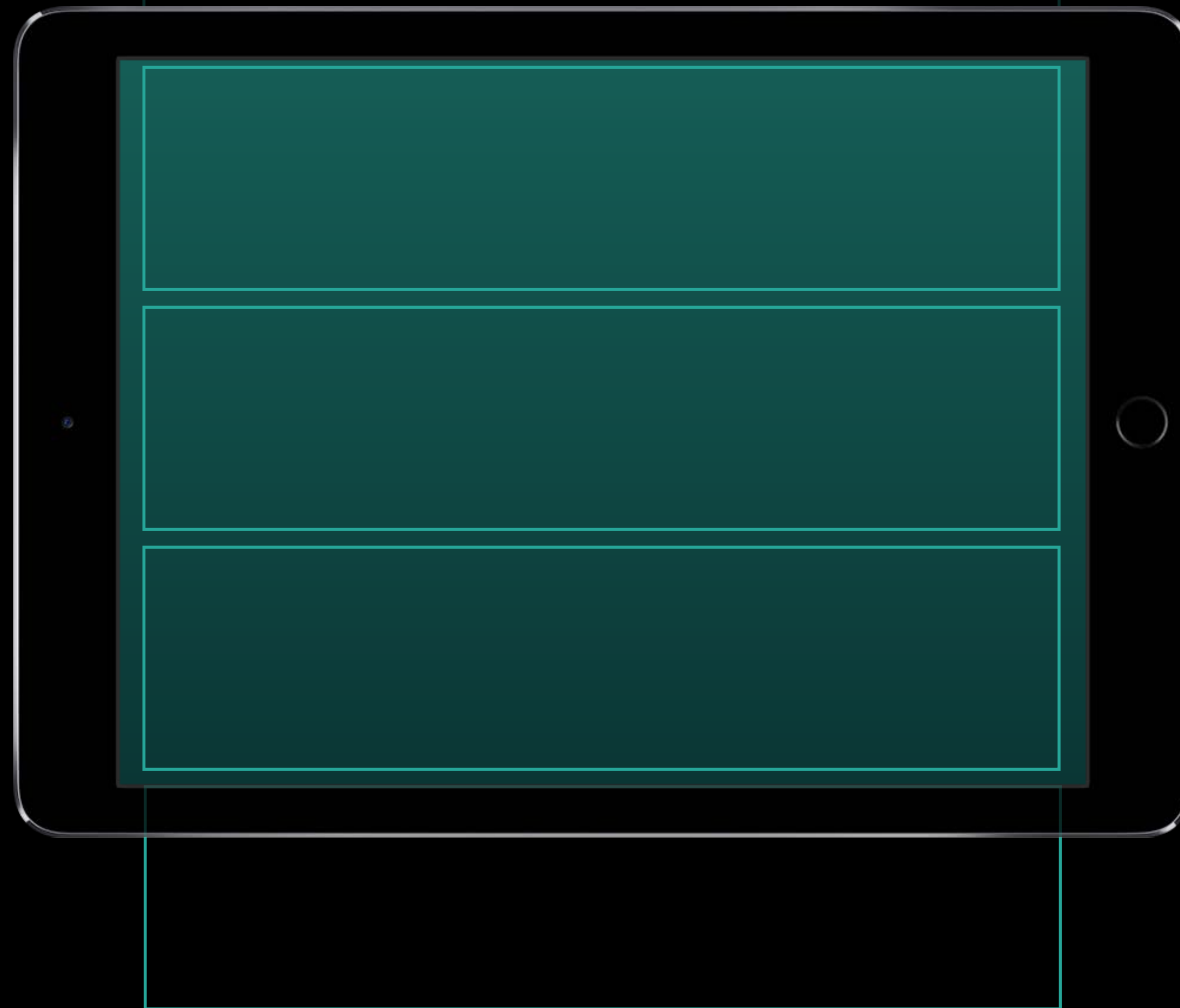
NEW



# Life Cycle of a Cell

iOS 10

NEW



# Life Cycle of a Cell

iOS 10

NEW

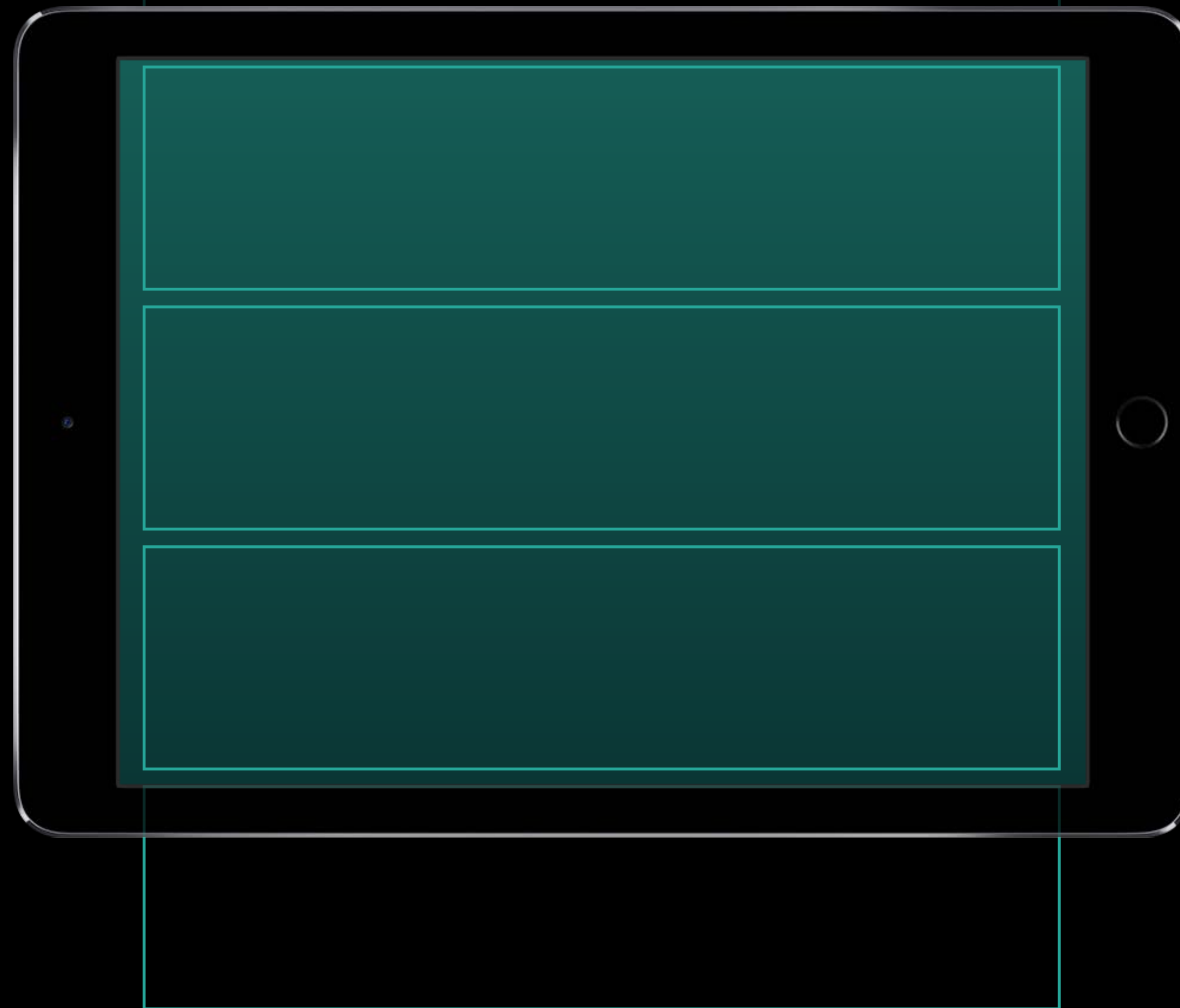




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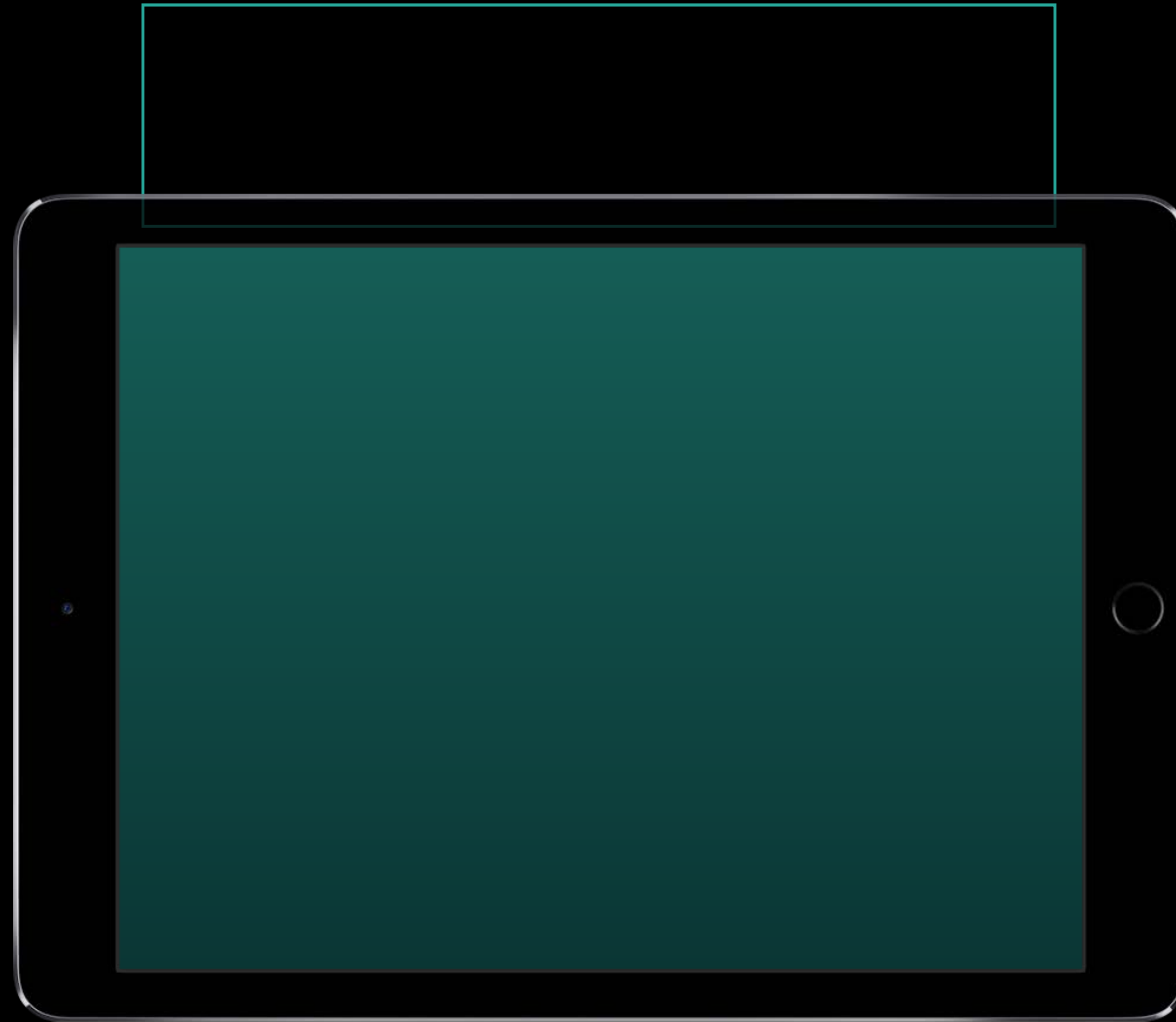
NEW



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iOS 10

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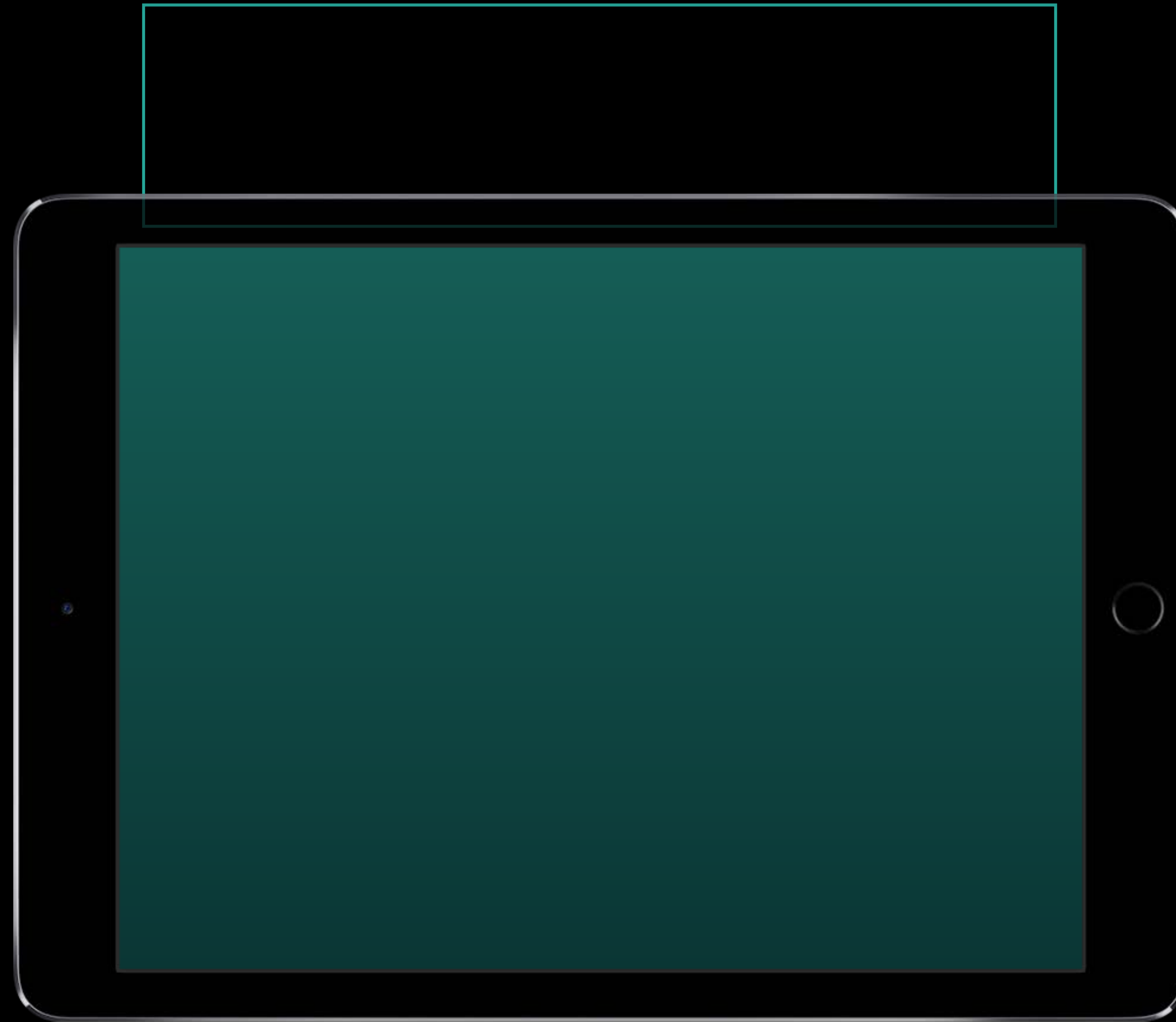
NEW



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iOS 10

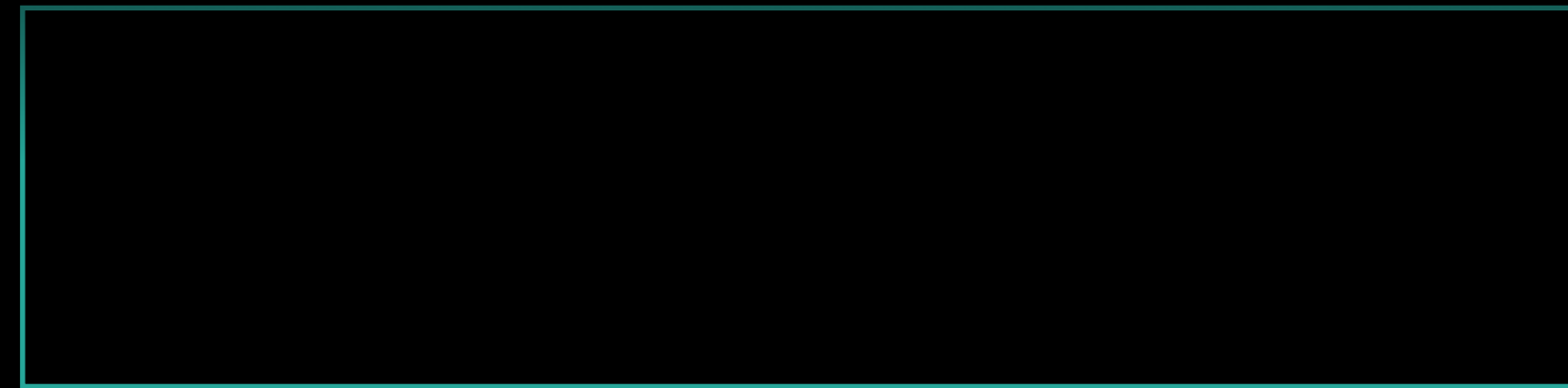
NEW



# Life Cycle of a Cell

iOS 10

NEW



# Life Cycle of a Cell

iOS 10

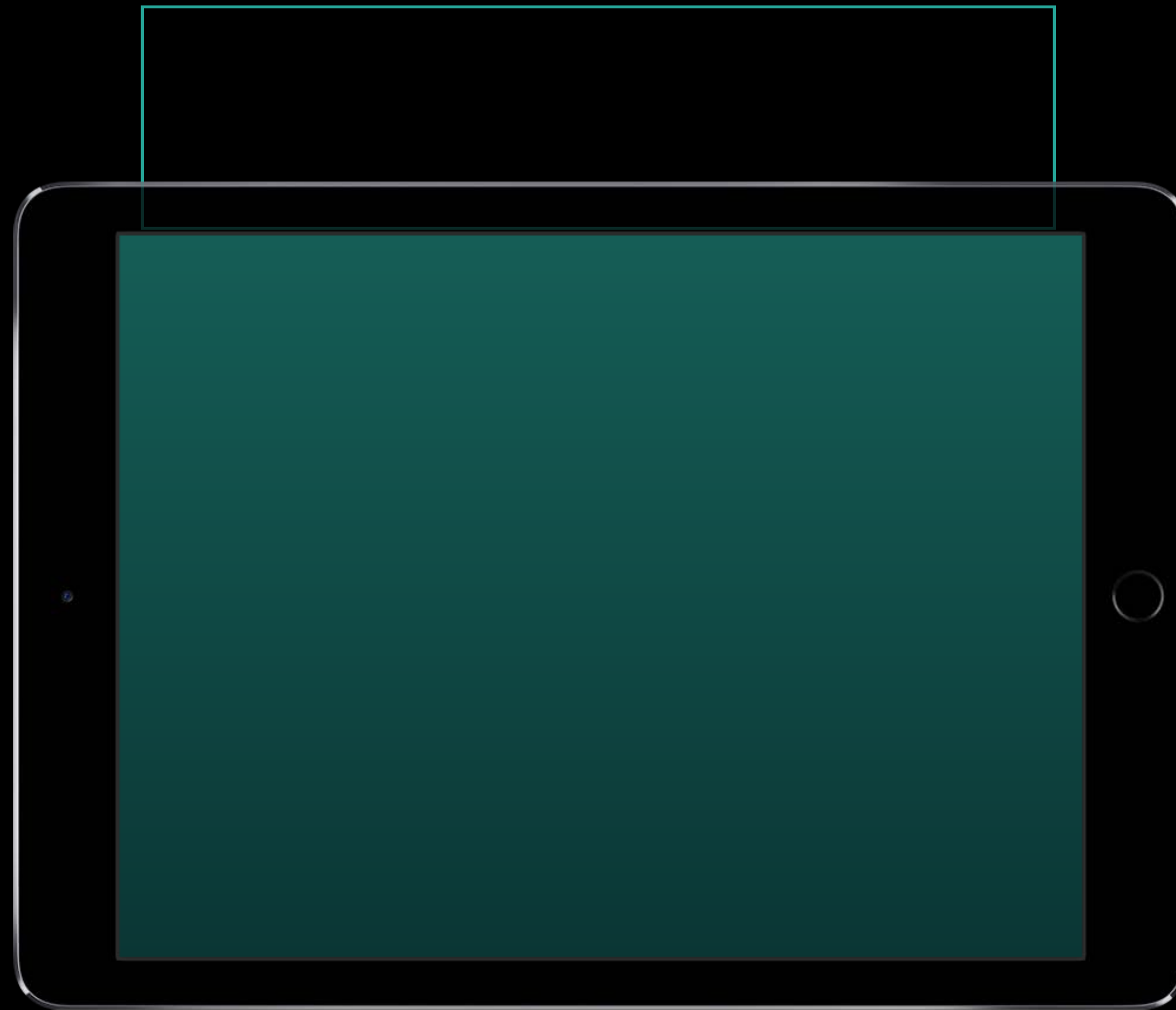
NEW



# Life Cycle of a Cell

iOS 10

NEW



# Life Cycle of a Cell

iOS 10

NEW

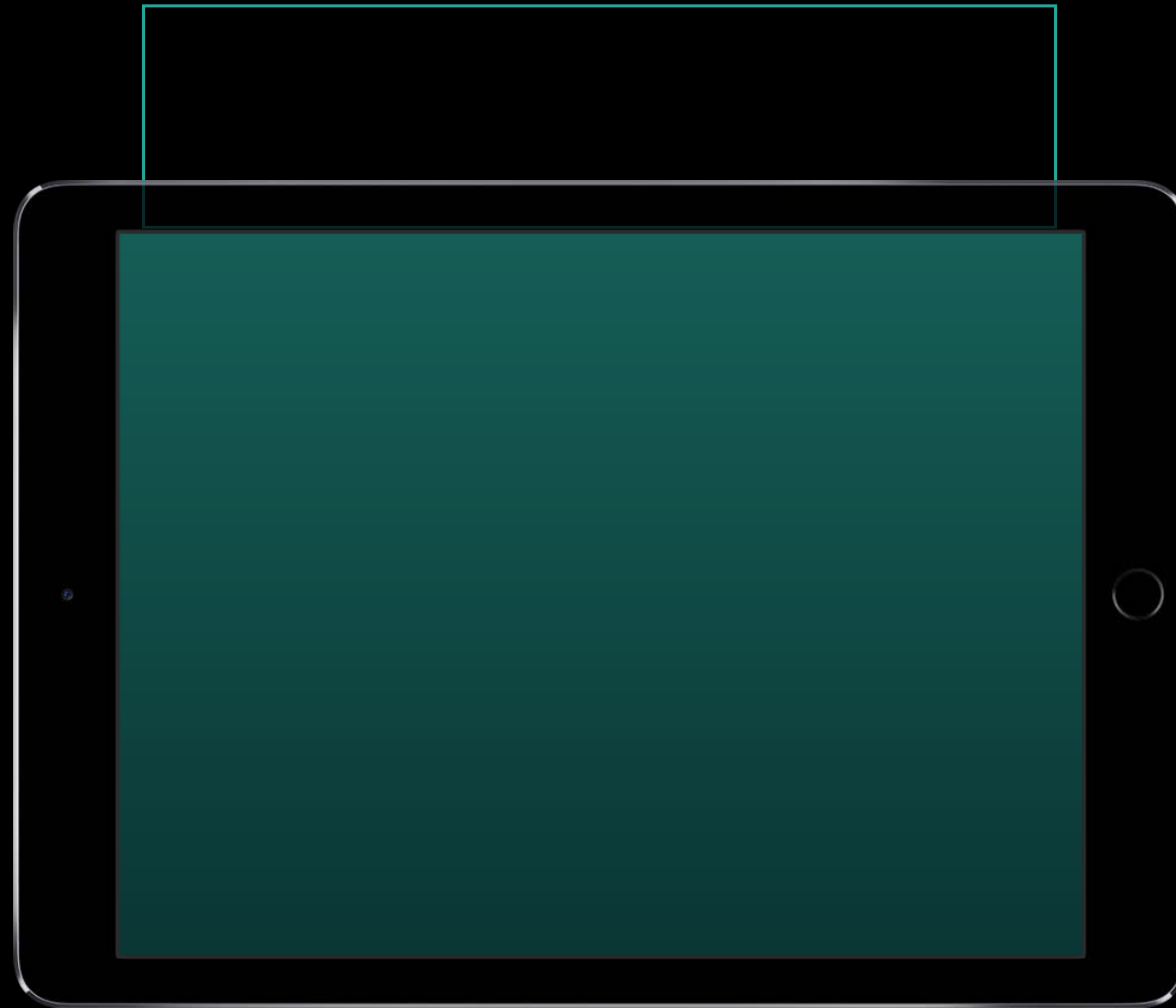




# Life Cycle of a Cell

iOS 10

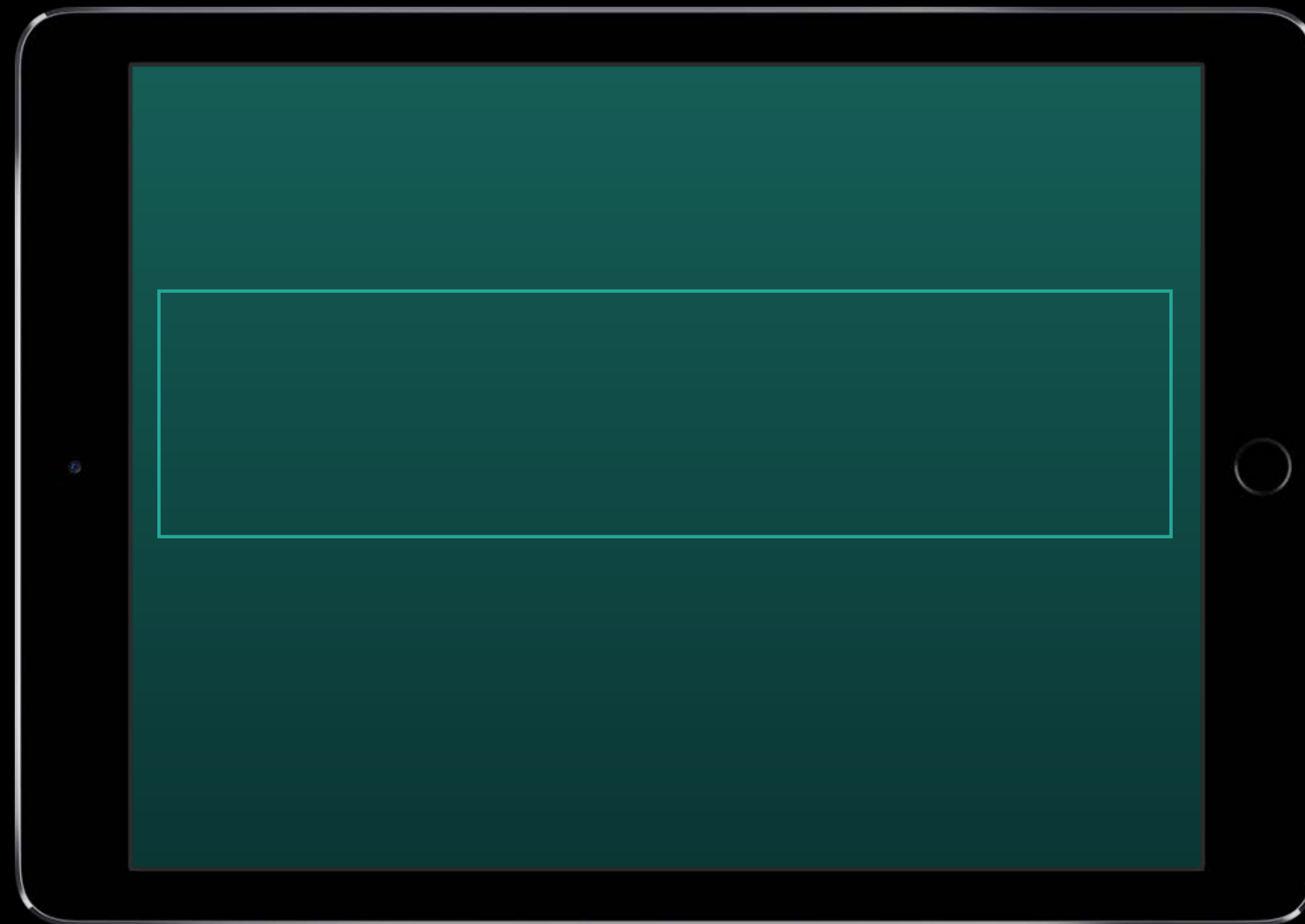
NEW



# Life Cycle of a Cell

iOS 10

NEW



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# Life Cycle of a Cell

iOS 10

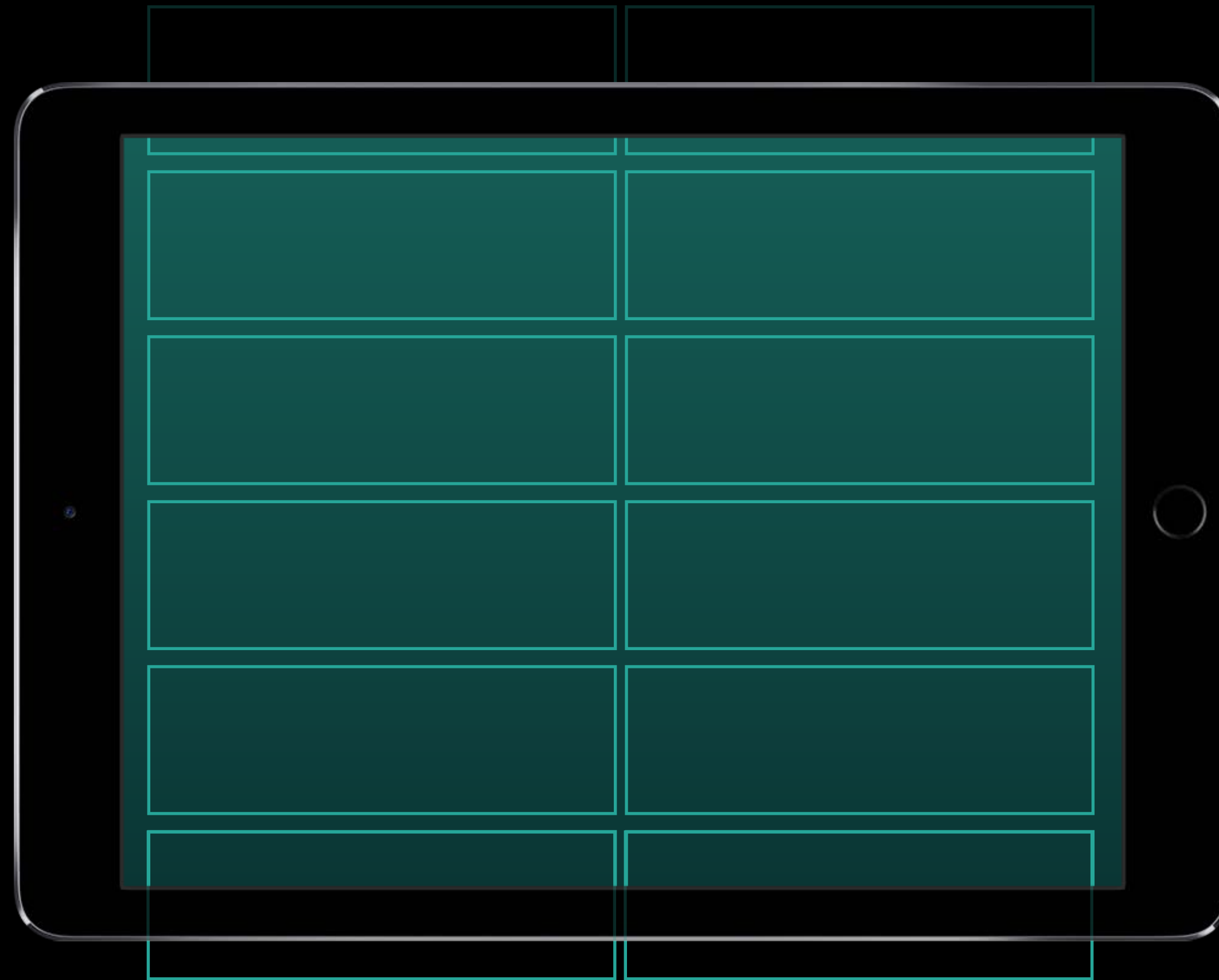
NEW



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iOS 10

NEW



# Life Cycle of a Cell

iOS 10

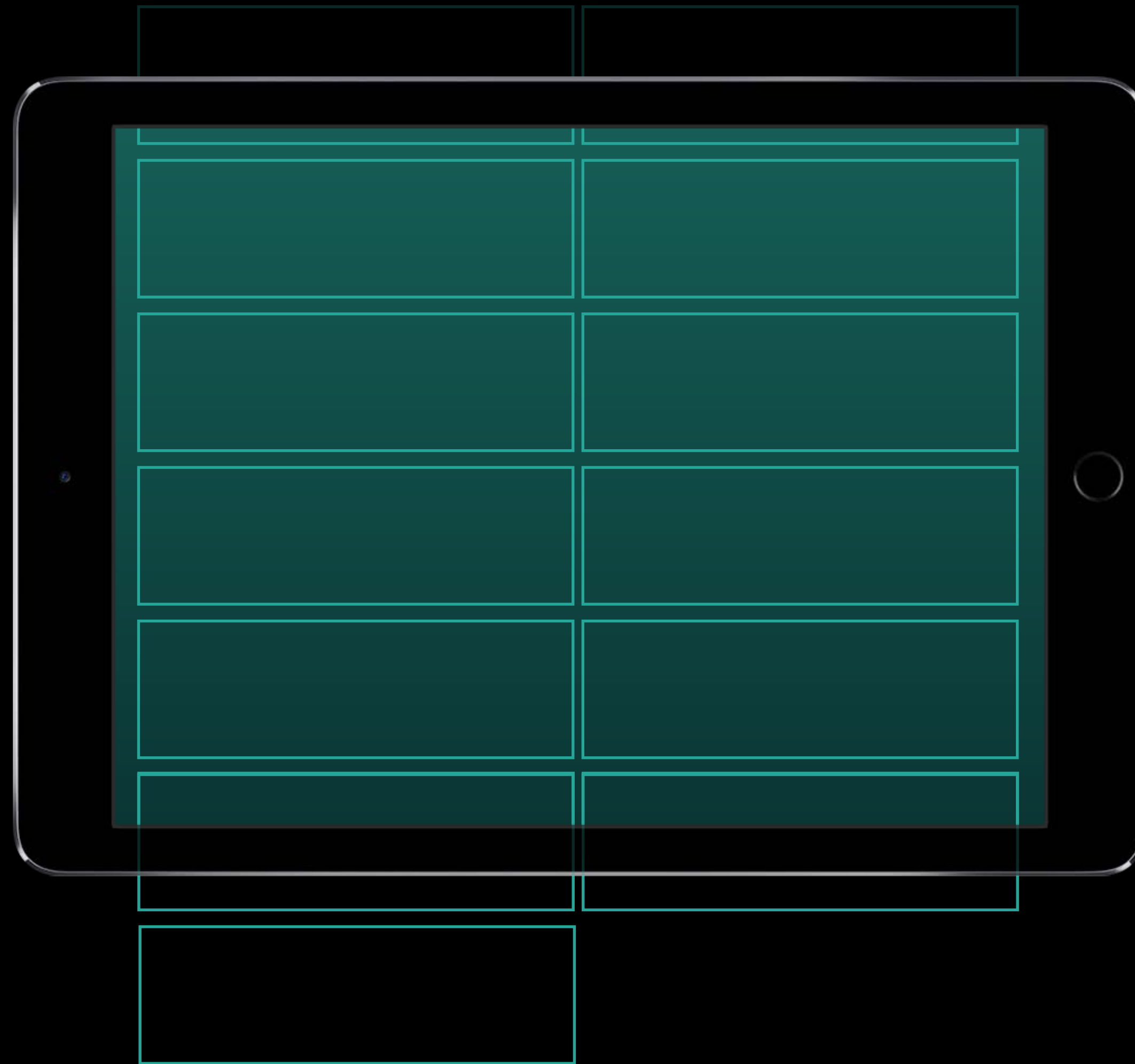
NEW



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iOS 10

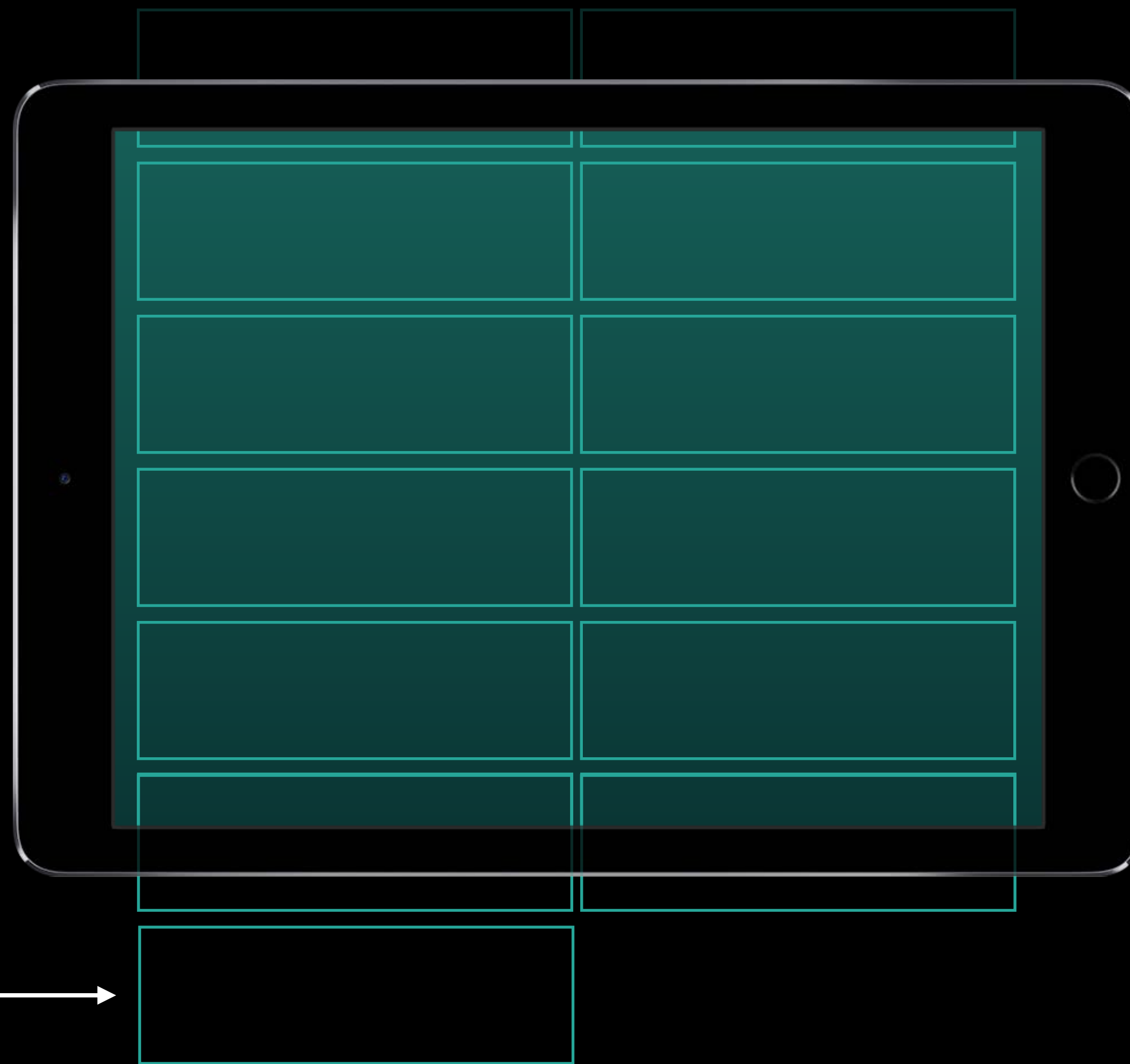
NEW



# Life Cycle of a Cell

iOS 10

NEW



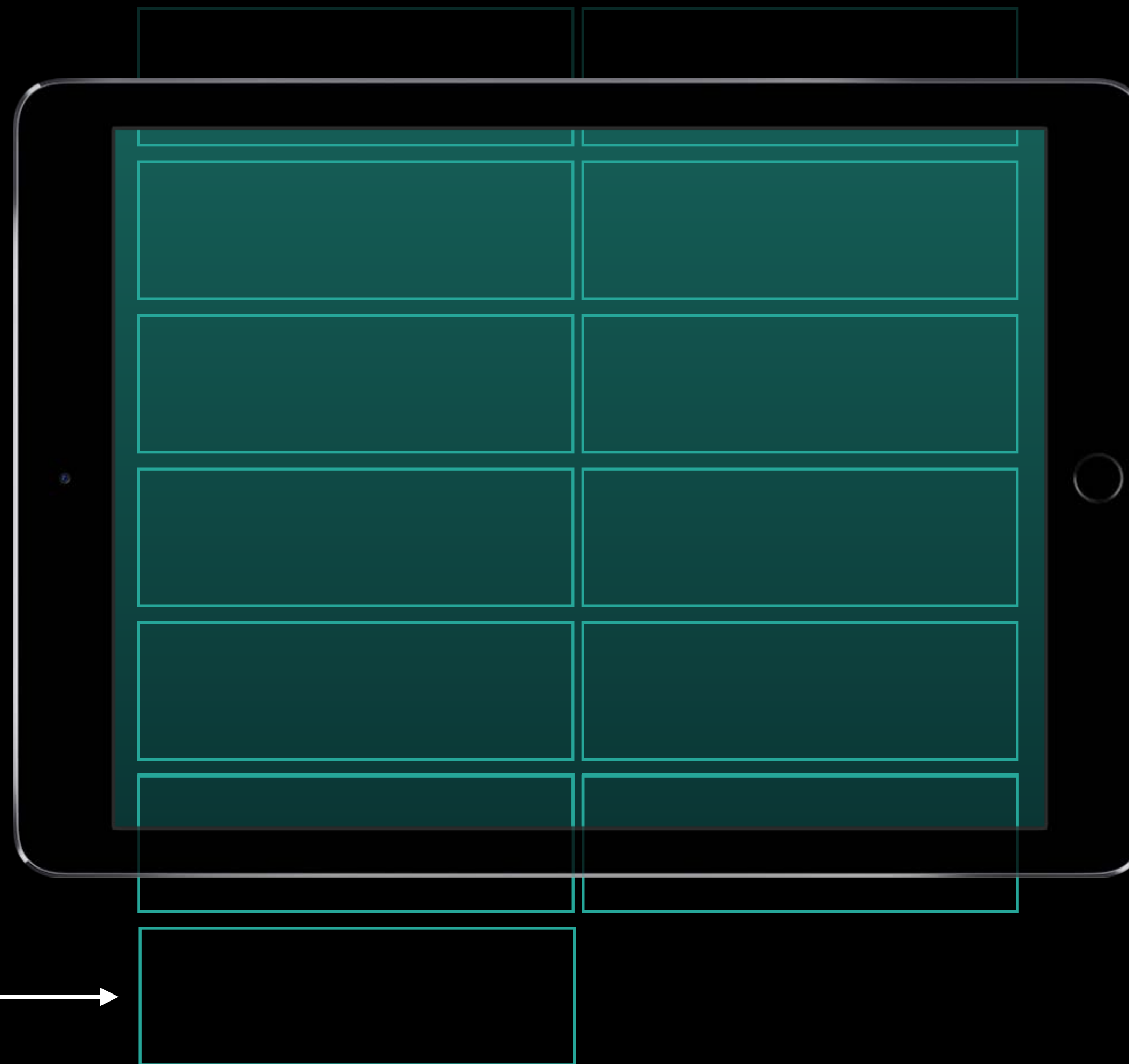
`prepareForReuse`



# Life Cycle of a Cell

iOS 10

NEW

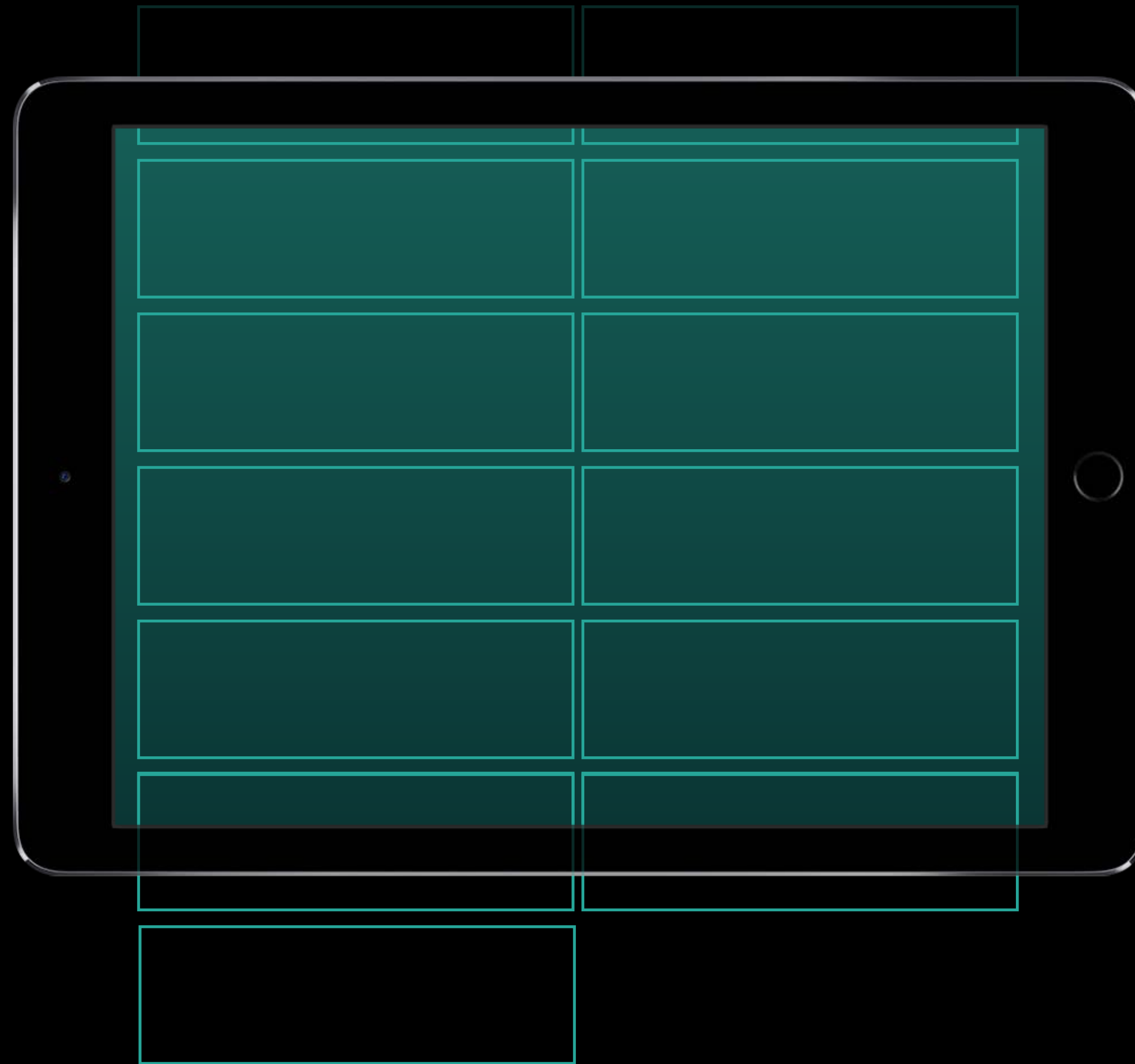


`cellForItemAtIndexPath`

# Life Cycle of a Cell

iOS 10

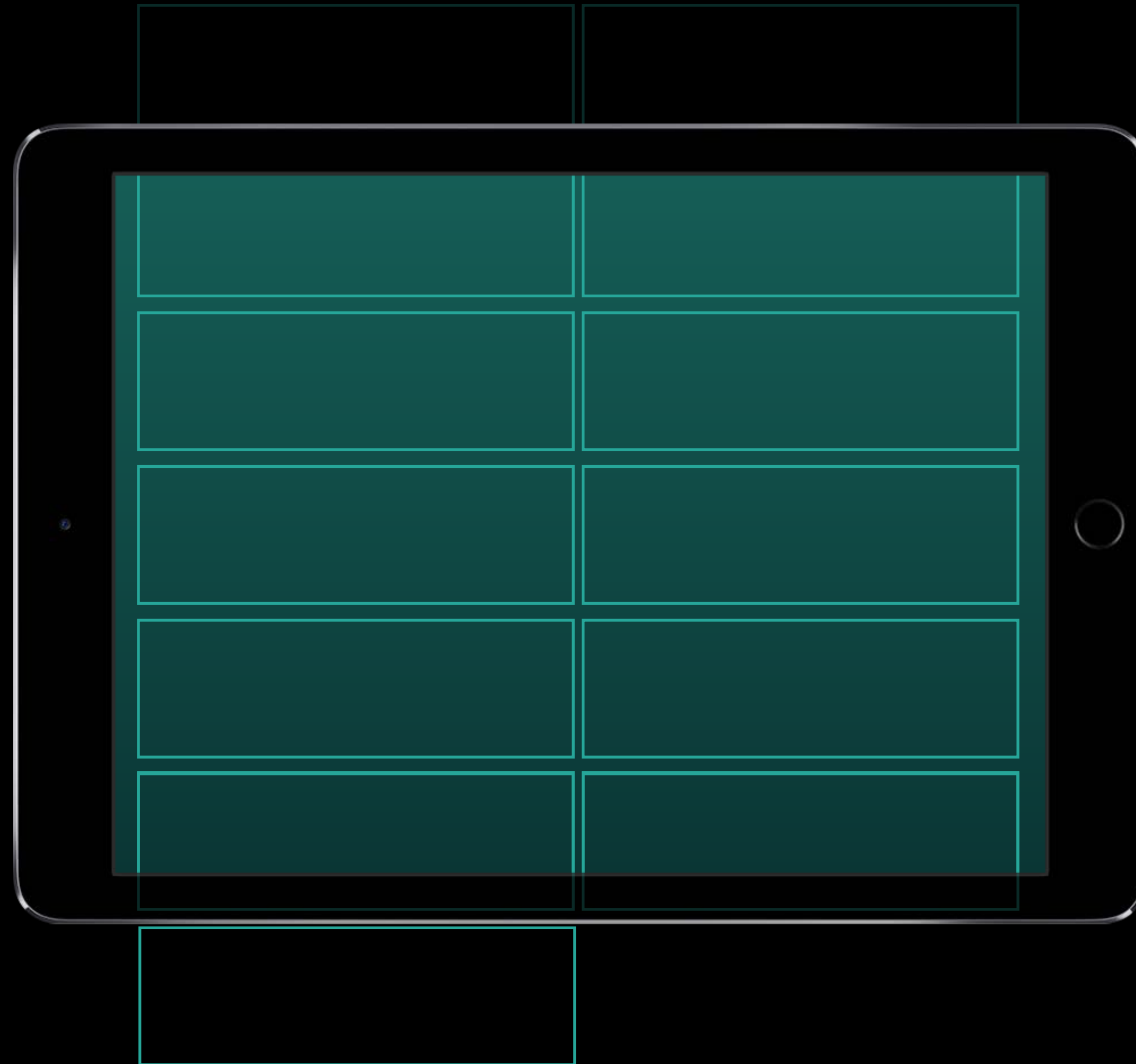
NEW



# Life Cycle of a Cell

iOS 10

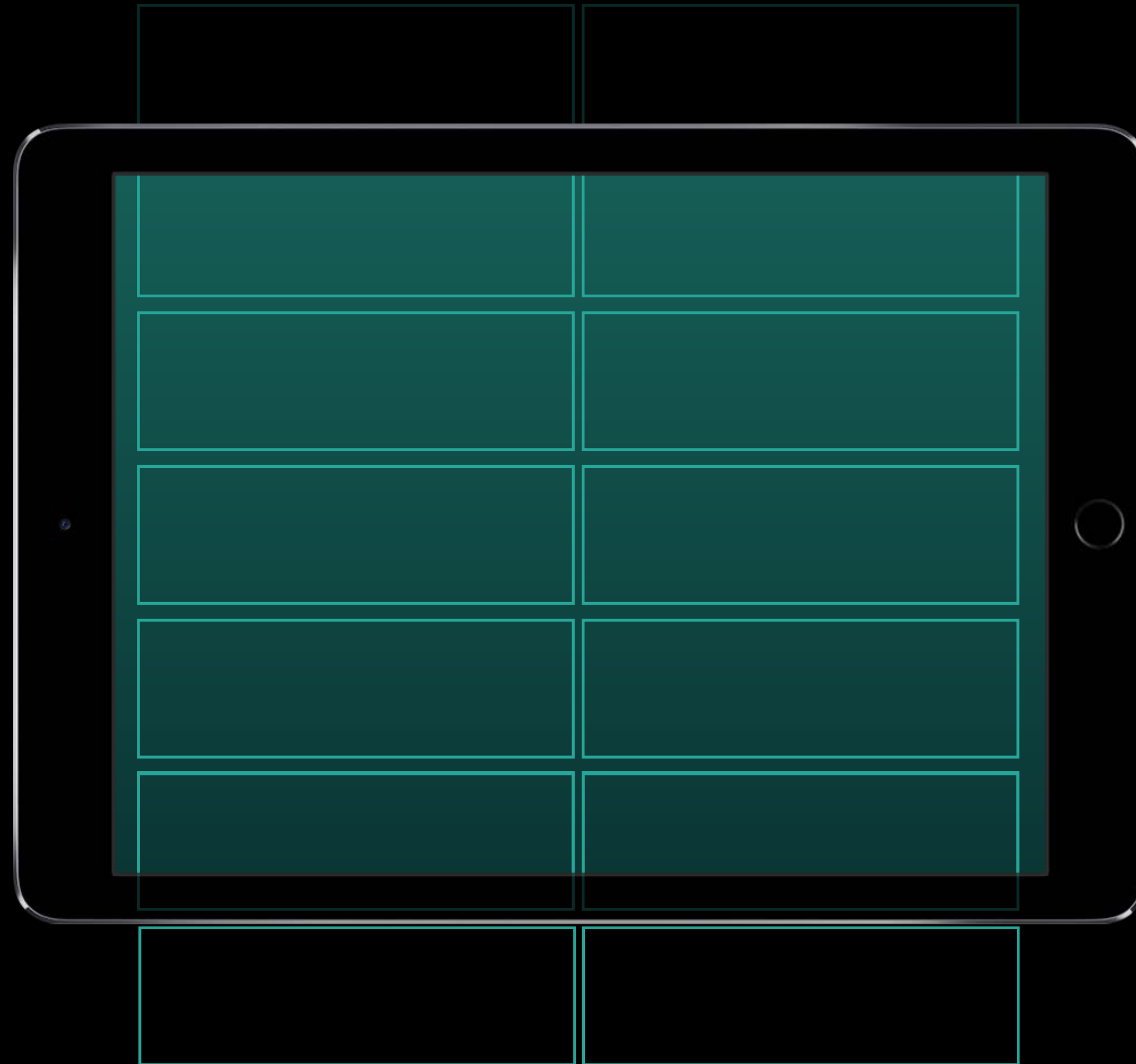
NEW



# Life Cycle of a Cell

iOS 10

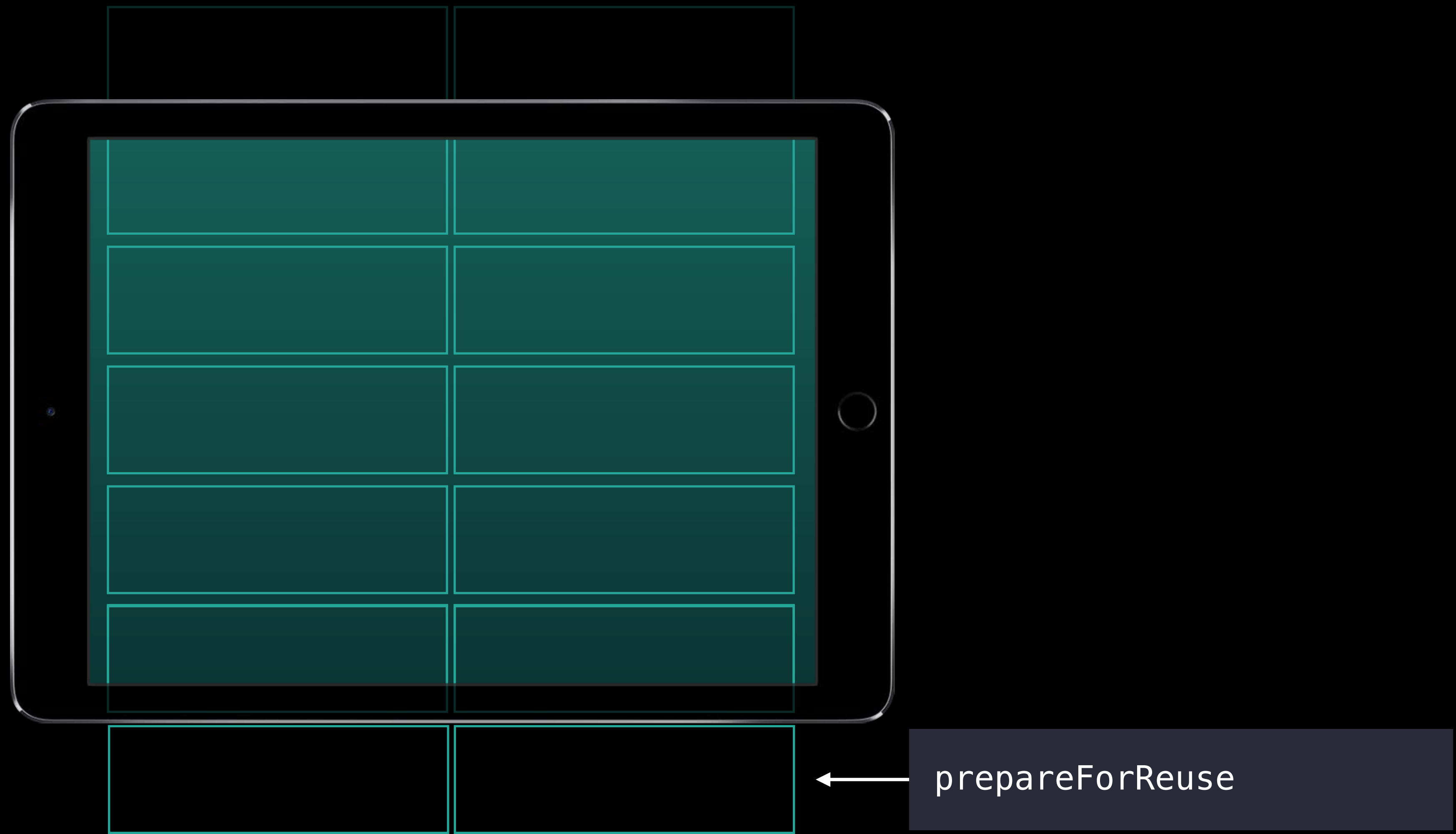
NEW



# Life Cycle of a Cell

iOS 10

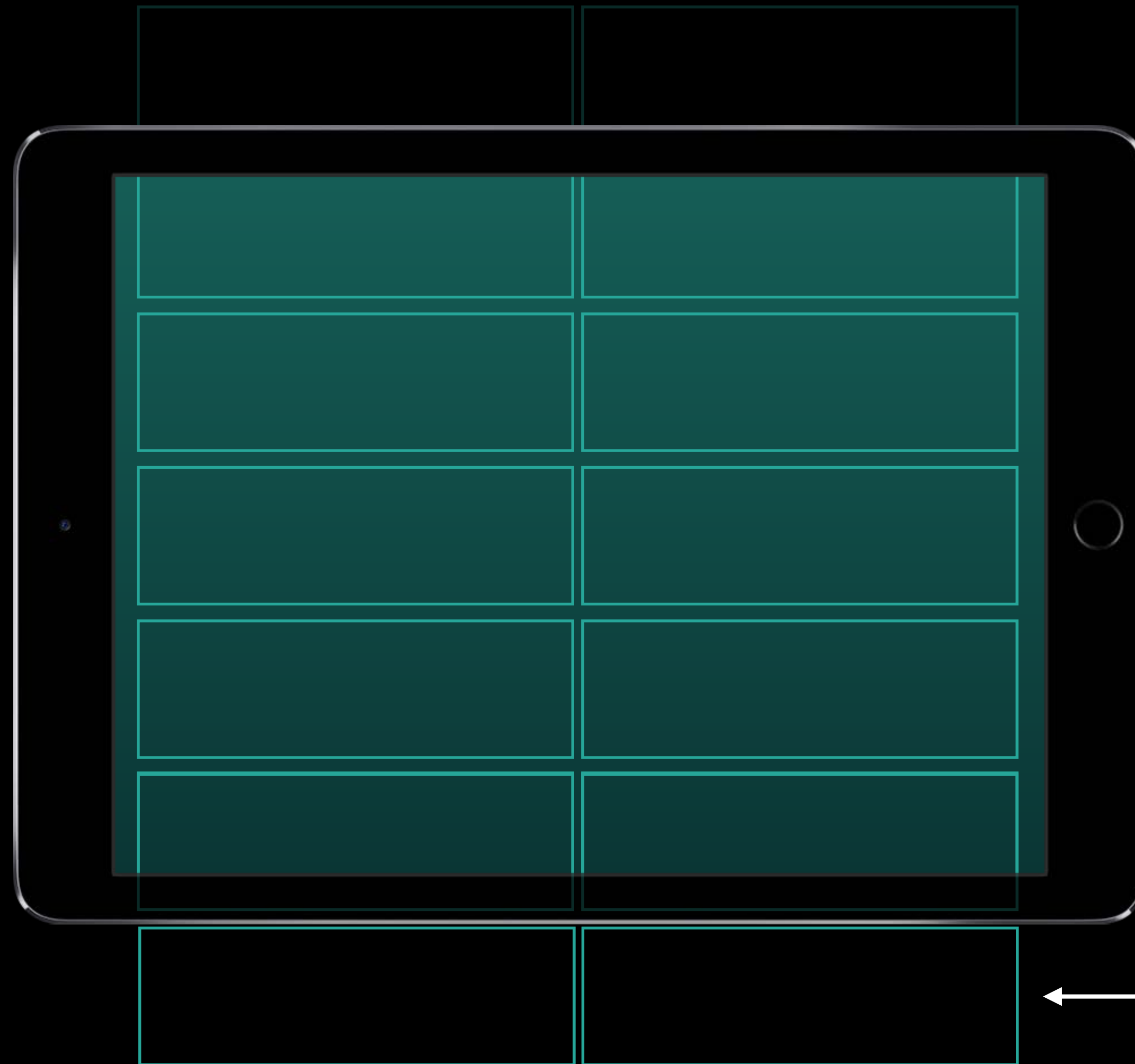
NEW



# Life Cycle of a Cell

iOS 10

NEW

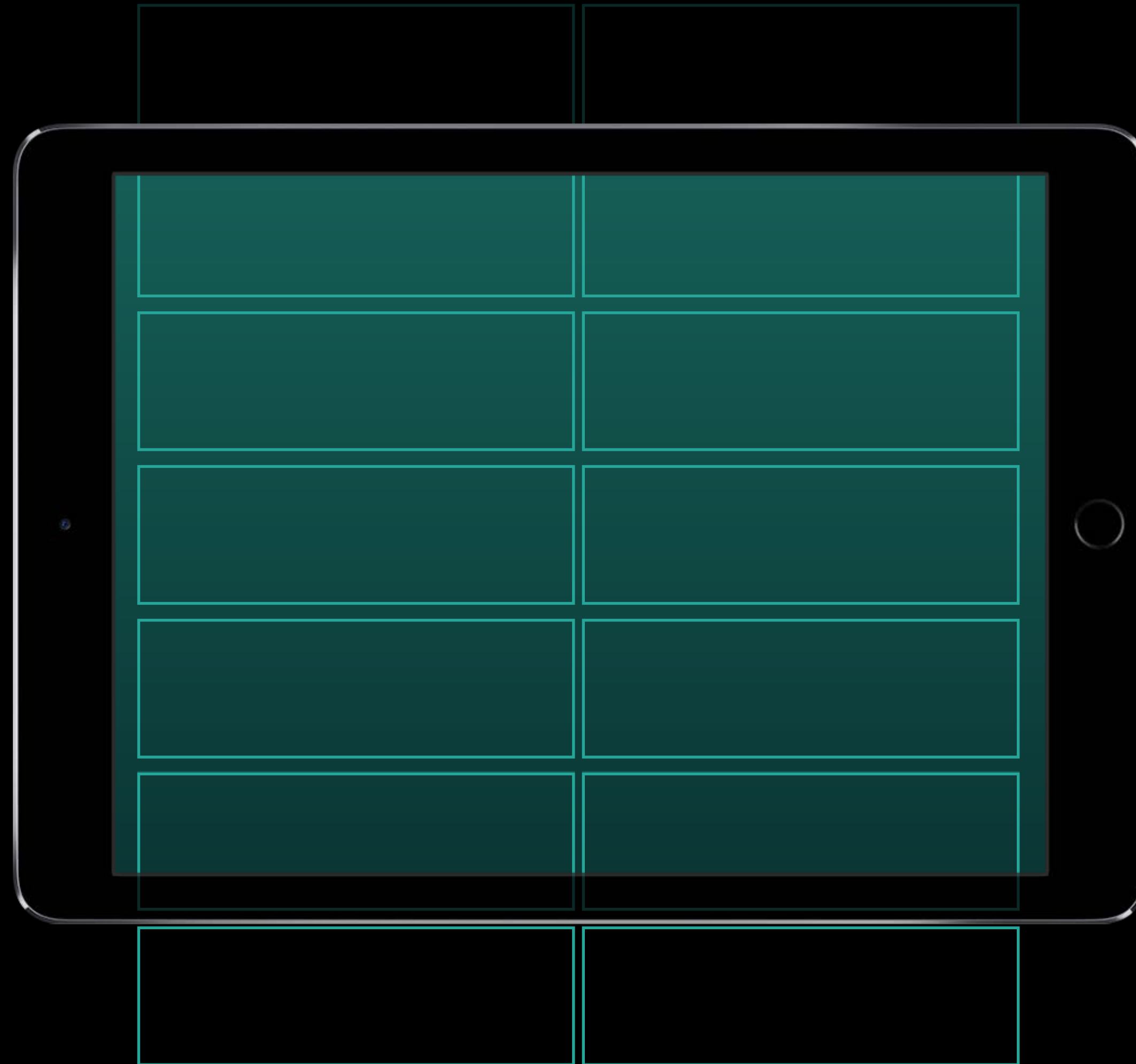


← `cellForItemAtIndexPath`

# Life Cycle of a Cell

iOS 10

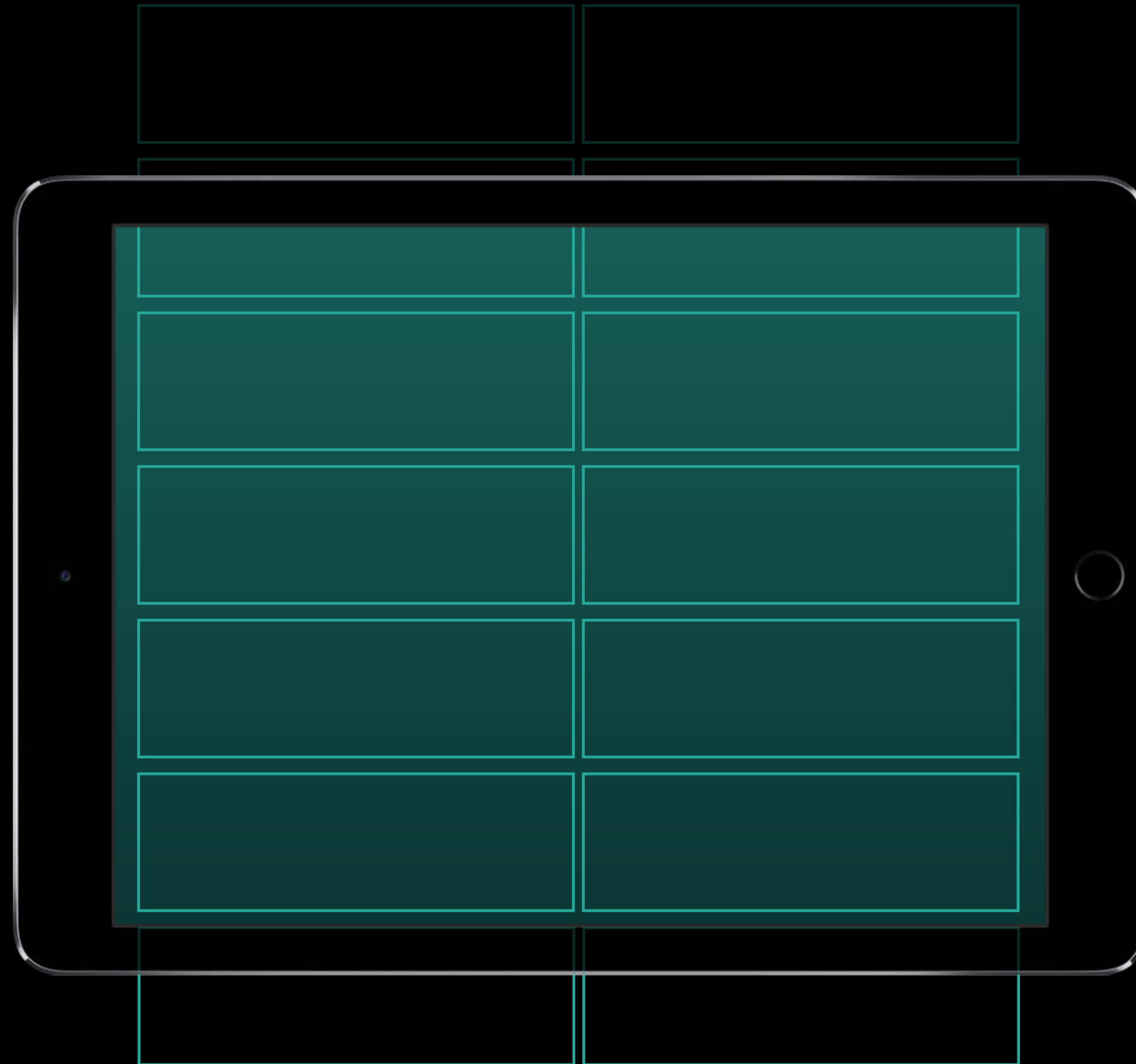
NEW



# Life Cycle of a Cell

iOS 10

NEW





# Life Cycle of a Cell

iOS 10

NEW



*Demo*

Scrolling like butter

# Introducing Cell Pre-Fetching

NEW

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Enabled by default for apps compiled on iOS 10

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NEW

Enabled by default for apps compiled on iOS 10

There is no step one

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Enabled by default for apps compiled on iOS 10

There is no step one

Opt-out is easy

```
collectionView.isPrefetchingEnabled = false
```

For Great Pre-Fetching Performance

# For Great Pre-Fetching Performance

Do heavy lifting in `cellForItemAtIndexPath`



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Do heavy lifting in `cellForItemAtIndexPath`

Do minimal work in `willDisplayCell` / `didEndDisplayingCell`

# For Great Pre-Fetching Performance

Do heavy lifting in `cellForItemAtIndexPath`

Do minimal work in `willDisplayCell` / `didEndDisplayingCell`

`cellForItemAtIndexPath` prepared cell may never display

# What About Expensive Data Models?

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Many cells require expensive data access

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Many cells require expensive data access

Images, databases, Core Data

# UICollectionView Pre-Fetching API

NEW

```
protocol UICollectionViewDataSourcePrefetching {
    func collectionView(_ collectionView: UICollectionView,
        prefetchItemsAt indexPaths: [NSIndexPath])
    optional func collectionView(_ collectionView: UICollectionView,
        cancelPrefetchingForItemsAt indexPaths: [NSIndexPath])
}

class UICollectionView : UIScrollView {
    weak var prefetchDataSource: UICollectionViewDataSourcePrefetching?
    var isPrefetchingEnabled: Bool
}
```

# UICollectionView Pre-Fetching API

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```



# UICollectionView Pre-Fetching API

NEW

Works with your existing asynchronous solution

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class UICollectionView : UIScrollView {
    weak var prefetchDataSource: UICollectionViewDataSourcePrefetching?
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```

*Demo*

Putting it all together—with science!

# Pre-Fetching API Tips

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Use GCD or NSOperationQueue

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Use GCD or NSOperationQueue

Pre-Fetching is an adaptive technology

# Pre-Fetching API Tips

Use GCD or NSOperationQueue

Pre-Fetching is an adaptive technology

Use `cancelPrefetching` API to adapt to shifting user focus

# UITableView Pre-Fetching API

NEW

```
protocol UITableViewDataSourcePrefetching {
    func tableView(_ tableView: UITableView, prefetchRowsAt indexPaths: [NSIndexPath])
    optional func tableView(_ tableView: UITableView, cancelPrefetchingForRowsAt indexPaths:
[NSIndexPath])
}

class UITableView : UIScrollView {
    weak var prefetchDataSource: UITableViewDataSourcePrefetching?
}
```

# UITableView Pre-Fetching API

NEW

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# Improvements to Self-Sizing Cells

# Self-Sizing Cells API Overview

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Full support in UICollectionViewFlowLayout

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- `layout.estimatedItemSize = CGSize(width:50,height:50)`

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Three options for specifying actual cell size

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- `layout.estimatedItemSize = CGSize(width:50,height:50)`

Three options for specifying actual cell size

- Auto Layout



# Self-Sizing Cells API Overview

Full support in UICollectionViewFlowLayout

- `layout.estimatedItemSize = CGSize(width:50,height:50)`

Three options for specifying actual cell size

- Auto Layout
- Override `sizeThatFits()`

# Self-Sizing Cells API Overview

Full support in UICollectionViewFlowLayout

- `layout.estimatedItemSize = CGSize(width:50,height:50)`

Three options for specifying actual cell size

- Auto Layout
- Override `sizeThatFits()`
- Override `preferredLayoutAttributesFittingAttributes()`

# Picking a Good estimatedItemSize

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Hard to guess

# Picking a Good estimatedItemSize

Hard to guess

Can this be computed from actual sizes?

# Automatic Self-Sizing Cells Estimates

NEW

# Automatic Self-Sizing Cells Estimates

NEW

```
layout.estimatedItemSize = UICollectionViewFlowLayoutAutomaticSize
```

# Automatic Self-Sizing Cells Estimates

NEW

```
layout.estimatedItemSize = UICollectionViewFlowLayoutAutomaticSize
```

Collection View will do the math for you



*Demo*

UICollectionViewFlowLayoutAutomaticSize

# Interactive Reordering

*Demo*

Interactive Reordering

# API Overview

```
class UICollectionView : UIScrollView {  
    func beginInteractiveMovementForItem(at indexPath: NSIndexPath) -> Bool  
    func updateInteractiveMovementTargetPosition(_ targetPosition: CGPoint)  
    func endInteractiveMovement()  
    func cancelInteractiveMovement()  
}
```

# API Overview

```
class UICollectionView : UIScrollView {  
    func beginInteractiveMovementForItem(at indexPath: NSIndexPath) -> Bool  
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    func updateInteractiveMovementTargetPosition(_ targetPosition: CGPoint)  
    func endInteractiveMovement()  
    func cancelInteractiveMovement()  
}
```

```
class UICollectionViewController : UIViewController {  
    var installsStandardGestureForInteractiveMovement: Bool  
}
```

# Paging Support

# Paging Support

```
collectionView.isPagingEnabled = true
```

# *Demo*

Interactive reordering—with paging support

NEW

# *Demo*

Interactive reordering—*with* paging support



JORDAN

# UIRefreshControl!

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UIRefreshControl now directly supported in UICollectionView!



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UITableView too!

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UITableView too!

UIScrollView too!

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UIRefreshControl now directly supported in UICollectionView!

UITableView too!

UIScrollView too!

```
let refreshControl = UIRefreshControl()

refreshControl.addTarget(self, action: #selector(refreshControlDidFire(_:)),
for: .valueChanged)

collectionView.refreshControl = refreshControl
```

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UIRefreshControl now directly supported in UICollectionView!

UITableView too!

UIScrollView too!

```
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# Summary

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UICollectionView cell pre-fetching



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UICollectionView cell pre-fetching

UICollectionView and UITableView prefetchDataSource API

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UICollectionView and UITableView prefetchDataSource API

Improvements to self-sizing cells

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UICollectionView cell pre-fetching

UICollectionView and UITableView prefetchDataSource API

Improvements to self-sizing cells

Interactive reordering

More Information

<https://developer.apple.com/wwdc16/219>

# Related Sessions

---

Advances in UIKit Animations and Transitions

Pacific Heights

Wednesday 10:00AM

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What's New in Core Data

Pacific Heights

Friday 10:00 AM

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Concurrent Programming with GCD in Swift 3

Pacific Heights

Friday 4:00 PM

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# Labs

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UIKit and UIKit Animations Lab

Frameworks Lab C

Thursday 1:00 PM

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Cocoa Touch and 3D Touch Lab

Frameworks Lab C

Friday 10:30 AM

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