

You should notice a blue line following your cursor. This line connects the button to the code so we can add an action to it

Move your cursor between the curly braces for the class

When you see a grey box appear release the mouse button

This window lets you set up the connection between the button and your code

Connection: Action

Name: clickMe

Type: UIButton

Event: Touch Up Inside (the standard event to use for buttons)

Arguments: Sender Now

Connect

You should now see in the swift file

```
@IBAction func clickMe(sender: UIButton) { }
```

This is a method called clickMe that will be called when the user taps the button

Now let's connect the label

Control-click from the label to the swift file as we did with the button

Connection: Outlet

Name: myText

Type: UILabel

Leave storage as weak

Connect

Notice this created in the swift file

```
@IBOutlet weak var myText: UILabel!
```

Now let's write some code

Find the @IBAction function you created earlier

```
@IBAction func clickMe(sender: UIButton) {  
    myText.text="Jessie is pretty cool!"  
}
```

This changes the string from whatever you had before to the new text, "Jessie is pretty cool!"

You can now run the app!

Resources

Xcode map <https://github.com/ATLASMobileMakers/AppResources/blob/master/xcodeMap.pdf>

Looking for more tutorials? Check us out at <https://github.com/ATLASMobileMakers>