

Running project1 on iPhone XR

project1

- project1
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Assets.xcassets
 - LaunchScreen.storyboard
 - Info.plist
- project1 Tests
 - project1 Tests.swift
 - Info.plist
- project1 UITests
 - project1 UITests.swift
 - Info.plist
- Products

View Controller Scene

- View Controller
 - View
 - Safe Area
 - Switch
 - First Responder
 - Exit
 - Storyboard Entry Point

9:41

View as: iPhone XR (wC hR) 75% +

Device Orientation Vary for Traits

```
1 //
2 // ViewController.swift
3 // project1
4 //
5 // Created by Student on 14/09/22.
6 // Copyright © 2022 lpu. All rights reserved.
7 //
8
9 import UIKit
10
11 class ViewController: UIViewController {
12
13     override func viewDidLoad() {
14         super.viewDidLoad()
15         // Do any additional setup after loading the
16         // view, typically from a nib.
17     }
18
19     @IBAction func sw(_ sender: UISwitch) {
20         if(sender.isOn == true){
21             view.backgroundColor = UIColor.black
22         }
23         else{
24             view.backgroundColor = UIColor.white
25         }
26     }
27
28 }
```

Switch

State Off

On Tint Default

Thumb Tint Default

Control

Alignment Horizontal

State ☐ Selected ☒ Enabled ☐ Highlighted

View

Content Mode Scale To Fill

Semantic Unspecified

Tag 0

Interaction ☒ User Interaction Enabled ☐ Multiple Touch

Alpha 1

Background Default

Tint Default

Drawing ☐ Opaque ☐ Hidden ☒ Clears Graphics Context ☐ Clip to Bounds ☒ Autorelease Subviews

Stretching X 0 Y 1

Width 1 Height 1

Installed