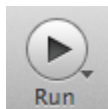


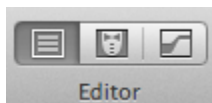
Exercise #1

In this exercise, we will create our first hello world application. This will utilize the UIAlertView which is a generic popup that disrupts the user and displays a message.

1. **Open** Xcode and **click** "Create a new Xcode Project"
2. **Select** your template to be a "**Single View Application**"
3. **Name** your project "**helloworld**"
4. **Name** your class prefix "**helloworld**"
4. For "devices" **choose** "iPhone"
5. Make sure "Use Storyboards" and "Use Automatic Reference Counting" are checked.
6. **Save** your application where you like.
7. At the top click the **run** button which looks like this to preview your empty application:



7. From your navigator, select "MainStoryboard.storyboard"
8. From the library pane on the right, select and drag "Round Rect Button" to your stage.
9. Double click the button and rename it to "Submit"
10. At the very top, click the assistant editor button. Its in the middle of the editor tabs and looks like the tuxedo:



11. Hold the control button and click and drag from your button to your header file just under the class name and above the "@end". (In your .h file)
12. Make sure the "Connection" is set to "Action" and name it "buttonClicked"
13. Go to your "helloworldViewController.m" file and look for "- (IBAction)buttonClicked"
14. Within this method, create your alert with the following code:

```
UIAlertView *myAlert = [[UIAlertView alloc] initWithTitle:@"My Title" message:@"Button was clicked" delegate:nil cancelButtonTitle:@"Done" otherButtonTitles:nil];
```

15. Directly below, show your alert with the following code:

```
[myAlert show];
```

16. Run the simulator to preview your product.

17. Using the steps above, create a second button but instead set the title to: "My Button" and set the message to "Hello World".

16. Run the simulator to see the final product.