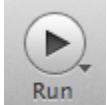


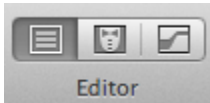
Exercise #2

In this exercise, we will create a text field that prints to the page when you submit.

1. **Open** Xcode and click “Create a new Xcode Project”
2. **Select** your template to be a “Single View Application”
3. **Name** your project “userInput”
4. **Name** your class prefix “userInput”
4. For “devices” **choose** “iPhone”
5. **Save** your application where you like.
6. 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 “Button” to your stage.
9. From the library pane on the right, select and drag “Text Field” to your stage.
10. From the library pane on the right, select and drag “Label” to your stage.
11. At the very top, click the assistant editor button. Its in the middle of the editor tabs and looks like the tuxedo:



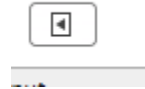
12. Hold the control button and click and drag from your label to your header file just under the class name and above the “@end”. (In your .h file)
13. Make sure the “Connection” is set to “Outlet” and name it “myContent”
14. Hold the control button and click and drag from your text field to your header file just under the class name and above the “@end”. (In your .h file)
15. Make sure the “Connection” is set to “Outlet” and name it “myField”
16. 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)
17. Make sure the “Connection” is set to “Action” and name it “buttonClicked”
19. Go to your “userInputViewController.m” file and look for “- (IBAction)buttonClicked”
20. Within this method, change the content of your label using following code:

```
_myContent.text = _myField.text;
```

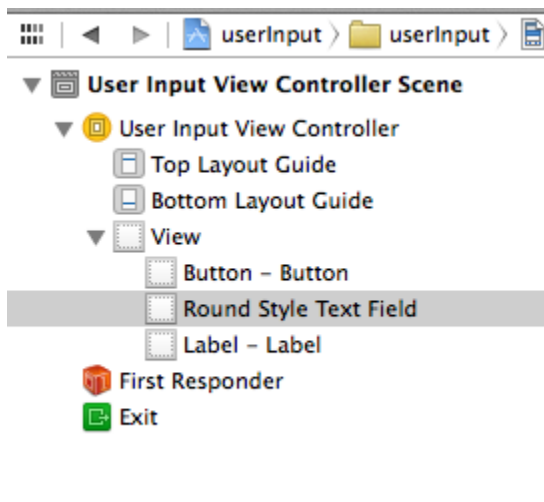
21. Now we need to make the textfield return button dismiss the keyboard. Paste the following code a the bottom of you viewController.m file.

```
- (BOOL)textFieldShouldReturn:(UITextField *)textField {
    [textField resignFirstResponder];
    _myContent.text = _myField.text;
    return TRUE;
}
```

22. Now go back to your mainstoryboard.storyboard and click the the text field element. Click the little play button on the lower left corner. It should look like this:



You should now see this the image below.



Hold the control button and drag from the textfield element to the “User Input View Controller” (The one with the yellow icon). In the gray popup click “Delegate”.

