Exercise #4
"Adding UI Elements"

In this exercise, we will create a series of views and subviews that have their own controllers.

1. **Open** Xcode and click "Create a new Xcode Project"

2. **Select** your template to be a "Single View Application"

3. **Name** your project "Exercise4"

4. **Name** your class prefix "Exercise4"

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. **Open** your storyboard by clicking Mainstoryboard.storyboard in your navigator.

8. **Drag** a Button, Switch, Slider, and Image View.

Round Rec Button

9. Hold the control button and click and drag from your "Round Rec Button" to your header file just under the class name and above the "@end". (In your .h file)

10. Make sure the "Connection" is set to "Action" and name it "buttonClicked".

11. In you .m file, update the "- (IBAction)buttonClicked:(id)sender" function to include the following:

NSLog(@"Button was clicked");

Switch

12. Hold the control button and click and drag from your "Switch" 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 "Action" and name it "switchChanged".

14. Hold the control button and click and drag from your "Switch" to your header file just under the class name and above the "@end". (In your .h file)

15. This time, make the "Connection" is set to "Outlet" and name it "switchValue".

16. In your .m file, update the "- (IBAction)switchChanged:(id)sender" function to include the following:

```
if(_switchValue.on) {

    NSLog(@"The switch is on");

  } else {

    NSLog(@"Its off");

  }
```

Slider

17. Hold the control button and click and drag from your "Slider" to your header file just under the class name and above the "@end". (In your .h file)

18. This time, make the "Connection" is set to "Outlet" and name it "slideValue".

19. Hold the control button and click and drag from your "Slider" to your header file just under the class name and above the "@end". (In your .h file)

20. This time, make the "Connection" is set to "Action" and name it "slideAction".

21. Within you .m file, update the "- (IBAction)slideAction:(id)sender" function to include the following:

```
NSLog(@"%.1f", _slideValue.value);
```

Image View

22. Download this image: https://blueprint.box.com/s/fznehnxzbab3siabsjl3

23. Drag the image from the previous step to your supporting files directory. This file is now available for use.

24. Click the image field and in your inspector panel on the right, click the fourth tab that looks like this:

25. Under image, click the dropdown arrow and select the image we imported. "large.jpg"

26. **Build** and **run** your app.