

# Focus Questions - Actions and Outlets

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1. What is the utility of an action? Outlet?
2. Think back to the "Reminders" App that we discussed in the Warm Up of the Intro to Swift lesson (or a similar type of app). Draw out a sketch of the app, and mark it up with places that you think actions and outlets are likely used.

## What is the utility of an action? Outlet?

An action occurs when the user has done something on an object on the storyboard. An outlet is used to change the property of something.

Think back to the "Reminders" App that we discussed in the Warm Up of the Intro to Swift lesson (or a similar type of app). Draw out a sketch of the app, and mark it up with places that you think actions and outlets are likely used.

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