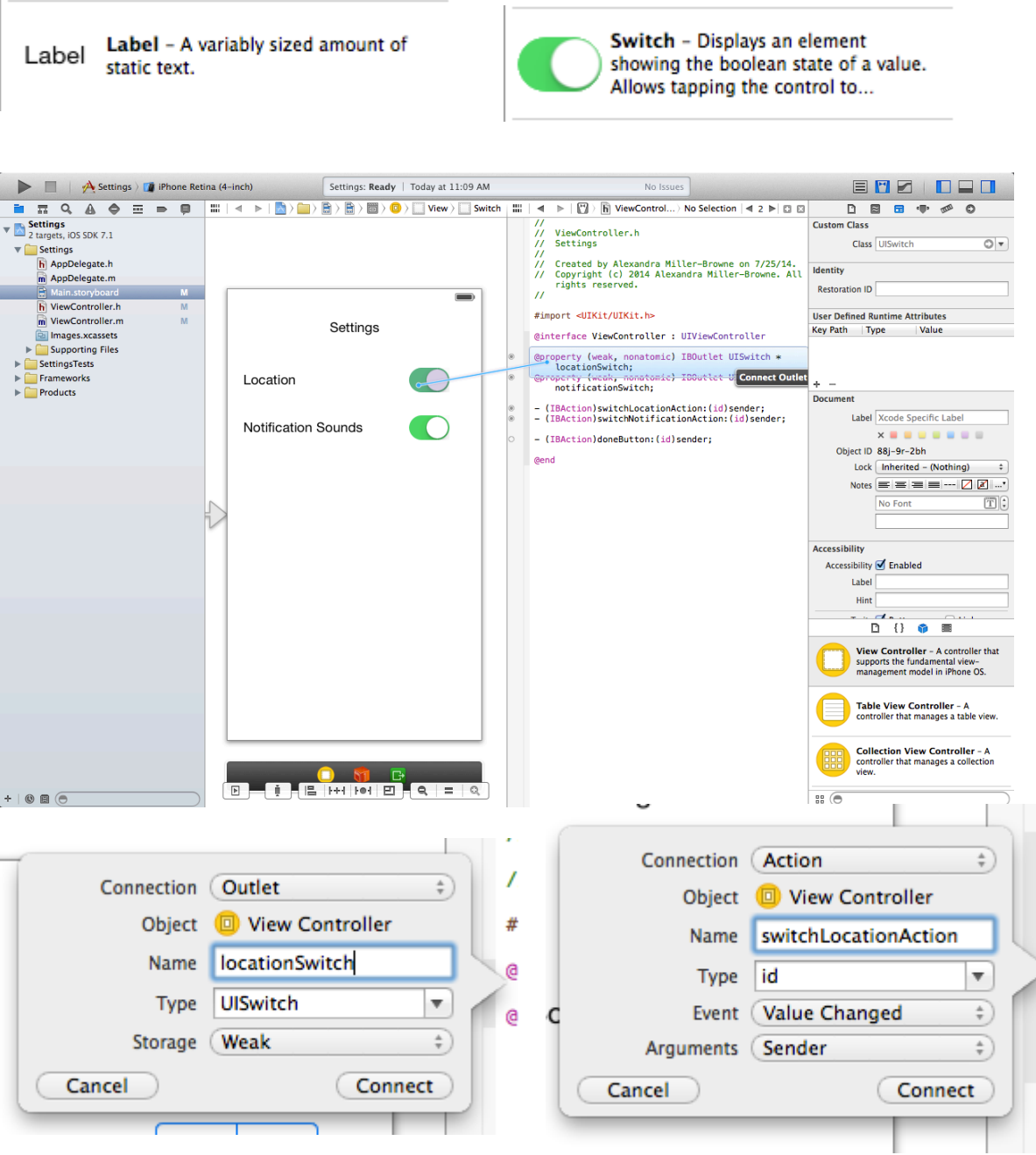


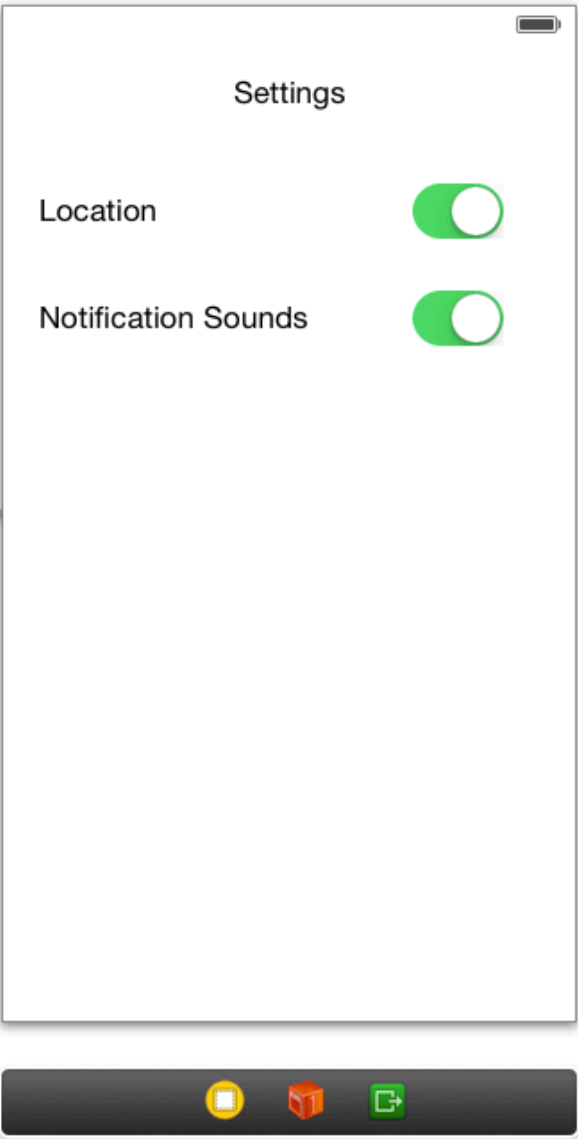
NSUserDefaults

Storyboarding:

Add 2 labels and 2 switches to the storyboard and connect them to the ViewController.h as shown below:



The View



Programming:

In the ViewController.h file, insert the following code:

```
@interface ViewController : UIViewController

@property (weak, nonatomic) IBOutlet UISwitch *locationSwitch;
@property (weak, nonatomic) IBOutlet UISwitch *notificationSwitch;

- (IBAction)switchLocationAction:(id)sender;
- (IBAction)switchNotificationAction:(id)sender;

@end
```

In the ViewController.m file, add the code below:

```
#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    //initialize defaults in the viewDidLoad method
    NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];

    //defines the state of the switch (on or off)
    if ([defaults objectForKey:@"SwitchState"]){
        self.locationSwitch.on = [defaults boolForKey:@"SwitchState"];
    }
    if ([defaults objectForKey:@"SwitchState"]){
        self.notificationSwitch.on = [defaults boolForKey:@"SwitchState"];
    }
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

// saves the position of the switch for reference with NSUserDefaults
- (IBAction)switchLocationAction:(id)sender {
    NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];

    if ([self.locationSwitch isOn]){
        [defaults setBool:YES forKey:@"SwitchState"];
    }

    else {
        [defaults setBool:NO forKey:@"SwitchState"];
    }
}

- (IBAction)switchNotificationAction:(id)sender {
    NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];

    if ([self.notificationSwitch isOn]){
        [defaults setBool:YES forKey:@"SwitchState"];
    }
    else {
        [defaults setBool:NO forKey:@"SwitchState"];
    }
}

@end
```