

HOW TO MAKE AN APP FOR BEGINNERS

Lesson 9
User Interaction

RECAP NOTES



Key Concepts

1. You can set the image displayed within a UIImageView element by setting its "image" property.
2. In order to do this via code, the UIImageView.image property expects you to assign a UIImage object to it
3. UIImage is a class for representing image data.
4. To create a new UIImage object, type:

```
var myImage = UIImage()
```

5. The UIImage class has a special method where you can pass in an input parameter while creating the UIImage object. This parameter points to an image asset in your Xcode asset library.
6. So if we want to create a UIImage object that represents the data for one of our image assets, we can pass in the asset name like this:

```
var myImage = UIImage(named: "AssetName")
```

7. Then we can set the image property with that newly created UIImage object.

```
var myImage = UIImage(named: "AssetName")  
myImageView.image = myImage
```

8. You can generate random integers with the `Int.random()` method

```
var myRandomNumber = Int.random(in: 1...10)
```