

# Laboratorium 5 – IOS cz. 1

## Programowanie mobilne

### Zadanie 2. Hello world.

```
<?xml version="1.0" encoding="UTF-8"?>
<document type="com.apple.InterfaceBuilder3.CocoaTouch.Storyboard.XIB" version="3.0" toolsVersion="32700.99.1234" targetRuntime="iOS.CocoaTouch"
propertyAccessControl="none" useAutolayout="YES" useTraitCollections="YES" useSafeAreas="YES" colorMatched="YES" initialViewController="BYZ-38-t0r">
  <device id="retina6_12" orientation="portrait" appearance="light"/>
  <dependencies>
    <plugin identifier="com.apple.InterfaceBuilder.IBocoaTouchPlugin" version="22684"/>
    <capability name="Safe area layout guides" minToolsVersion="9.0"/>
    <capability name="System colors in document resources" minToolsVersion="11.0"/>
    <capability name="documents saved in the Xcode 8 format" minToolsVersion="8.0"/>
  </dependencies>
  <scenes>
    <!--View Controller-->
    <scene sceneID="tne-QT-ifu">
      <objects>
        <viewController id="BYZ-38-t0r" customClass="ViewController" customModule="klosmateuszlab5" customModuleProvider="target"
          sceneMemberID="viewController">
          <view key="view" contentMode="scaleToFill" id="8bC-Xf-vdC">
            <rect key="frame" x="0.0" y="0.0" width="393" height="852"/>
            <autoresizingMask key="autoresizingMask" widthSizable="YES" heightSizable="YES"/>
            <subviews>
              <label opaque="NO" userInteractionEnabled="NO" contentMode="left" horizontalHuggingPriority="251" verticalHuggingPriority="251"
                fixedFrame="YES" text="Hello World!" textAlignment="natural" lineBreakMode="tailTruncation"
                baselineAdjustment="alignBaselines" adjustsFontSizeToFit="NO" translatesAutoresizingMaskIntoConstraints="NO" id="BQb-Bs-0FD">
                <rect key="frame" x="150" y="85" width="93" height="21"/>
                <autoresizingMask key="autoresizingMask" flexibleMaxX="YES" flexibleMaxY="YES"/>
                <fontDescription key="fontDescription" type="system" pointSize="17"/>
                <nil key="textColor"/>
                <nil key="highlightedColor"/>
              </label>
              <textField opaque="NO" contentMode="scaleToFill" horizontalHuggingPriority="248" fixedFrame="YES"
                contentHorizontalAlignment="left" contentVerticalAlignment="center" borderStyle="roundedRect" textAlignment="natural"
                minimumFontSize="17" translatesAutoresizingMaskIntoConstraints="NO" id="UEJ-WX-G5Z">
                <rect key="frame" x="16" y="143" width="361" height="34"/>
                <autoresizingMask key="autoresizingMask" flexibleMaxX="YES" flexibleMaxY="YES"/>
                <fontDescription key="fontDescription" type="system" pointSize="14"/>
                <textInputTraits key="textInputTraits"/>
              </textField>
              <button opaque="NO" contentMode="scaleToFill" fixedFrame="YES" contentHorizontalAlignment="center"
                contentVerticalAlignment="center" buttonType="system" lineBreakMode="middleTruncation"
                translatesAutoresizingMaskIntoConstraints="NO" id="vNA-KB-q58">
                <rect key="frame" x="150" y="208" width="93" height="35"/>
                <autoresizingMask key="autoresizingMask" flexibleMaxX="YES" flexibleMaxY="YES"/>
                <state key="normal" title="Button"/>
                <buttonConfiguration key="configuration" style="plain" title="Say hello"/>
              </button>
            </subviews>
            <viewLayoutGuide key="safeArea" id="6Tk-OE-BBY"/>
            <color key="backgroundColor" systemColor="systemBackgroundColor"/>
          </view>
        </viewController>
        <placeholder placeholderIdentifier="IBFirstResponder" id="dkx-z0-nzr" sceneMemberID="firstResponder">
        </objects>
        <point key="canvasLocation" x="75.572519083969468" y="-27.464788732394368"/>
      </scene>
    </-->
  </scenes>
```

## Zadanie 3. Outlety i akcje



```
1
2 import UIKit
3
4 class ViewController: UIViewController {
5
6     @IBOutlet weak var label: UILabel!
7     @IBOutlet weak var editText: UITextField!
8
9     override func viewDidLoad() {
10         super.viewDidLoad()
11         // Do any additional setup after loading the view.
12     }
13
14     @IBAction func buttonAction(_ sender: Any) {
15         label.text = editText.text
16     }
17
18 }
19
20
```