**Topic: UI Controls**  
(Previous topic: Auto-layout and Actions)

Intro

* See how everyone is doing on the lab assignment
* Discuss the code review process and due date

Overview

Controls:

* Image view
* Slider
* Text fields – one set for text, one for numeric values only
* Segmented control: toggles between two values
* Switch
* Button – an iOS button that looks like buttons did before iOS 7.

Techniques:

* how to set and retrieve the values of various controls
* how to use action sheets to force the user to make a choice
* how to use alerts to give the user important feedback.

Topics:

* control states
* use of stretchable images to make buttons look the way they should.

Controls

* Three modes:

1. Active: Has actions (all controls can have actions since they inherit from UIControl)
2. Static: No actions and no interactivity (like the ImageView in this chapter’s example)
3. Passive: Can store values but doesn’t have any actions (like the TextField in this ch. Example)

* Controls can have more than one Action
* More than one control can use the same Action
* ImageView
  + Image, from Resources
  + View, Mode options