**Topic: More UI Elements**

Intro

* Review due dates on Moodle and talk about progress

UI Elements

* Overview
* 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
* 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.
* how to close the keyboard when the user touches the background.

Topics:

* UI Element states
  + Default: The most common state is the default control state, which is the default

state. It’s the state that controls are in when not in any of the other states.

* + Focused: In focus-based navigation systems, a control enters this state when it

receives the focus. A focused control changes its appearance to indicate that it has

focus, and this appearance differs from the appearance of the control when it is

highlighted or selected. Further interactions with the control can result in it also

becoming highlighted or selected.

* + Highlighted: The highlighted state is the state a control is in when it’s currently being

used. For a button, this would be while the user has a finger on the button.

* + Selected: Only some controls support the selected state. It is usually used to indicate

that the control is turned on or selected. Selected is similar to highlighted, but a control

can continue to be selected when the user is no longer directly using that control.

* + Disabled: Controls are in the disabled state when they have been turned off, which

can be done by unchecking the Enabled check box in Interface Builder or setting the control’s isEnabled property to NO.

* Use of stretchable images to make buttons look “the way they should”.

More UI Elements

* 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.
* Action Sheets and Alerts