**Assignment #2 - IBAction and IBOutlet Review**

For each question, **please copy and paste your code** into the space below.

NO SCREENSHOT REQUIRED.

**Submission Instructions**

• No late submissions accepted.

• Max 2 people per group.

• One submission per group - please indicate name of student is submitting the assignment. Extra submissions will have marks deducted

**Group Members**

**Student Name-PARAMJEET KAUR**

**Student Number-C0710778**

**Student Name-JASPREET KAUR**

**Student Number-C0709466**

**Name of student who will be submitting the assignment?**

**PARAMJEET KAUR**

**QUESTION 1**:

Create a button and set text to say “CLICK”

When user clicks on “CLICK” button, output “hello!” to the console.

**Answer:**

@IBAction func btnclick(\_ sender: UIButton) {

print ("HELLO")

}

**QUESTION 2**:

Create a button and set the text to say “ABC”

Create a button and set the text to say “DEF”

When user clicks on “ABC” button, change the text of the “DEF” button to say “FGH”

**Answer:**

@IBOutlet weak var btnDEF: UIButton!

@IBAction func btnABC(\_ sender: UIButton) {

btnDEF.setTitle("FGH", for: .normal)

}

**QUESTION 3**:

Create a toggle. Set the initial position of the toggle to ON position.

Create a button and set text of button to say “CLICK ME”

When user clicks on CLICK ME button, the toggle should turn off.

When user clicks on CLICK ME button again, the toggle turn on.

**Answer:**

@IBOutlet weak var switchOn: UISwitch!

    @IBAction func btnClick(\_ sender: UIButton) {

        if(switchOn.isOn == true){

        switchOn.isOn=false

        }

        else{

          switchOn.isOn=true

        }

       }

**QUESTION 4**:

Create a label and set text to say “WAITING”

Create a slider

Create an IBAction for the slider called sliderChanged

If value of slider is greater than 51, change label text to say “HELLO”

If value of slider is less than or equal to 50, change label text to say “GOODBYE”

**Answer:**

@IBOutlet weak var label1: UILabel!

    @IBAction func sliderChanged(\_ sender: UISlider) {

        if (sender.value<1){

            label1.text="helloo"

        }

        else{

            label1.text="Goodbye"

        }

    }

**QUESTION 5**:

Create a TextField

Create a Button and set the text to “CLICK CLICK”

If user types “HELLO” into the text field, update button text to say “RABBIT”

If user types “GOODBYE” into text field, update button text to say “ELEPHANT”

**Answer:**

@IBOutlet weak var text1: UITextField!

    @IBOutlet weak var btn: UIButton!

    @IBAction func btnOnClick(\_ sender: UIButton) {

        if(text1.text == "HELLO"){

           btn.setTitle("RABBIT", for: .normal)

        }

            else if(text1.text == "GOODBYE"){

            btn.setTitle("ELEPHANT", for: .normal)

        }

        else{

              btn.setTitle(“CLICK CLICK”, for: .normal)

        }

    }