

3.17 and 3.18 Code Exercises Solutions

1. Hide the *welcomeLabel* and *nameLabel* when the app starts.

1. Use alpha to change the label so that it is transparent

```
override func viewDidLoad() {  
    super.viewDidLoad()  
  
    // Create the labels  
    addLabels()  
  
    welcomeLabel.alpha = 0  
    nameLabel.alpha = 0  
}
```

2. **Bonus:** Try changing the font color programmatically using UIColor and the *nameLabel.textColor* attribute.

2. Add user input to change the message using the UITextField



1. Add a UITextField (Text Field) to your Main.storyboard
2. Type your name in the UITextField (as starting text) in Main.storyboard, alternatively you can set your name in code when you add the labels.

3. Connect the UI to code

```
@IBOutlet weak var textField: UITextField!
```

4. Add the following code to update your label message. NOTE: You need to manually resize the label with the method *sizeToFit()* when the text changes since this label doesn't use Auto Layout.

```
func updateNameLabel() {  
    nameLabel.text = textField.text  
    nameLabel.sizeToFit()  
}  
  
@IBAction func buttonPressed(sender: AnyObject) {  
    print("button pressed!")  
  
    updateNameLabel()  
    //animateLabels()  
    animateLabelsWithPhysics()  
}
```

5. Resize the label to fit your new name

```
override func viewDidLoad() {  
    super.viewDidLoad()  
  
    // Create the labels  
    addLabels()  
  
    welcomeLabel.alpha = 0  
    nameLabel.alpha = 0  
}
```

6. **Bonus 1:** Change the font used in the Main.Storyboard file for your labels.
7. **Bonus 2:** Try and change the font size using another UITextField. You'll have to convert a String to a Float using the Float() initializer.
8. **Bonus 3:** Make the keyboard disappear after text input.