


# Create and add an MKMapView

## MapViewController.m

```
#import "MapViewController.h"

@implementation MapViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    self.mapView = [[MKMapView alloc] init];
    self.mapView.frame = CGRectMake(0,
                                    0,
                                    self.view.bounds.size.width,
                                    self.view.bounds.size.height);
    self.mapView.delegate = self;
    [self.view addSubview:self.mapView];
}
```



don't forget to set the delegate to **self**!