

# Create a UIButton and method that geocodes

## MapViewController.m

don't forget to also declare this method in the .h file!

```
// create a UIButton in viewDidLoad that calls this method when tapped
- (void)getDeviceZip:(id)sender {
    CLGeocoder *geocoder = [[CLGeocoder alloc] init];
    [geocoder reverseGeocodeLocation:self.mapView.userLocation.location
     completionHandler:^(NSArray *placemarks, NSError *error) {
    }];
}
```

pass in our current location

the result is an array of CLPlacemark objects

get userLocation

calls getDeviceZip:

# Access the first placemark in the response array

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    CLGeocoder *geocoder = [[CLGeocoder alloc] init];

    [geocoder reverseGeocodeLocation:self.mapView.userLocation.location
     completionHandler:^(NSArray *placemarks, NSError *error) {
        CLPlacemark *placemark = [placemarks objectAtIndex:0];
    }];
}
```

the first placemark is the most accurate result

