## **Code Academy Session 3**

Improve single-screen iOS application created during the first part of the lesson with more interactions.

## Tasks:

- 1. Add Like button with text "Like 👍" in the bottom right corner
- 2. Add IBAction on the Like button that will show the UILabel with smile emoji (ⓐ) on top of any face on the picture (if you have any, otherwise, any place).

## Hints:

- Use bigger font for the label, so your emoji will have better visibility
- Add UILabel with emoji before hand but make it hidden using "Hidden" property. In the IBAction make the label visible by changing isHidden property from the code
- 3. Add Dislike button with text "Dislike \*F" in the bottom left corner

4. Add IBAction on dislike button to change UILabel emoji to the sad one (②). Make sure, that if you tap on the Like button again - emoji will be changed to the happy one.

## Extra:

Just play with attributes of available controls: change text description font, change text color, change button text color, play with other user interface properties. Pay attention to Ullmage Content Mode property - how it affects Ullmage rendering? Try to change alpha property on some of the controls.