

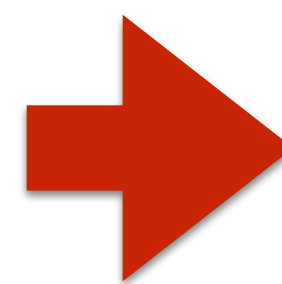


IMAGE VIEWER

Jan 7 2019



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Add Image File

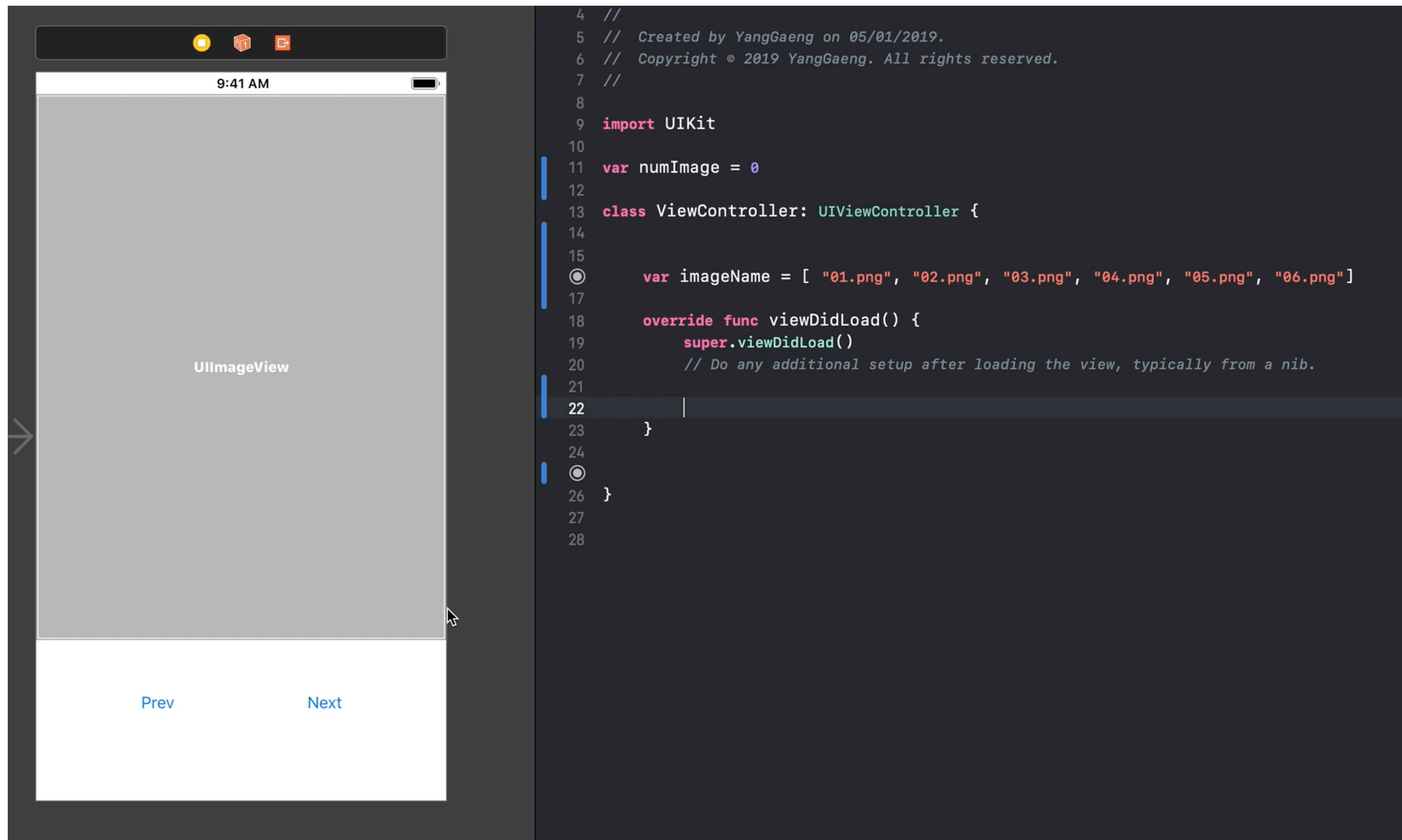
The screenshot displays the Xcode development environment with three main panels:

- Left Panel (Project Navigator):** Shows the project structure for 'DateGallery'. The 'Main.storyboard' file is selected, and a 'UIImageView' widget is visible on the canvas.
- Middle Panel (Canvas):** Displays a preview of the storyboard. The top status bar shows the time '9:41 AM'. The main area is a large gray rectangle labeled 'UIImageView'. At the bottom, there are 'Prev' and 'Next' navigation buttons.
- Right Panel (Code Editor):** Shows the Swift code for 'ViewController.swift'. The code includes imports for 'UIKit' and 'DateGallery', a variable 'numImage' set to 0, and a class 'ViewController' that inherits from 'UIViewController'. It defines an '@IBOutlet weak var imgViewer: UIImageView!' and an array 'imageName' containing six image file names ('01.png' through '06.png'). The 'viewDidLoad()' method is overridden, calling 'super.viewDidLoad()'.

Overlaid on the bottom right of the code editor is a file selection dialog titled 'ImageViewer'. The dialog shows a sidebar with locations like 'yanggaeng', 'Downloads', 'Dropbox', 'AirDrop', and 'Desktop'. The main area displays a grid of files, including six image files ('01.png' through '06.png'), a '.swift' file, and other project files like 'AppDelegate.swift', 'Assets.xcassets', 'Base.lproj', and 'Info.plist'. The '01.png' file is currently selected.



Add Outlet Variable, Action Function



var ?

let ?

Outlet ?

Action Func ?



```
var numImage = 0
```

```
class ViewController: UIViewController {  
    @IBOutlet weak var imgViewer: UIImageView!
```

```
    var imageName = [ "01.png", "02.png", "03.png", "04.png", "05.png", "06.png"]
```

```
    override func viewDidLoad() {  
        super.viewDidLoad()  
        // Do any additional setup after loading the view, typically from a nib.
```

?

```
        imgViewer.image = UIImage(named: imageName[0])  
    }
```

?




```
@IBAction func btnPrevImg(_ sender: UIButton) {  
    numImage -= 1  
    if (numImage < 0) {  
        numImage = imageName.count - 1  
    }  
  
    imgViewer.image=UIImage(named: imageName[numImage])  
}  
  
@IBAction func btnNextImg(_ sender: UIButton) {  
    numImage += 1  
    if (numImage >= imageName.count) {  
        numImage = 0  
    }  
  
    imgViewer.image = UIImage(named: imageName[numImage])  
}
```



> Question

