* We start with the method name, marked with **@objc** because this method will get called by the underlying Objective-C operating system (the **UIBarButtonItem**) so we need to mark it as being available to Objective-C code. When you call a method using **#selector** you’ll always need to use **@objc** too.
* Our image view may or may not have an image inside, so we’ll read it out safely and convert it to JPEG data. This has a **compressionQuality** parameter where you can specify a value between 1.0 (maximum quality) and 0.0 (minimum quality\_.
* Next we create a **UIActivityViewController**, which is the iOS method of sharing content with other apps and services.
* Finally, we tell iOS where the activity view controller should be anchored – where it should appear from.