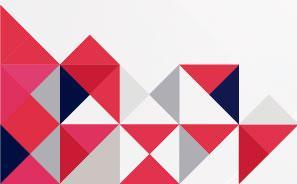




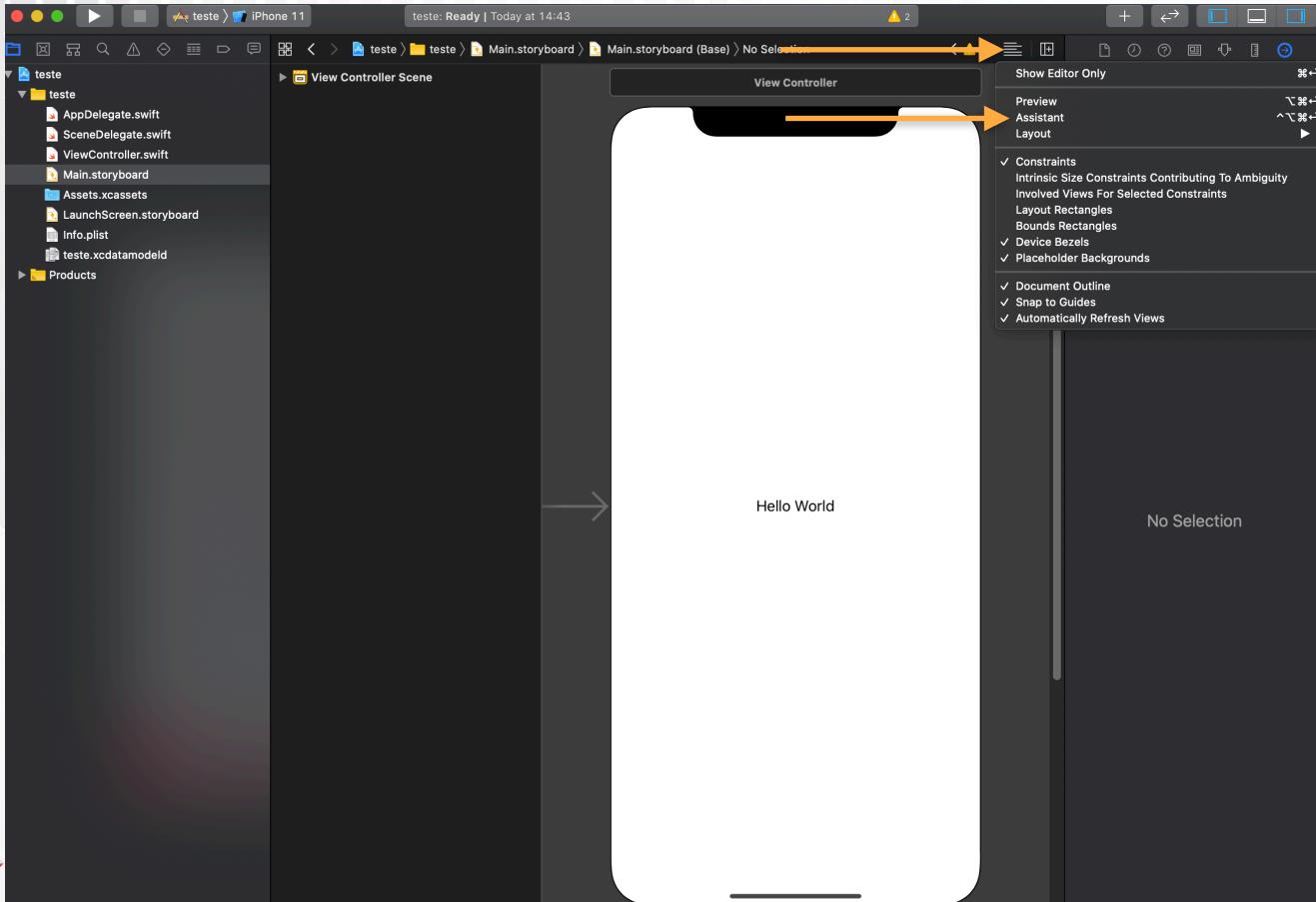
# IBOutlet



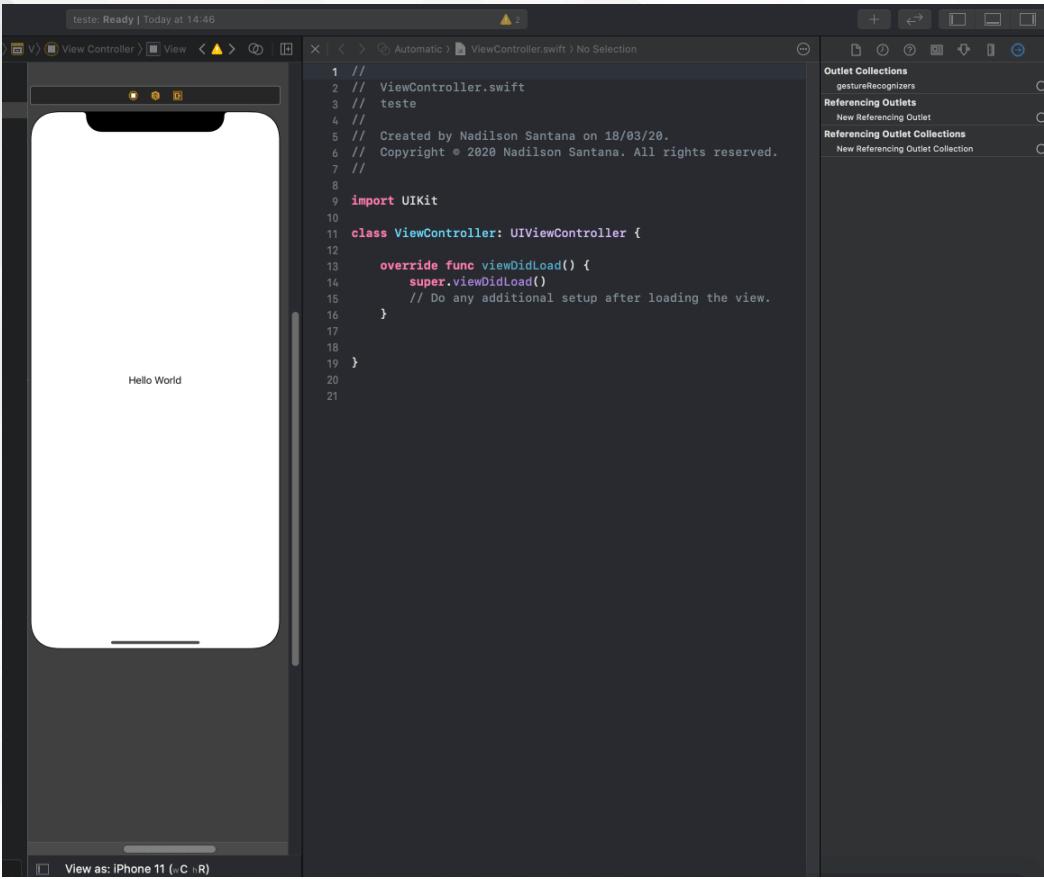


**IBOutlet** conectar um elemento visual ao código. O **IBOutlet** serve para alterarmos propriedades de um objeto via código

# Vamos dividir a tela, para ficar metade storyboard e metade código



Vamos fazer a conexão do objeto com o código.  
Segure **control** + arraste o mouse para dentro  
do código, entre o **class** e o **override** e solte

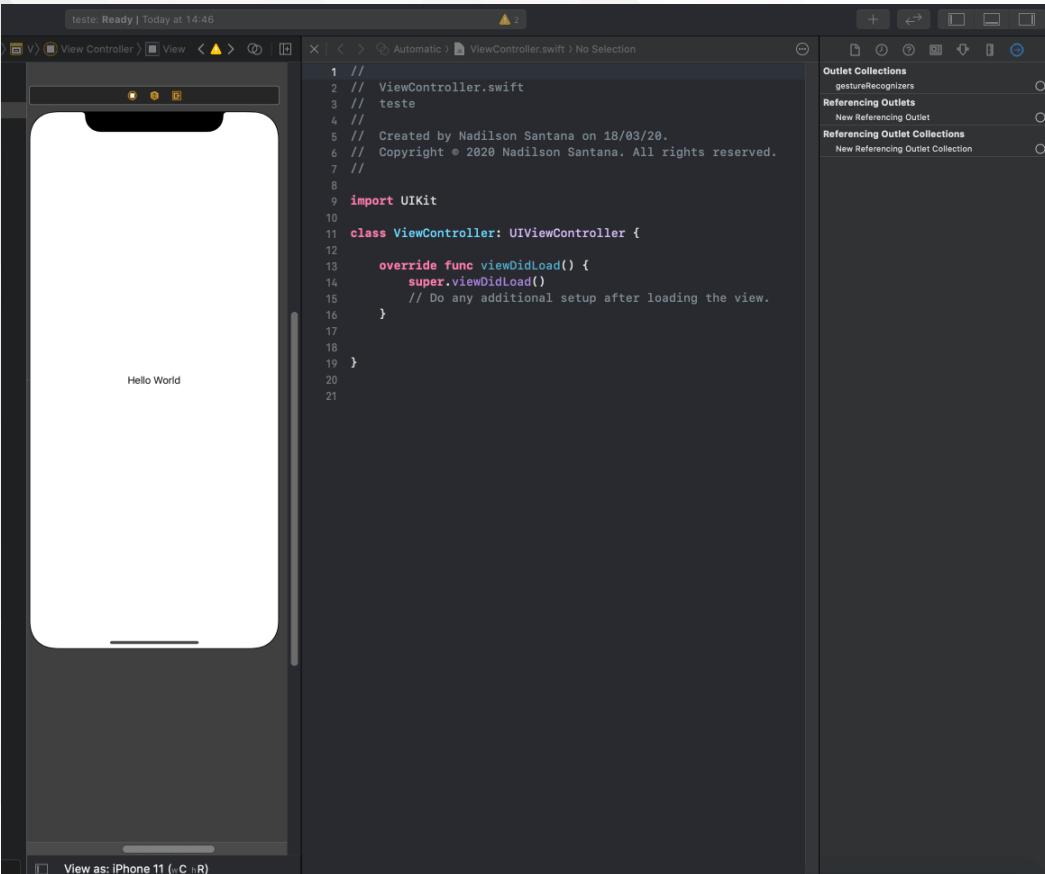


The screenshot shows the Xcode interface with a storyboard preview on the left and a code editor on the right. The storyboard preview displays a white iPhone screen with the text "Hello World". The code editor shows the following Swift code:

```
1 // ViewController.swift
2 // teste
3 //
4 //
5 // Created by Nadilson Santana on 18/03/20.
6 // Copyright © 2020 Nadilson Santana. All rights reserved.
7 //
8
9 import UIKit
10
11 class ViewController: UIViewController {
12
13     override func viewDidLoad() {
14         super.viewDidLoad()
15         // Do any additional setup after loading the view.
16     }
17
18 }
19
20
21
```

The right side of the Xcode window shows the Utilities panel with sections for "Outlet Collections" and "Referencing Outlets".

Vamos fazer a conexão do objeto com o código.  
Segure **control** + arraste o mouse para dentro  
do código, entre o **class** e o **override** e solte



The screenshot shows the Xcode interface with a storyboard preview on the left and a code editor on the right. The storyboard preview displays a white iPhone screen with the text "Hello World". The code editor shows the following Swift code:

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16     }
17
18 }
19
20
21
```

The right side of the Xcode window shows the "Referencing Outlet" and "Referencing Outlet Collection" sections of the Utilities panel.

Neste cenário,  
utilizei o nome da  
conexão como  
**myLabel**



Agora vamos alterar o atributo do texto para “Olá Mundo”. Coloque o código dentro do viewDidLoad()  
**myLabel.text = “Olá Mundo”**  
E execute o programa

```
import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var myLabel: UILabel!

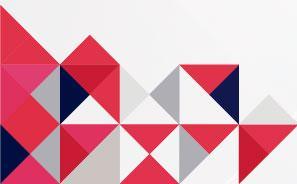
    override func viewDidLoad() {
        super.viewDidLoad()

        myLabel.text = "Olá Mundo"
    }

}
```

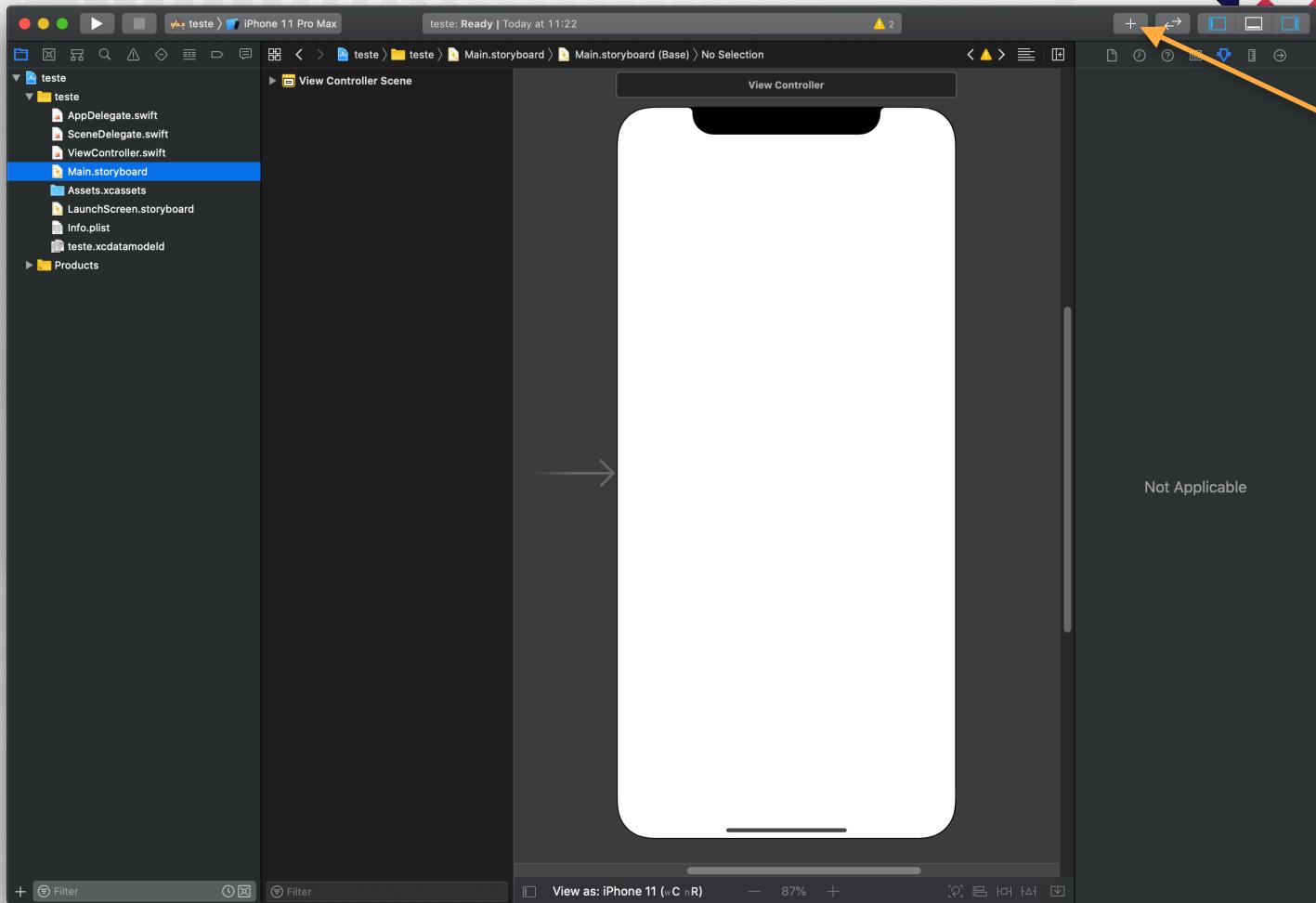


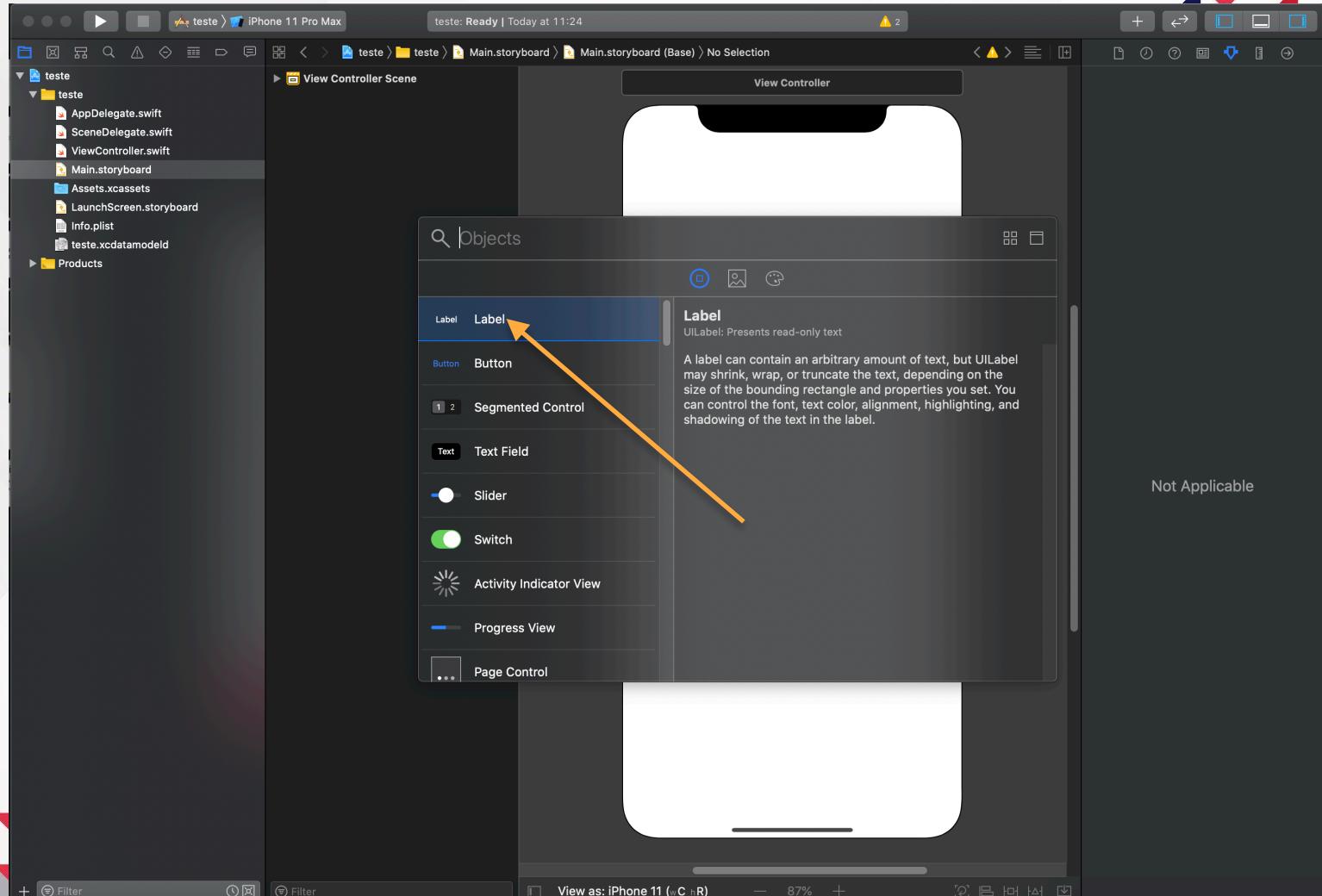
# IBAction

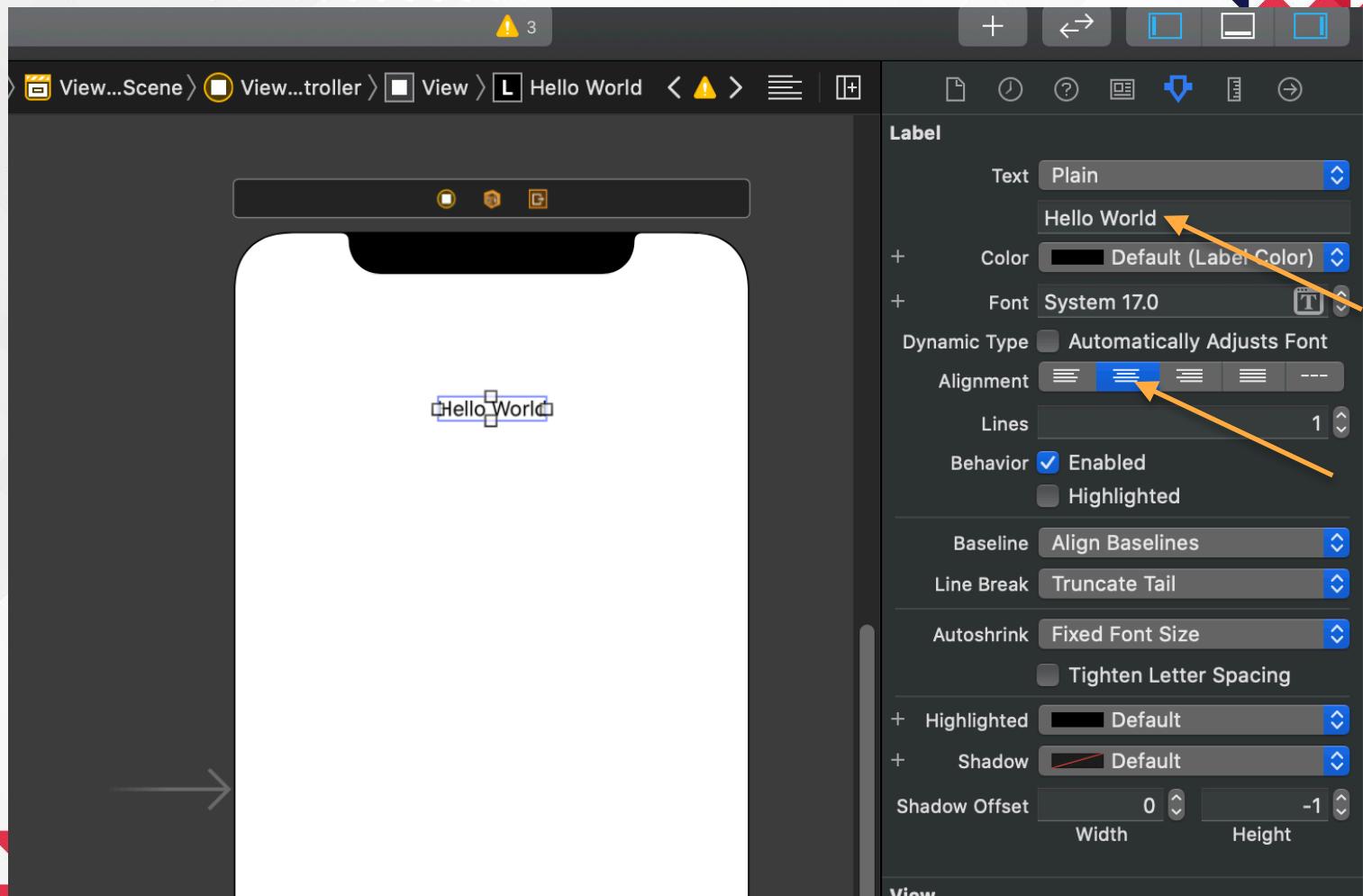


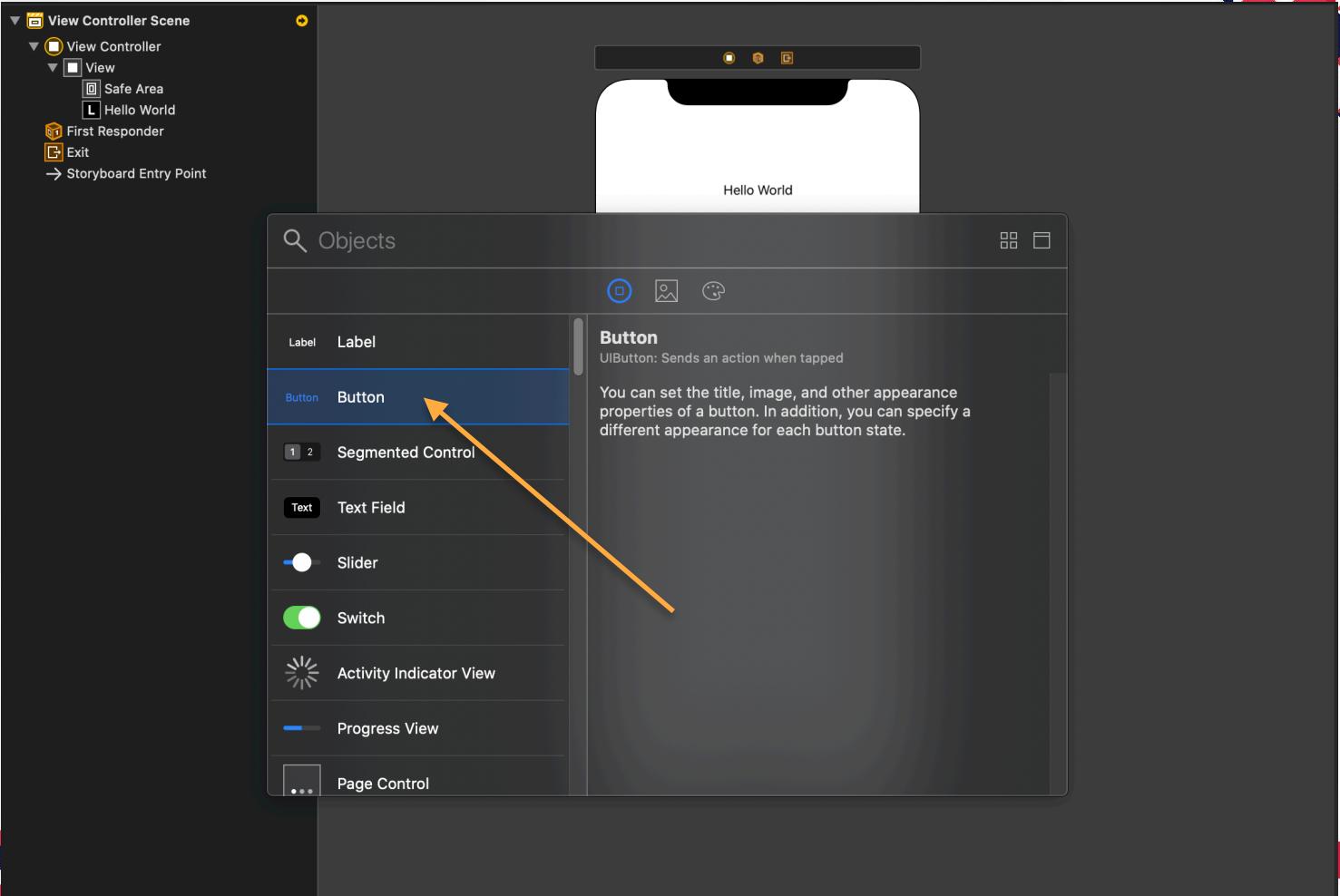


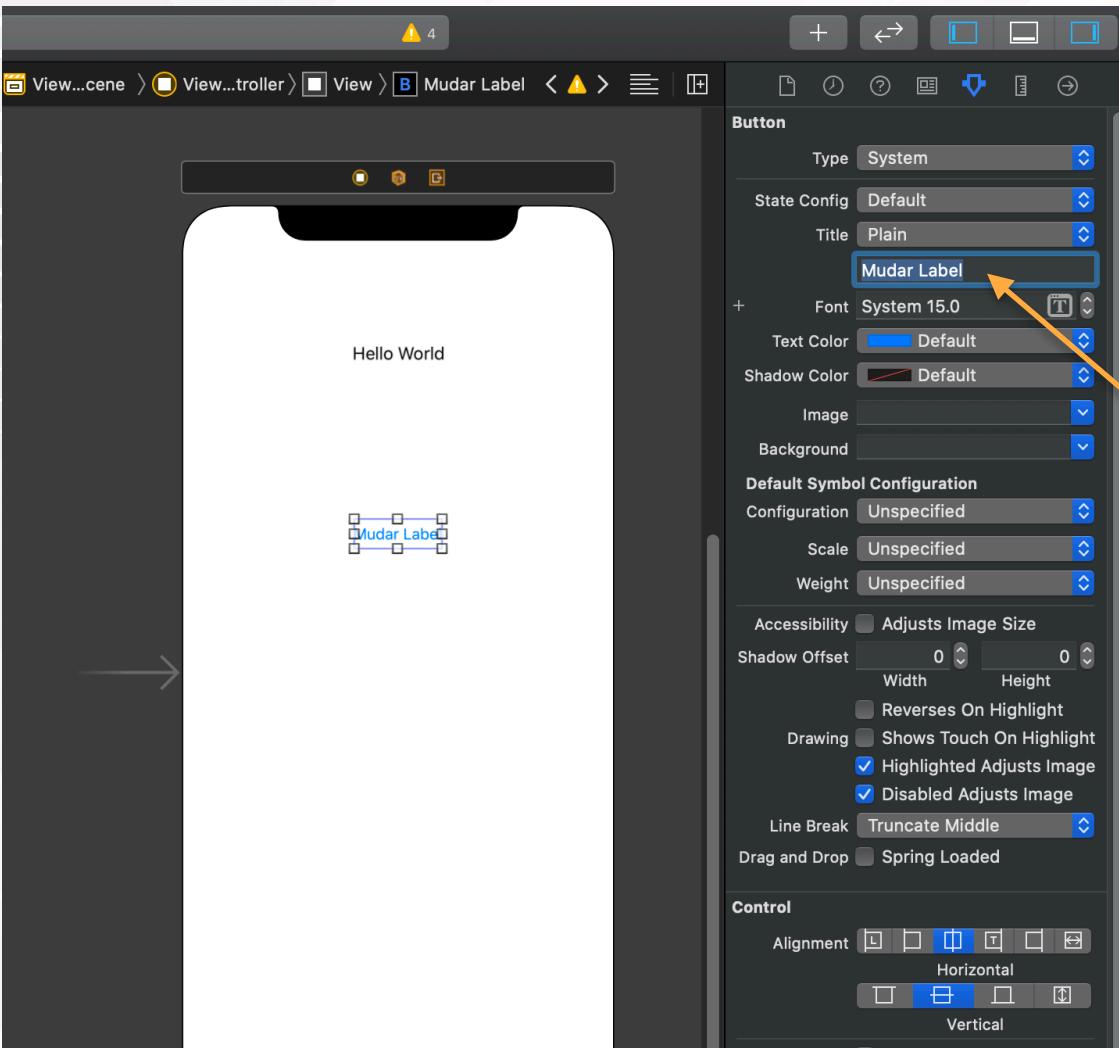
**IBAction** conectar um elemento visual ao código. O IBAction serve para a gente realizar alguma ação quando um usuário interagir com algum elemento (um clique no botão por exemplo).





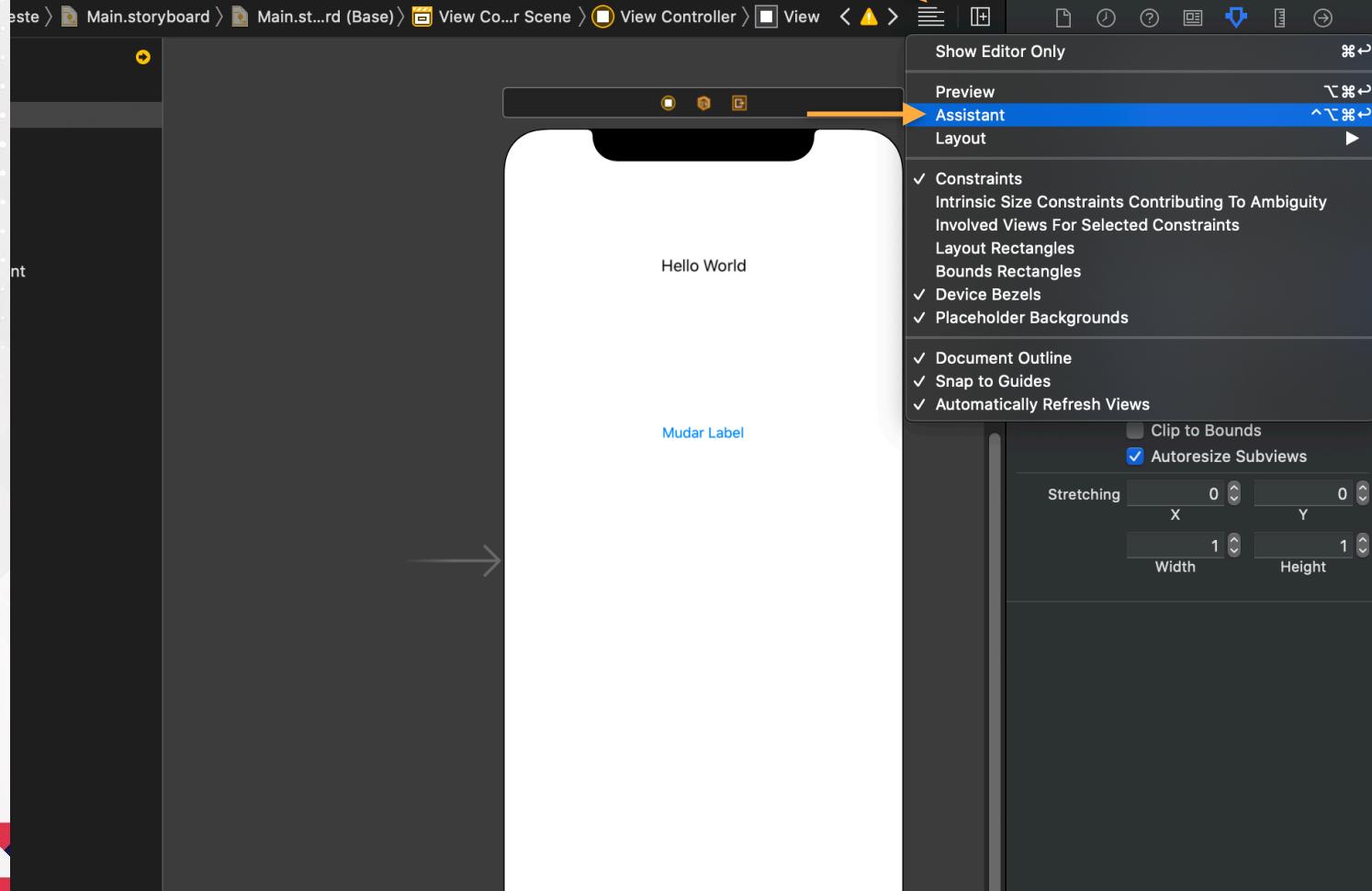






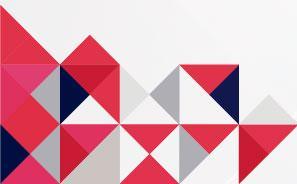
teste: Ready | Today at 15:25

⚠ 4





Vamos criar uma conexão IBOutlet de uma label e chama-la de **myLabel** e uma conexão de IBAction e chama-la de **myButton**.





```
1 //  
2 //  ViewController.swift  
3 //  teste  
4 //  
5 //  Created by Nadilson Santana on 18/03/20.  
6 //  Copyright © 2020 Nadilson Santana. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class ViewController: UIViewController {  
12  
13  
14     override func viewDidLoad() {  
15         super.viewDidLoad()  
16     }  
17 }  
18  
19  
20 }  
21  
22 }
```

Agora vamos alterar o atributo do texto **myLabel** para “Olá Mundo”, quando o usuário clicar no botão. Coloque o código dentro da função **myButton**

```
myLabel.text = "Olá Mundo"
```

E execute o programa



```
8  
9 import UIKit  
10  
11 class ViewController: UIViewController {  
12  
13     @IBOutlet weak var myLabel: UILabel!  
14  
15     override func viewDidLoad() {  
16         super.viewDidLoad()  
17     }  
18  
19  
20     @IBAction func myButton(_ sender: Any) {  
21         myLabel.text = "Olá Mundo"  
22     }  
23 }  
24 }
```



# Bora Coda





# Links

IBOutlet / IBAction

