

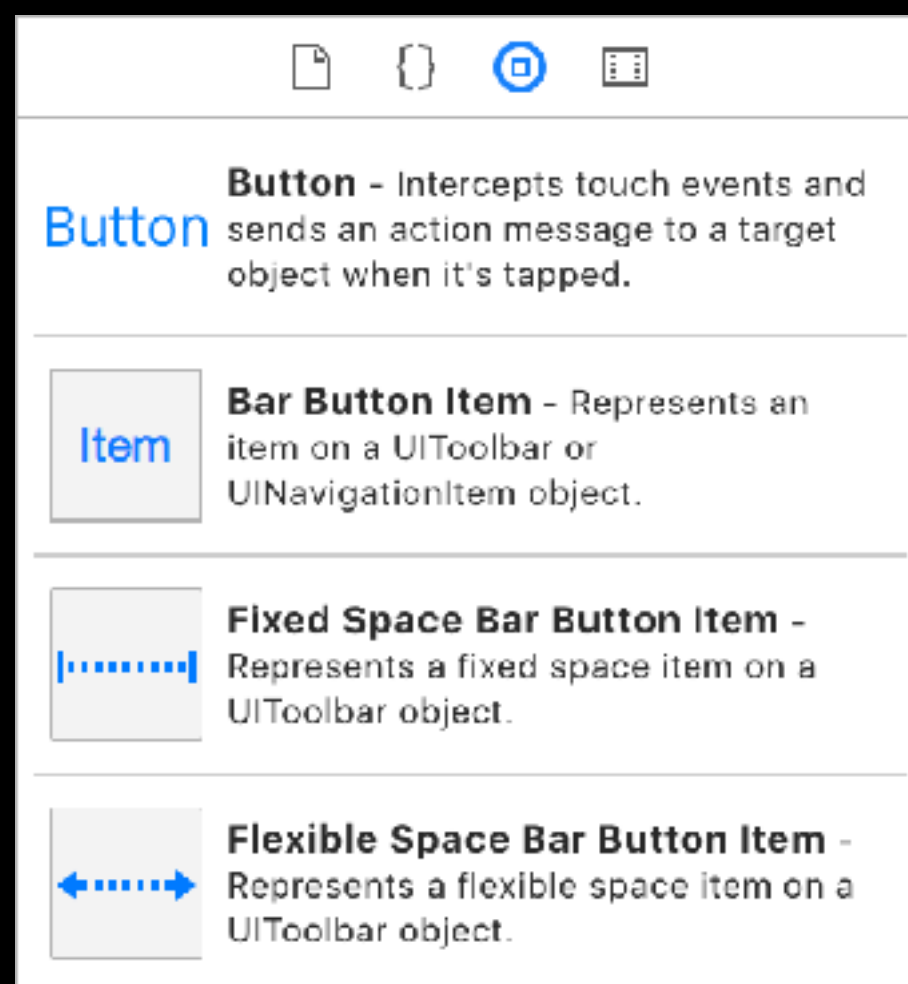
Unit 2—Lesson 9:

Controls in Action

Controls

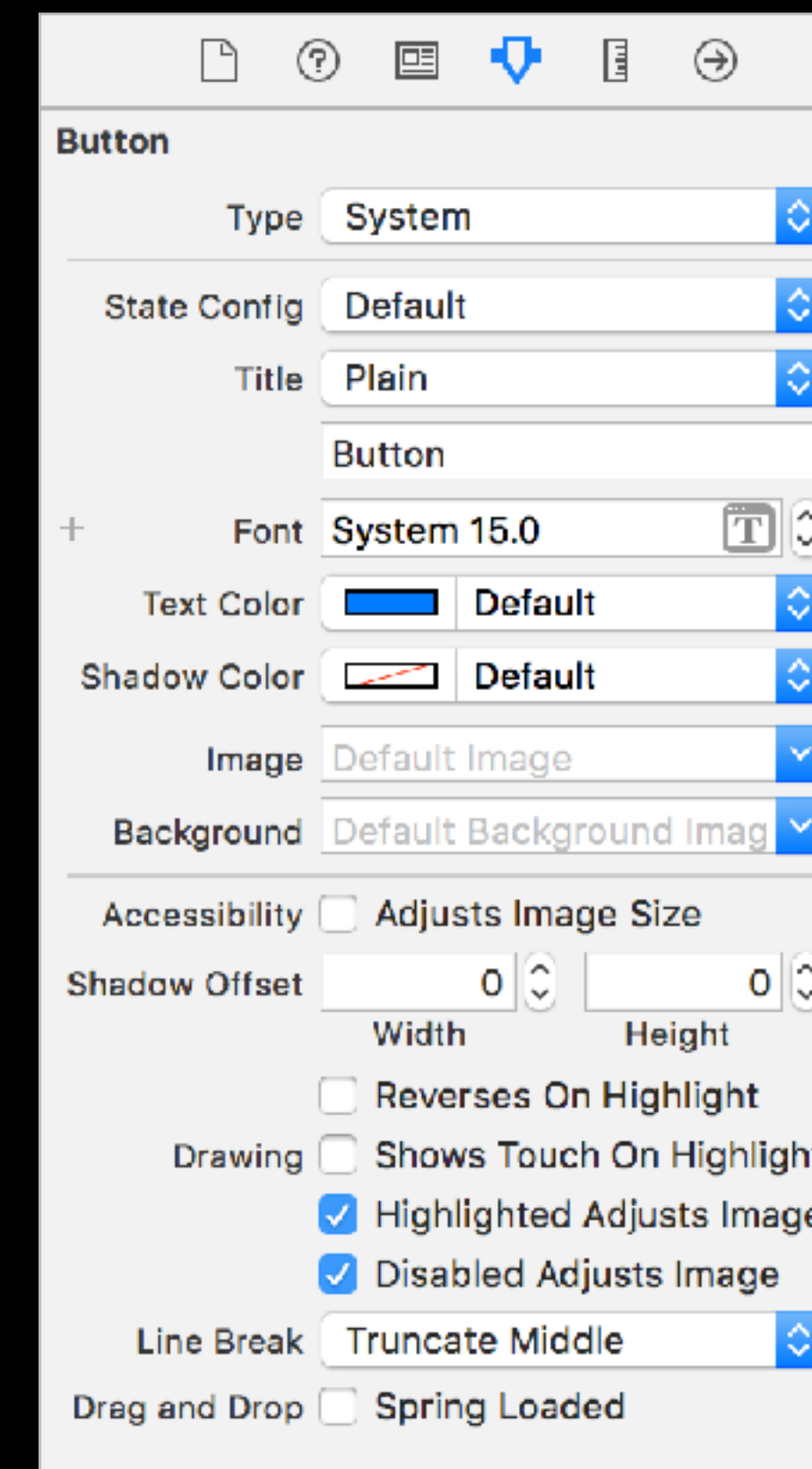
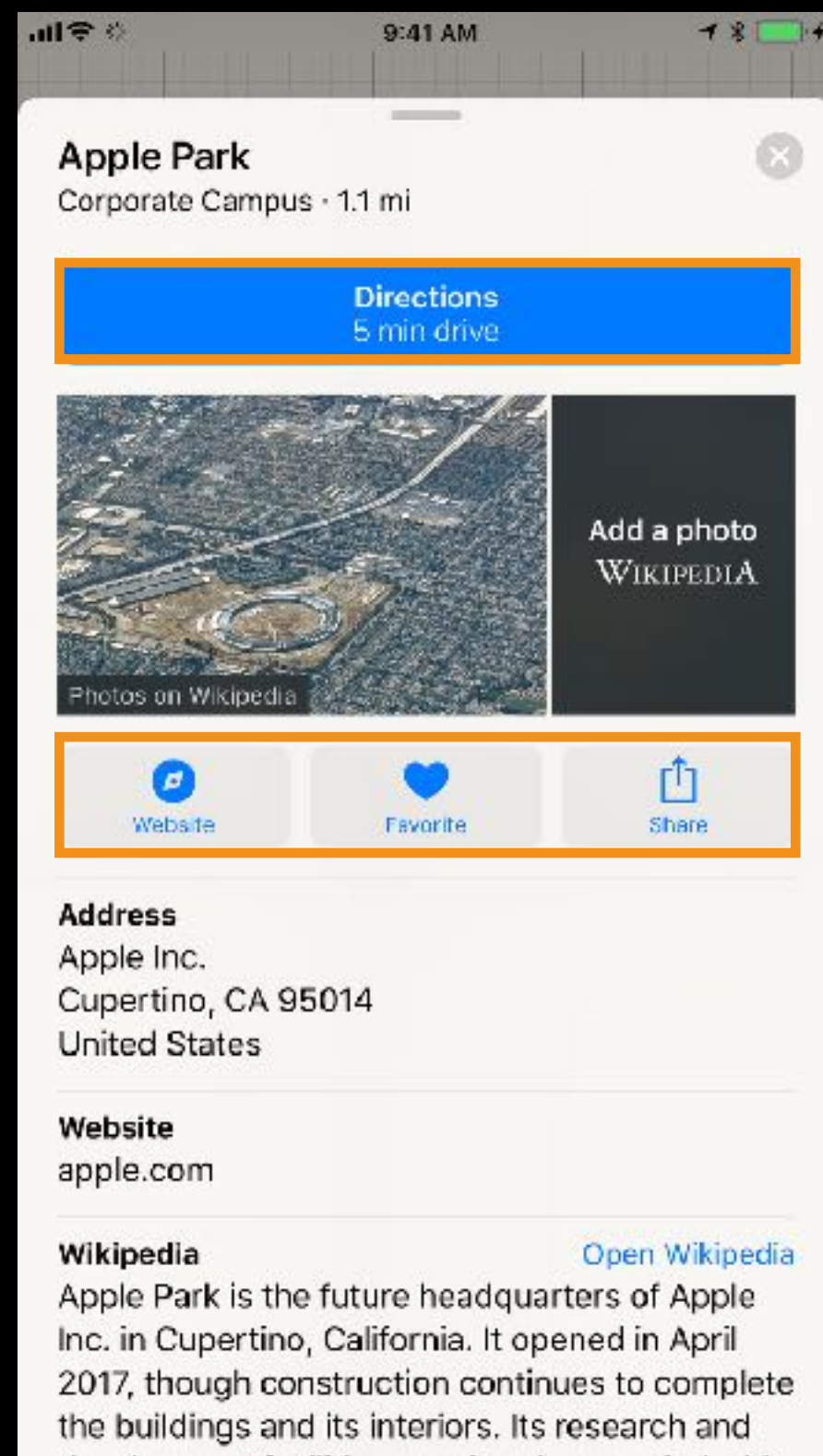
- Buttons
- Switches
- Sliders
- Text fields

Buttons (UIButton)

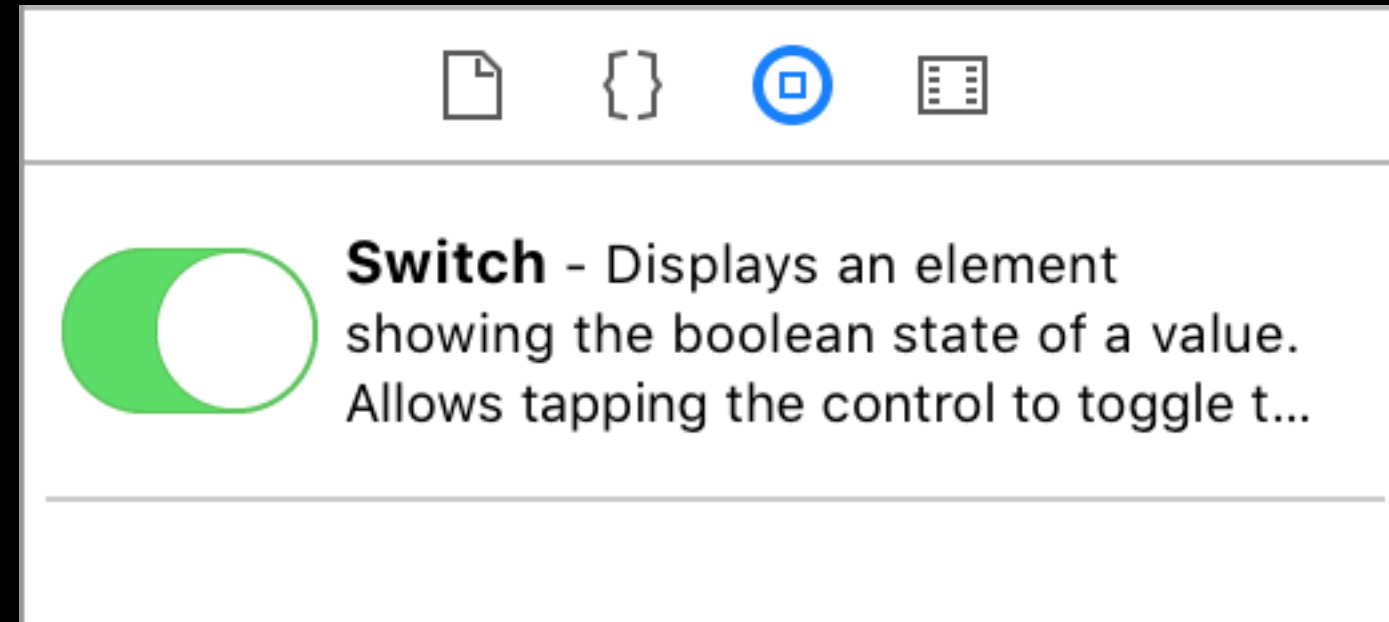


```
@IBAction func buttonTapped(_ sender: Any)
    // Code to respond to button
}
```

Buttons (UIButton)



Switches (UISwitch)



```
@IBAction func switchToggled(_ sender: UISwitch) {  
    if sender.isOn {  
        print("The switch is on!")  
    } else {  
        print("The switch is off.")  
    }  
}
```

Sliders (UISlider)



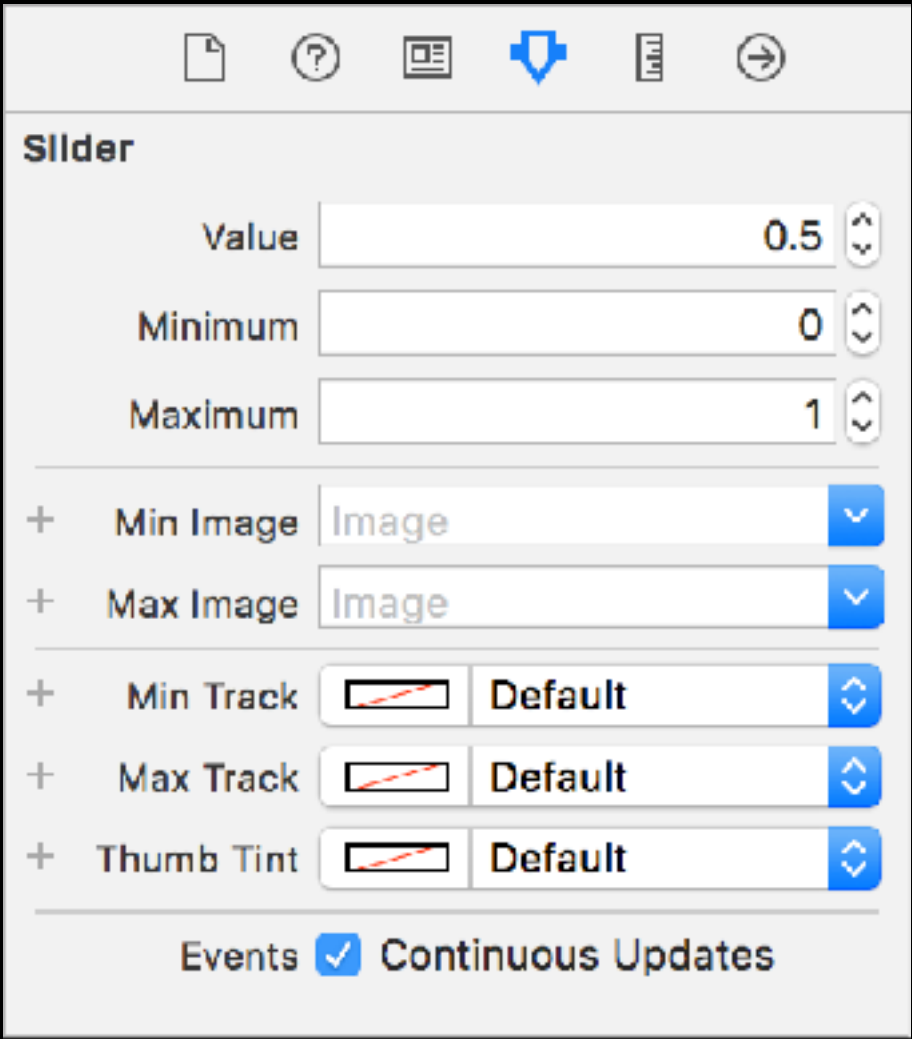
Slider - Displays a continuous range of values and allows the selection of a single value.

```
@IBAction func sliderValueChanged(_ sender: UISlider) {  
    print(sender.value)  
}
```

Sliders (UISlider)

Configuration

Property	Description
Minimum Value	Lowest number value the slider may represent
Maximum Value	Highest number value the slider may represent
Current	Starting number value the slider will represent
Min Image	Optional image on the minimum end of the slider
Max Image	Optional image on the maximum end of the slider



Text fields (UITextField)

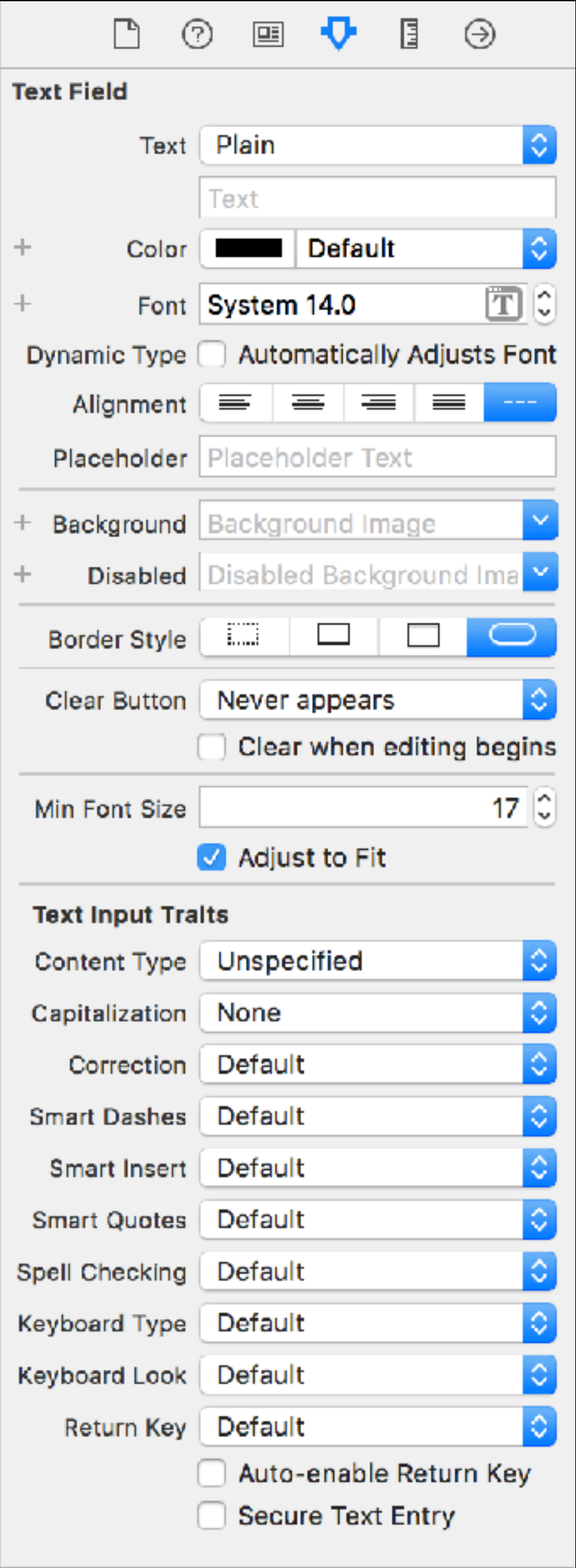
Text

Text Field - Displays editable text and sends an action message to a target object when Return is tapped.

```
@IBAction func keyboardReturnKeyTapped(_ sender: UITextField) {  
    if let text = sender.text {  
        print(text)  
    }  
}
```


Text fields (UITextField)

Property	Description
Placeholder Text	Text displayed when the text field is empty
Text	Text displayed by the text field
Capitalization	How the keyboard deals with capitalization
Correction	Enables or disables autocorrect
Keyboard	Which keyboard is displayed—for example, email, web, or default
Return Key	Text on the return key
Secure	Specific text fields that don't display their contents, commonly used for passwords



Actions and outlets

```
@IBOutlet weak var toggle: UISwitch!
@IBOutlet weak var slider: UISlider!

@IBAction func buttonTapped(_ sender: UIButton) {
    if toggle.isOn {
        . . .
    }

    print(slider.value)
}
```

Unit 2—Lesson 9

Controls in Action



Use Interface Builder to add buttons, switches, and sliders to a scene

Create actions and outlets, write some basic code, and gain an understanding of how these tools work together

Unit 2—Lesson 9

Lab: Basic Interactions



Create and compile an app with two buttons that, when tapped, change the contents of a label

