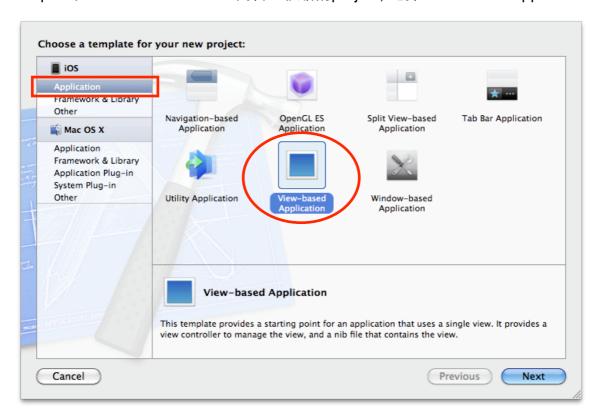
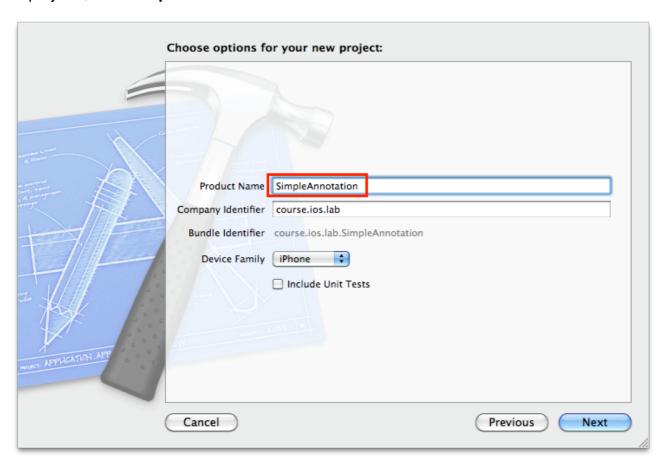
## Lab SimpleAnnotation

Step 1. 在 File>New>New File 開啓一個新的project, 選擇 View-based application



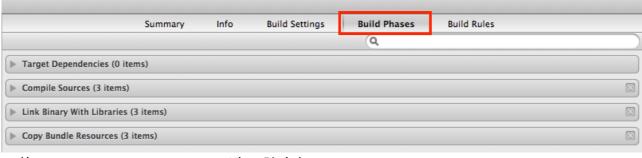
## 將project命名為 SimpleAnnotation



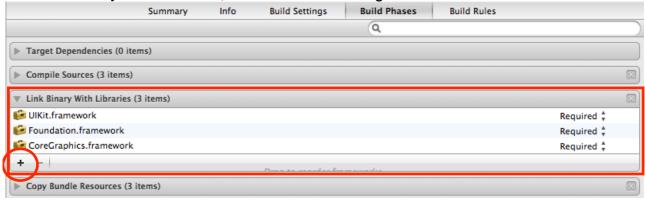
Step 2. 在Xcode左邊視窗Project Navigator裡點選Project SimpleAnnotation



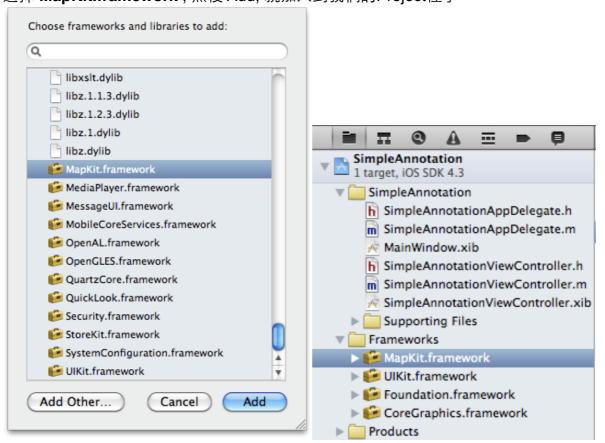
點選 Build Phases這個Tab



開啓 Link Binary With Libraries, 點 + 號來加入Existing Framework



選擇 MapKit.framework , 然後 Add, 就加入到我們的Project裡了

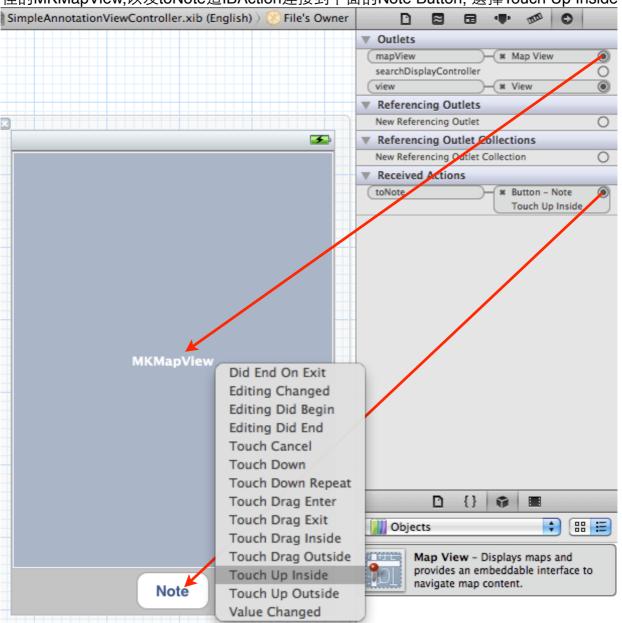


Step 3. 在 SimpleAnnotationViewController.h 裡,import <mapkit/mapkit.h>, 並加入 <mkMapViewDelegate>使SimpleAnnotationViewController可實作MKMapView的protocol,並加入一個有MKMapView和其他的相關的設定struct,

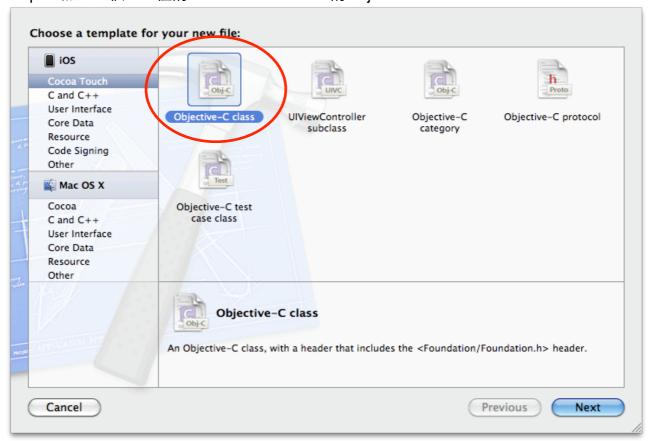
```
#import <UIKit/UIKit.h>
#import <mapkit/mapkit.h>

@interface SimpleAnnotationViewController : UIViewController
<MKMapViewDelegate> {
    IBOutlet MKMapView *mapView;
    CLLocationCoordinate2D currentLocation;
}
- (IBAction) toNote;
@end
```

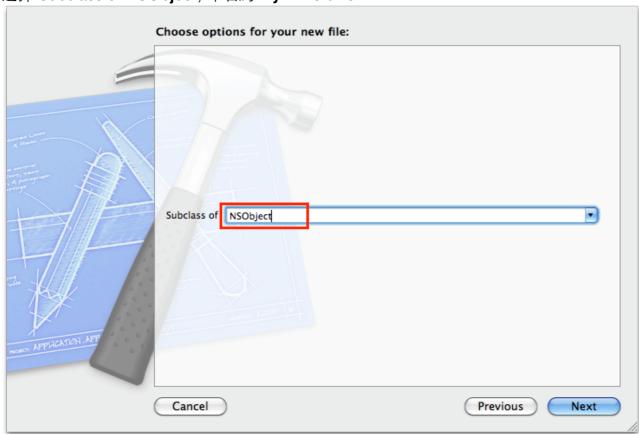
Step 4. 開啓 SimpleAnnotationViewController.xib,在View裡加入一個MKMapView(拖拉調整到適合大小)和一個Button,將Button的Title命名為Note,並連接code裡的mapView到View裡的MKMapView,以及toNote這IBAction連接到下面的Note Button,選擇Touch Up Inside

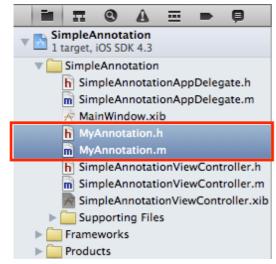


Step 5. 加入一個iOS 裡的 Cocoa Touch Class的Objective-C class



選擇 Subclass of NSObject, 命名為 MyAnnotation





Step 6. 在MyAnnotation.h 裡面import <MapKit/MapKit.h>, 並加入<MKAnnotation>去實作這個protocol. 加入我們使用到的title和subtitle以及Annotation的coordinate, 並使用property.

```
#import <Foundation/Foundation.h>
#import <MapKit/MapKit.h>
@interface MyAnnotation : NSObject<MKAnnotation> {
    NSString * title;
    NSString * subtitle;
    CLLocationCoordinate2D coordinate;
}
@property (retain, nonatomic) NSString * title;
@property (retain, nonatomic) NSString * subtitle;
@property (assign, nonatomic) CLLocationCoordinate2D coordinate;
@end
Step 7. 在MyAnnotation.m 裡面作對應property的synthesize title, subtitle,
coordinate這三個變數
#import "MyAnnotation.h"
@implementation MyAnnotation
@synthesize title, subtitle, coordinate;
@end
Step 8. 回到 SimpleAnnotationViewController.m 裡先import MyAnnotation.h, 並將
ViewDidLoad的mark去掉, 對我們self(SimpleAnnotationViewController)作delegate, 即可實
作MKMapView的method,並將showUserLocation這個參數設為YES(在simulator GPS定位點
預設為Apple公司所在地)
#import "SimpleAnnotationViewController.h"
#import "MyAnnotation.h"
@implementation SimpleAnnotationViewController
- (void)viewDidLoad {
    [super viewDidLoad];
    mapView.delegate = self;
```

mapView showsUserLocation = YES;

}

Step 9. 實作 mapView: viewForAnnotation:{}這個method去除了原先UserLocation的 annotation維持藍色外,其他將annotation預設的紅色改為綠色,並設定動animatesDrop動畫 啓動.

Step 10. 實作toNote這個IBAction, 在mapView加入兩個annotation並分別設定title和subtitle, 最後在判斷userLocation已經定位好並Visible後方可加入我們兩個annotation並將span調整到我們適合觀察的範圍.

```
-(IBAction) toNote{
    currentLocation = mapView.userLocation.coordinate;
    CLLocationCoordinate2D tmpCoordinate;
    MyAnnotation * anno1 = [MyAnnotation new];
    anno1.title = @"Hospital";
    anno1.subtitle = @"National US Hospital";
    tmpCoordinate.latitude = currentLocation.latitude+ 0.005;
    tmpCoordinate.longitude = currentLocation.longitude + 0.005;
    anno1.coordinate = tmpCoordinate;
    MyAnnotation * anno2 = [MyAnnotation new];
    anno2.title = @"School";
    anno2.subtitle = @"National Elementary School";
    tmpCoordinate.latitude = currentLocation.latitude- 0.005;
    tmpCoordinate.longitude = currentLocation.longitude- 0.005;
    anno2.coordinate = tmpCoordinate;
    if(mapView.userLocationVisible){
           CLLocationCoordinate2D coordination =
mapView userLocation coordinate;
          MKCoordinateSpan mySpan = {0.05f, 0.05f};
          MKCoordinateRegion toRegion = {coordination, mySpan};
           [mapView setRegion:toRegion animated:YES];
           [mapView addAnnotation:anno1];
           [mapView addAnnotation:anno2];
    }
}
```

Step 11. Run (第+R)

一開始的GPS定位點預設為Apple公司所在地Cupertino, 在按下Note後就會Zoom In並加入我們兩個Annotation,點入即可看到我們加入的title和subtitle.

