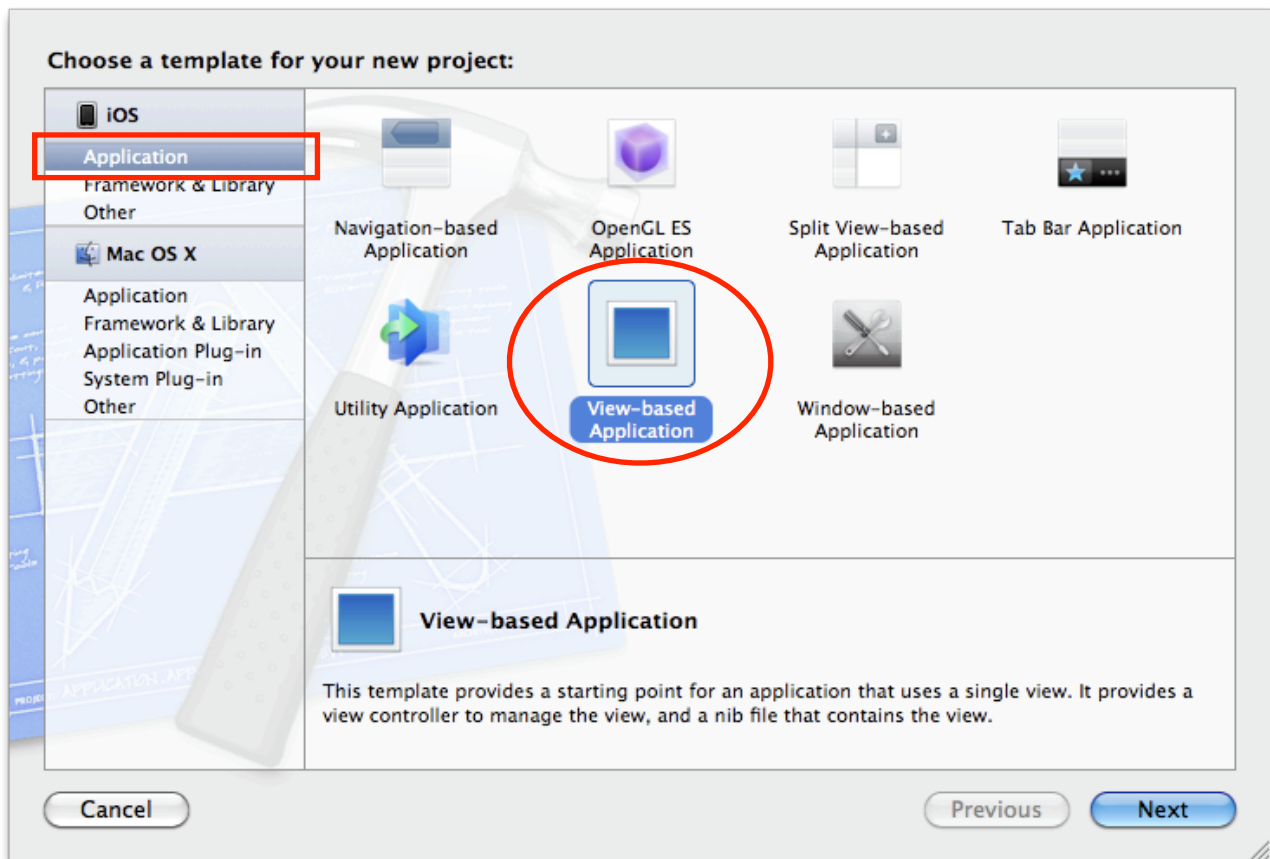


Lab Interface Builder Design

Step 1. 開啓Xcode, 選擇 File > New > New Project 來開啓一個新的專案



Step 2. 我們選擇iOS裡的Application這個分類裡已經內建好view和view controller的View-Based Application

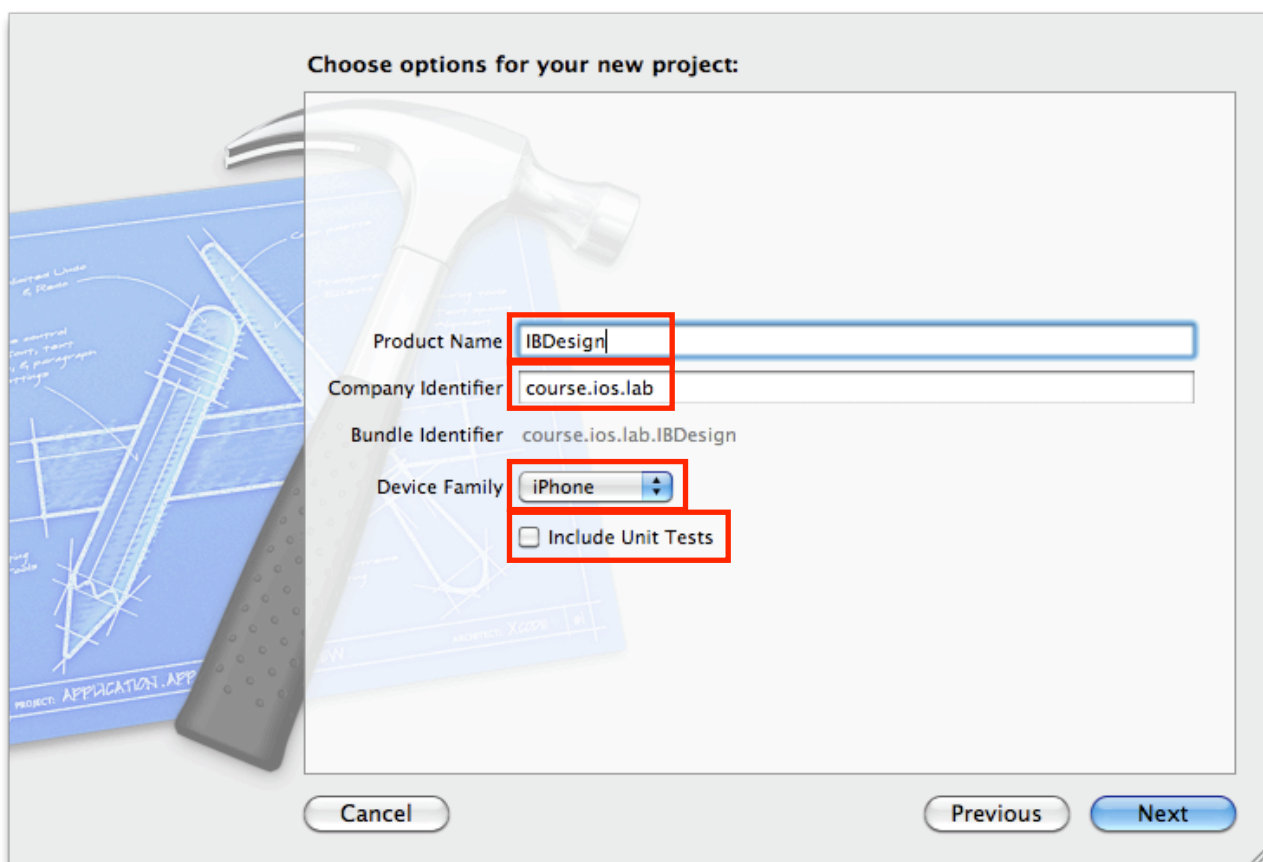


Step 3. 並將此專案命名為**IBDesign**

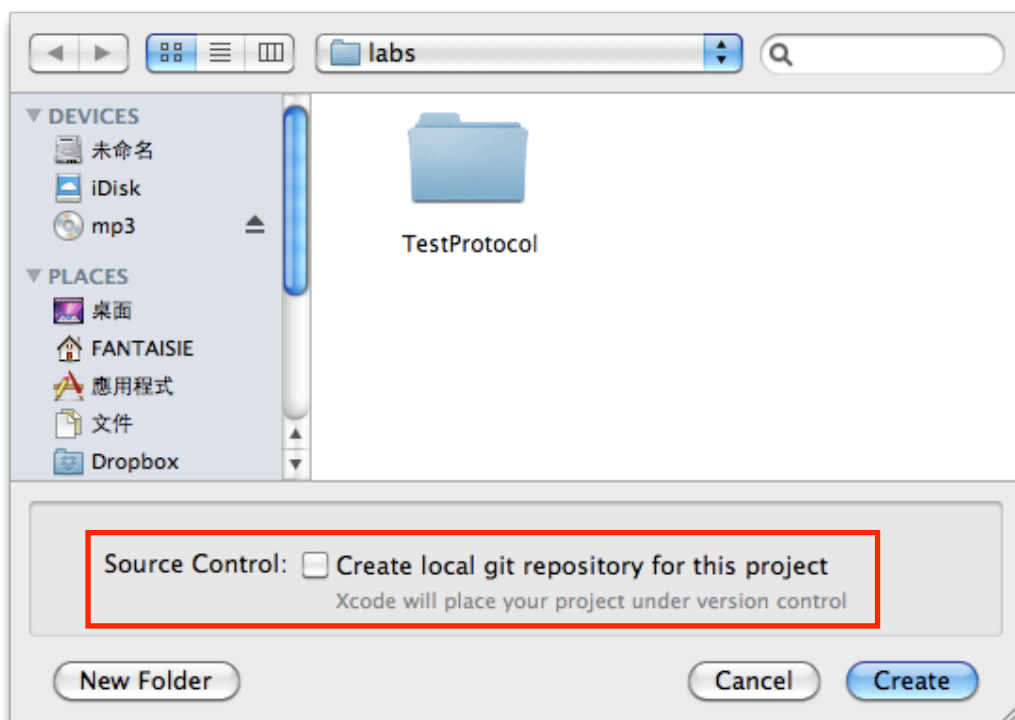
Company Identifier是填入Bundle的名稱,在此統一填入**course.ios.lab** (也可自行填入)

Device Family選擇**iPhone**

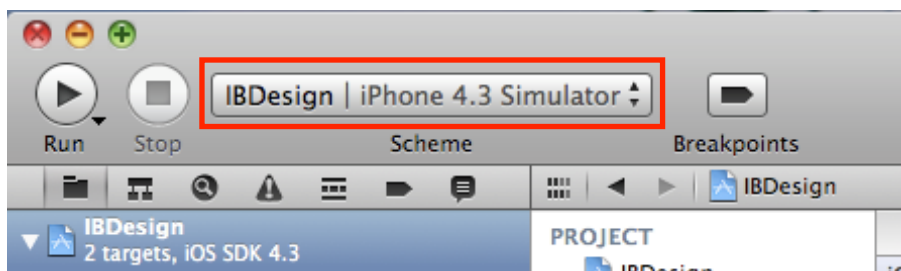
Include Unit Tests是做語意邏輯測試用,可勾選也可不勾選,在此我們統一不勾選.



Step 4.選擇存檔的位置, 在此我們不做version control,統一不勾選Create local git repository for this project

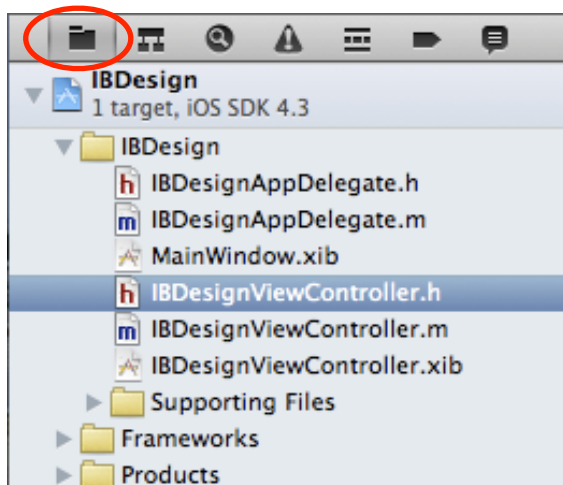


Step 5. IBDesign專案被開啓,注意我們是使用iPhone 4.3 Simulator



Step 6. 從左方視窗的Show the Project navigator裡的IBDesign資料夾下開啓

IBDesignViewController.h,加入兩個UI元件**button**和**label**,和一個IBAction的Method **clicked**



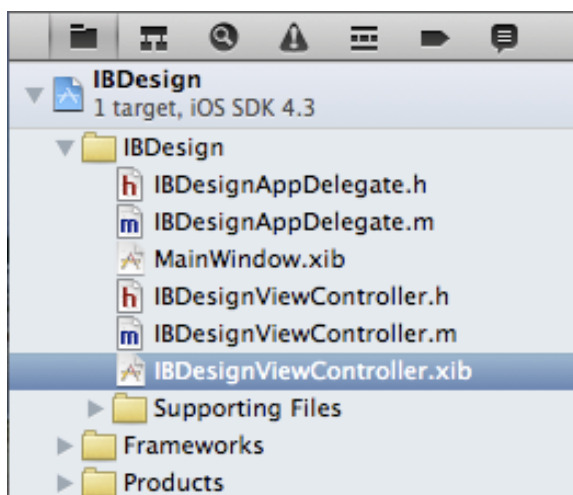
```
#import <UIKit/UIKit.h>
```

```
@interface IBDesignViewController : UIViewController {  
    IBOutlet UIButton *button;  
    IBOutlet UILabel *label;  
}
```

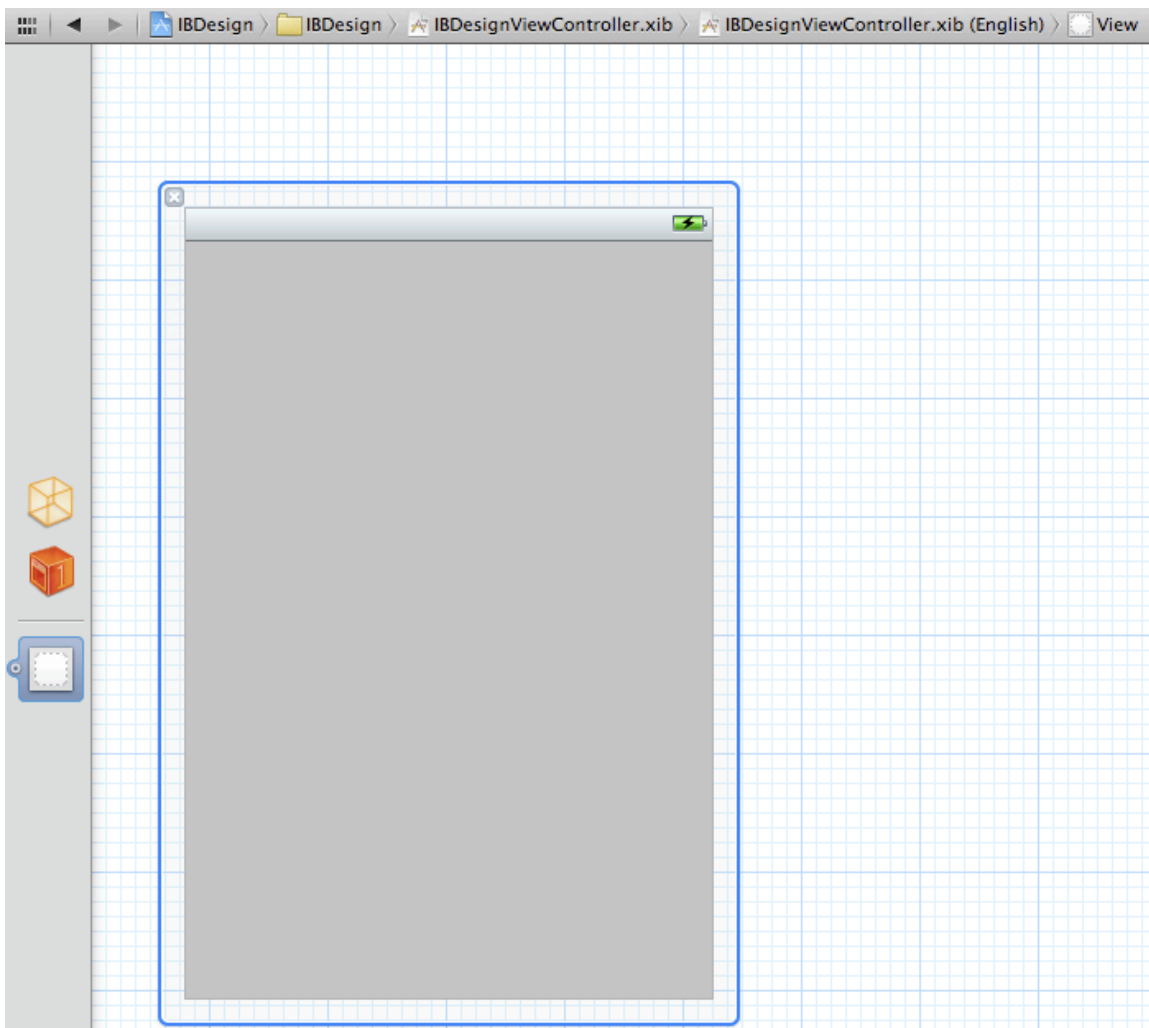
```
-(IBAction) clicked;
```

```
@end
```

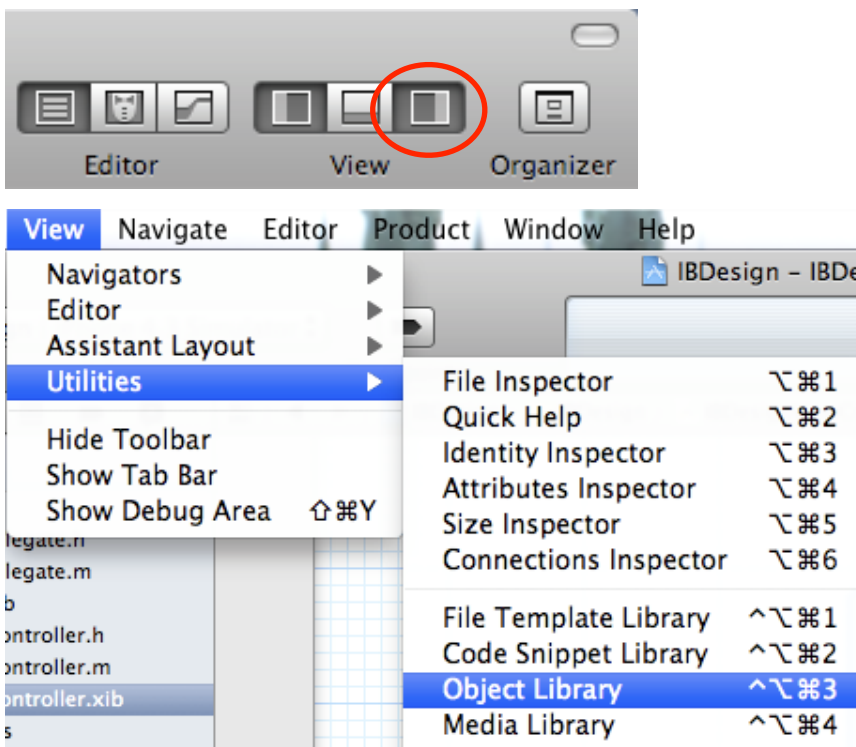
Step 7. 從左方視窗的Show the Project navigator裡的IBDesign資料夾開啓IBDesignViewController.xib來建構GUI



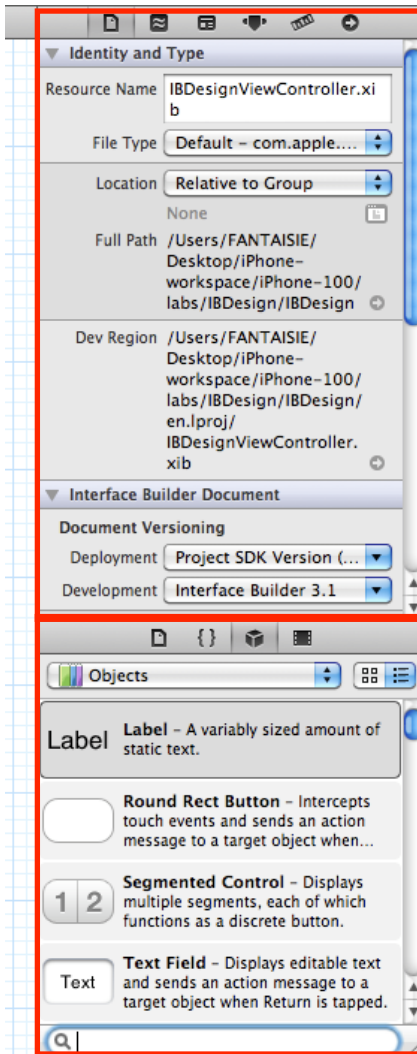
開啓後會出現一個對應iPhone視窗的View視窗



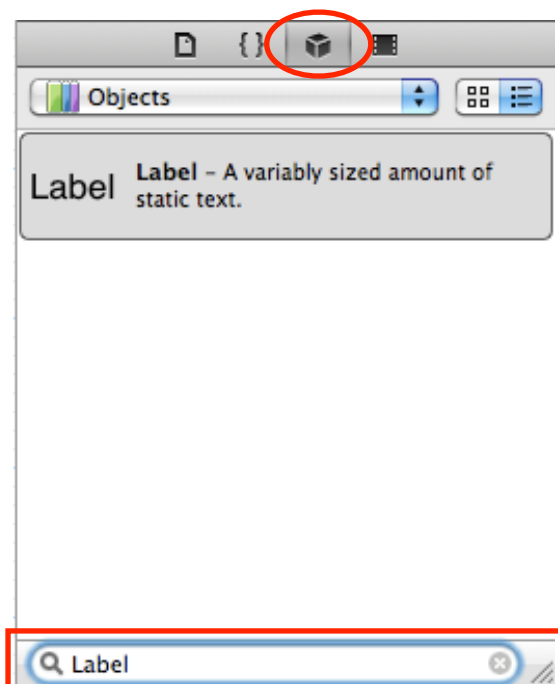
Step 8. 在Xcode視窗右上角選擇顯示視窗點下View右邊按鈕,或是View > Utilities 裡選擇任意選擇一個選項即會打開這個視窗分頁,在此選擇Object Library來方便選擇和新增UI元件



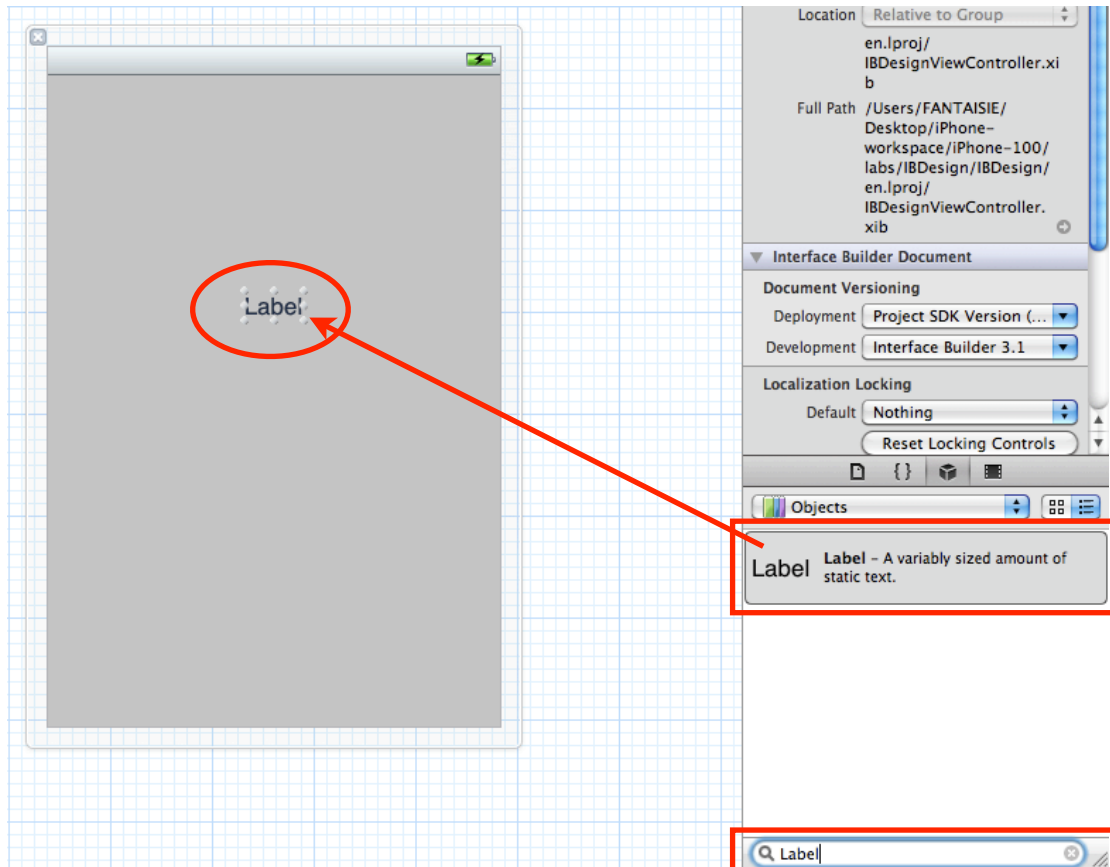
在主視窗分頁就開啓一個右邊的視窗分頁,上面是一些Inspector,下面是一些Library



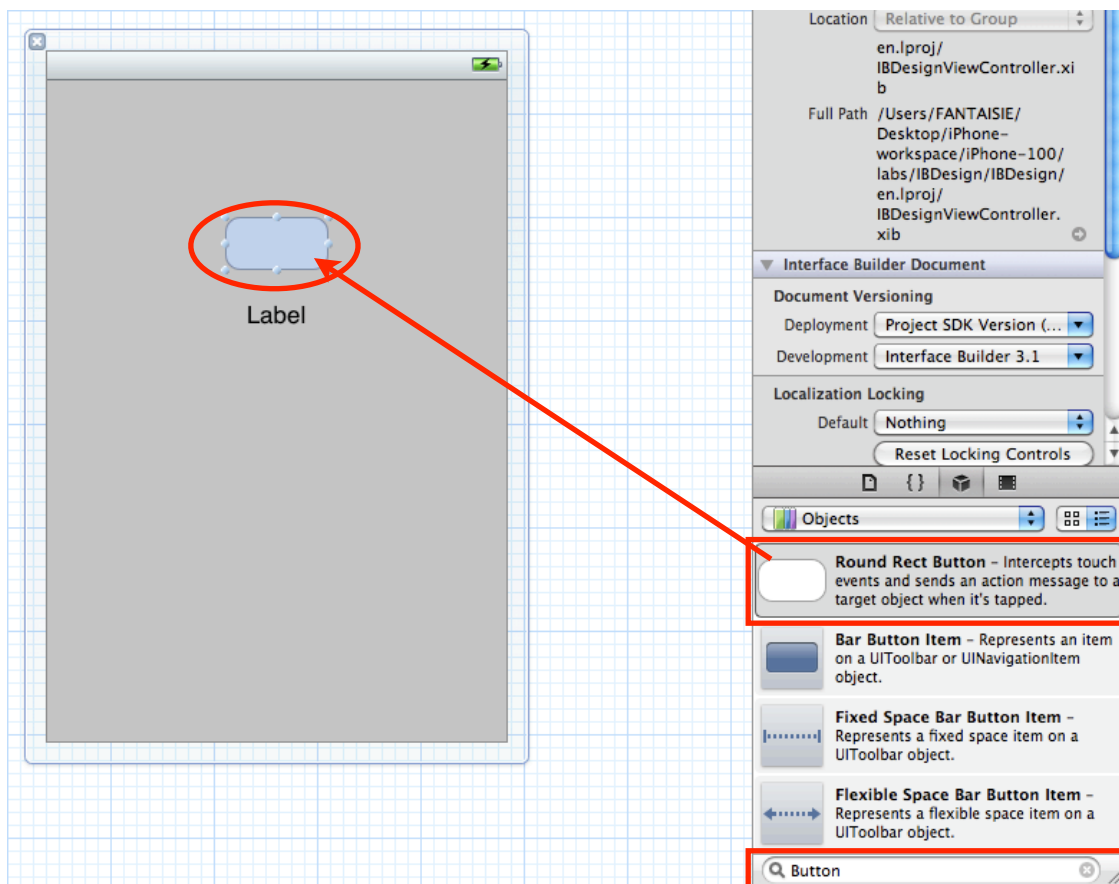
Step 9. 在下方(記得選擇Show the Object library)搜尋Label來加入一個標籤並拖曳到View視窗來建構一個UILabel元件



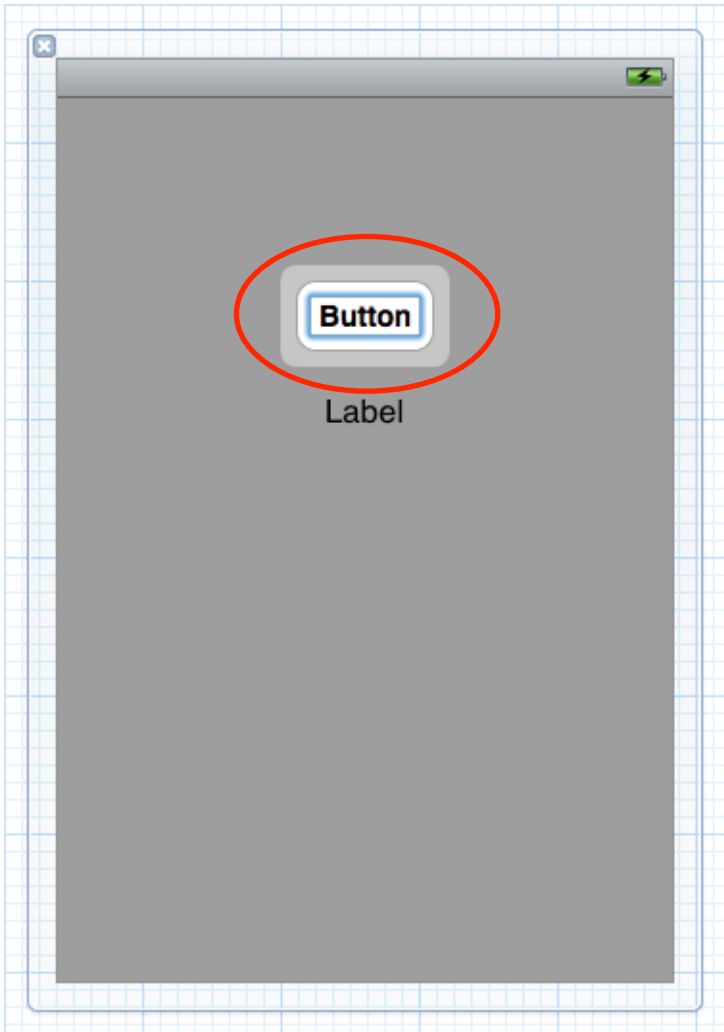
拖拉到主視窗的View中



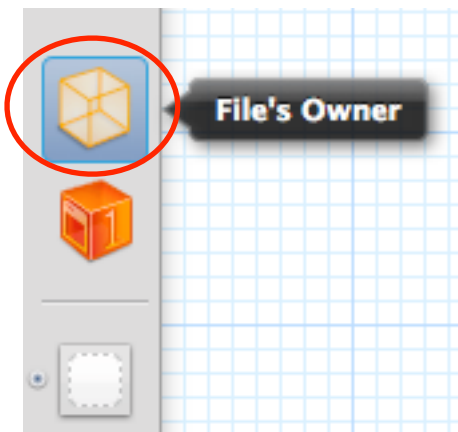
Step 10. 搜尋Button並拖曳到View視窗來建構一個Button元件,選擇Round Rect Button



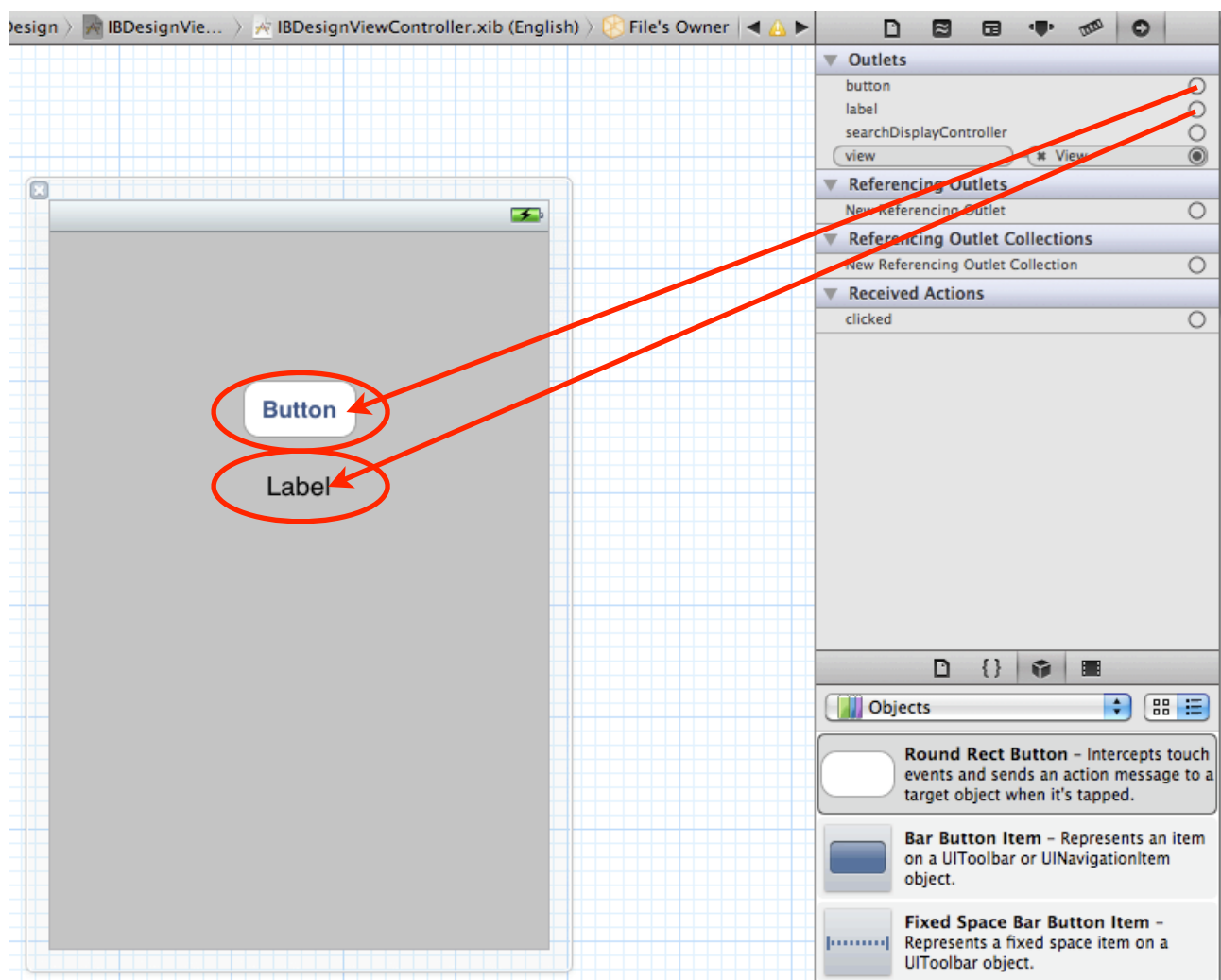
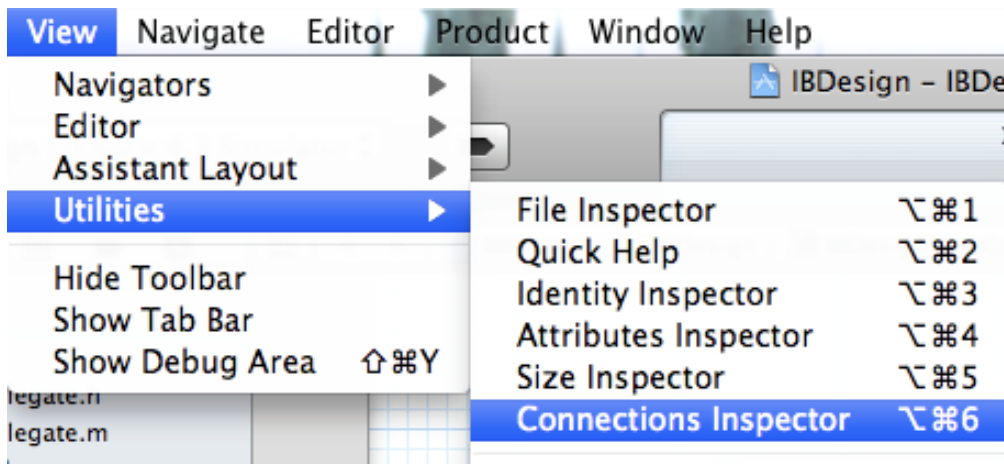
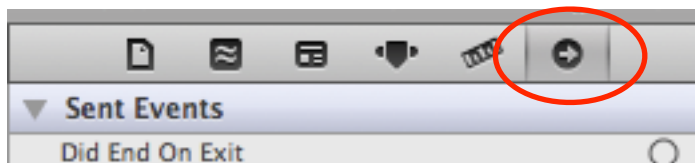
Step 11. 將按鍵的Title命名為Button



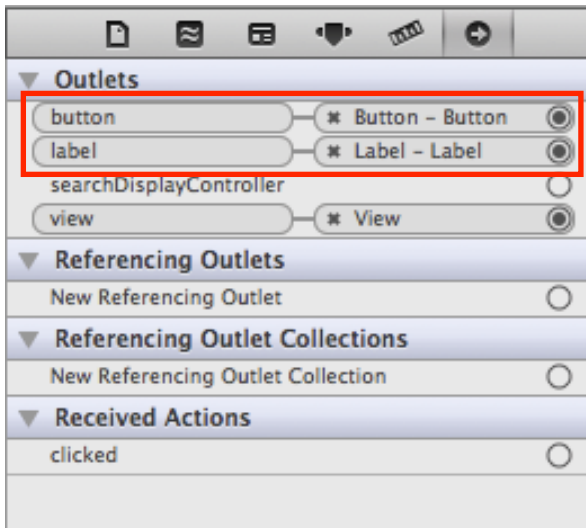
Step 12. 在IBDesignViewController.xib的視窗分頁左邊選擇File's Owner,來開啓File's Owner的Inspector



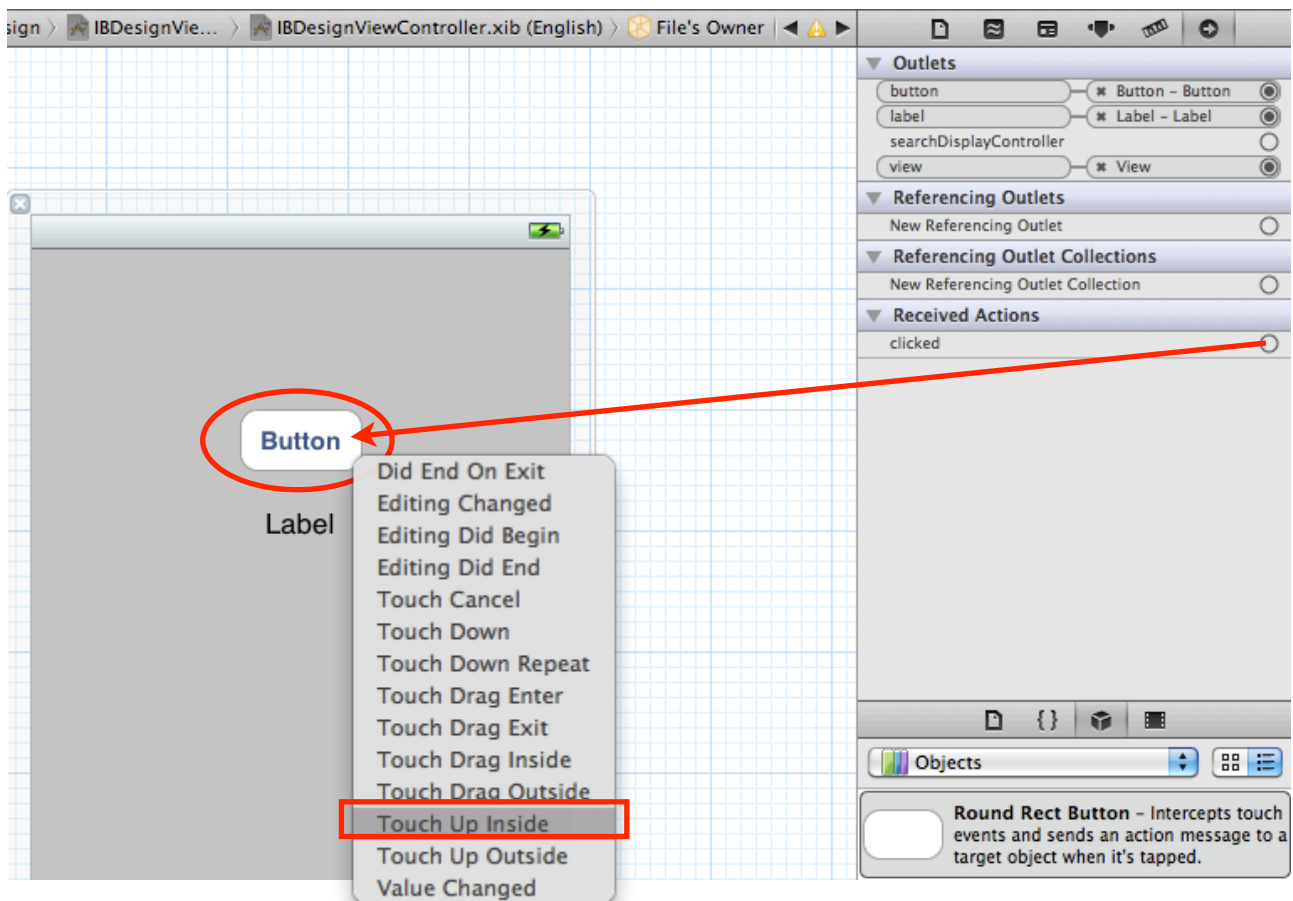
並在Inspector視窗裡選擇Show the Connections inspector或是在View > Utilities裡選擇Connections inspector, 可見到我們新加的兩個元件**button**和**label**和新加的Method **clicked**, 把新加的元件和View上的元件做連結



連結後結果如下



Step 13. 將Received Actions裡的”clicked”連結到按鍵”Button”並選擇Touch Up Inside



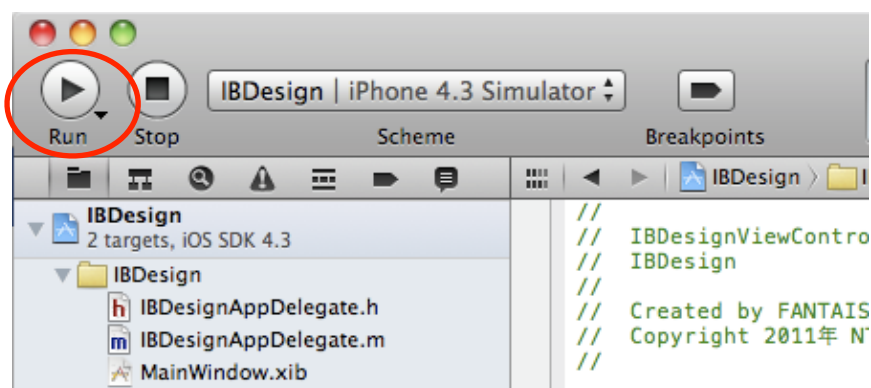
Step 14. 從左方視窗的Show the Project navigator裡的IBDesign資料夾下的IBDesignViewController.m加入如下**clicked**裡的程式

```
#import "IBDesignViewController.h"
```

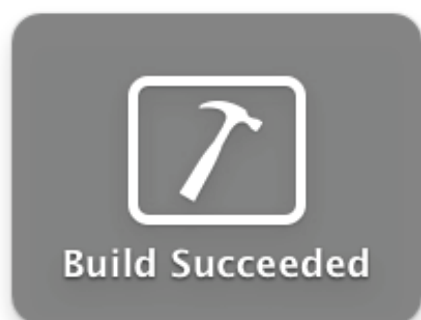
```
@implementation IBDesignViewController
```

```
- (IBAction) clicked  
{  
    NSLog(@"button clicked");  
}
```

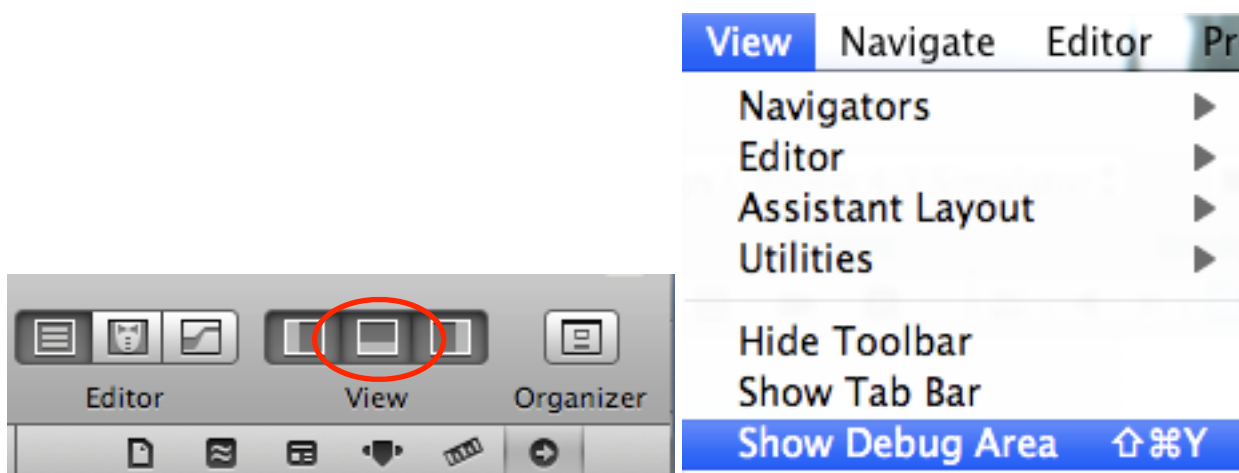
Step 15. 主畫面左上方執行Run (或是⌘+R) 來執行編譯和模擬



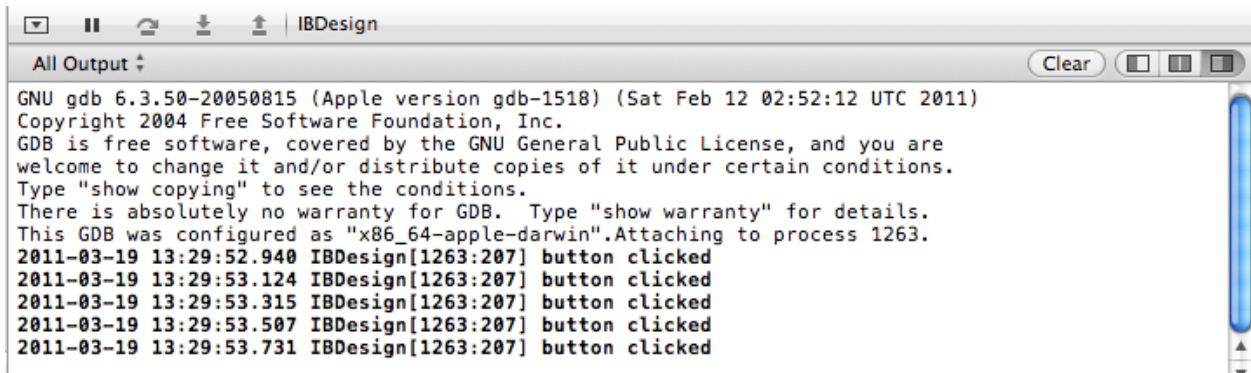
若編譯成功會出現跳出pop-up視窗



Step 16. 由View裡中間的button開啓包含Console的Debug Area,或是在 View>Show Debug Area 來開啓Console



若按按鍵”Button”可由Console內看到印出的資訊



Step 17. 若要由標籤”Label”印出資訊,我們加入一行程式改變label的文字

```
#import "IBDesignViewController.h"

@implementation IBDesignViewController

- (IBAction) clicked
- {
    NSLog(@"button clicked");
    label.text = @"Hello!!";
}
```

Step 18. 模擬結果如下

