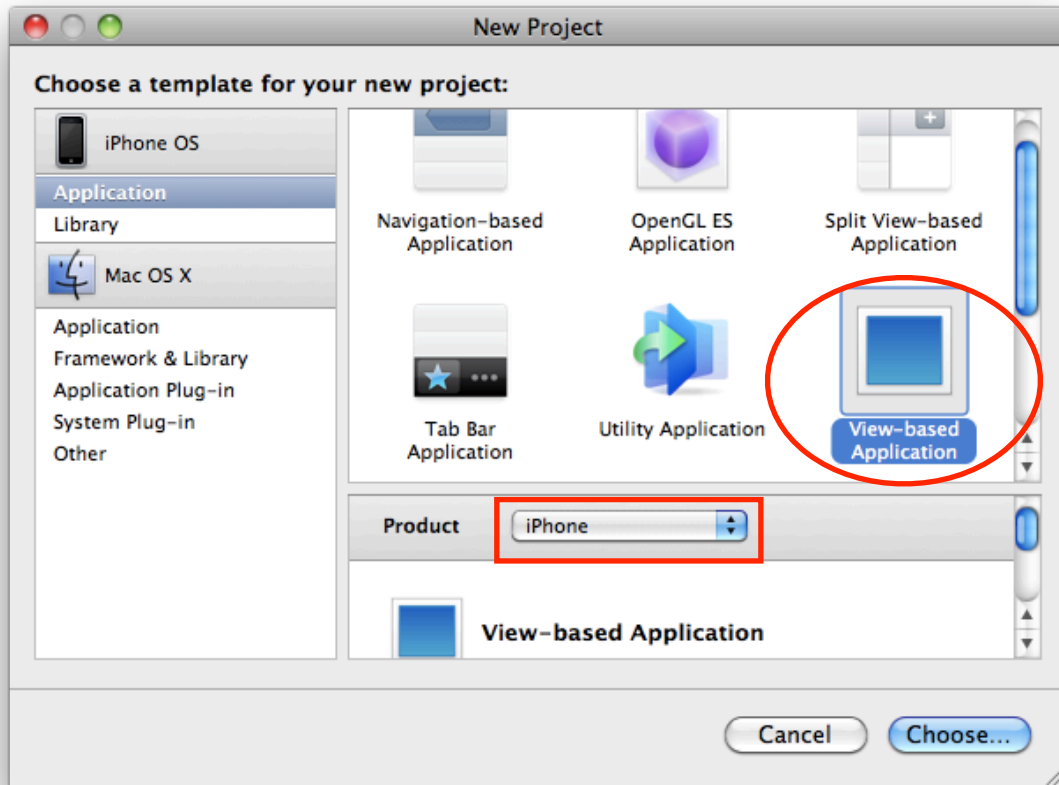
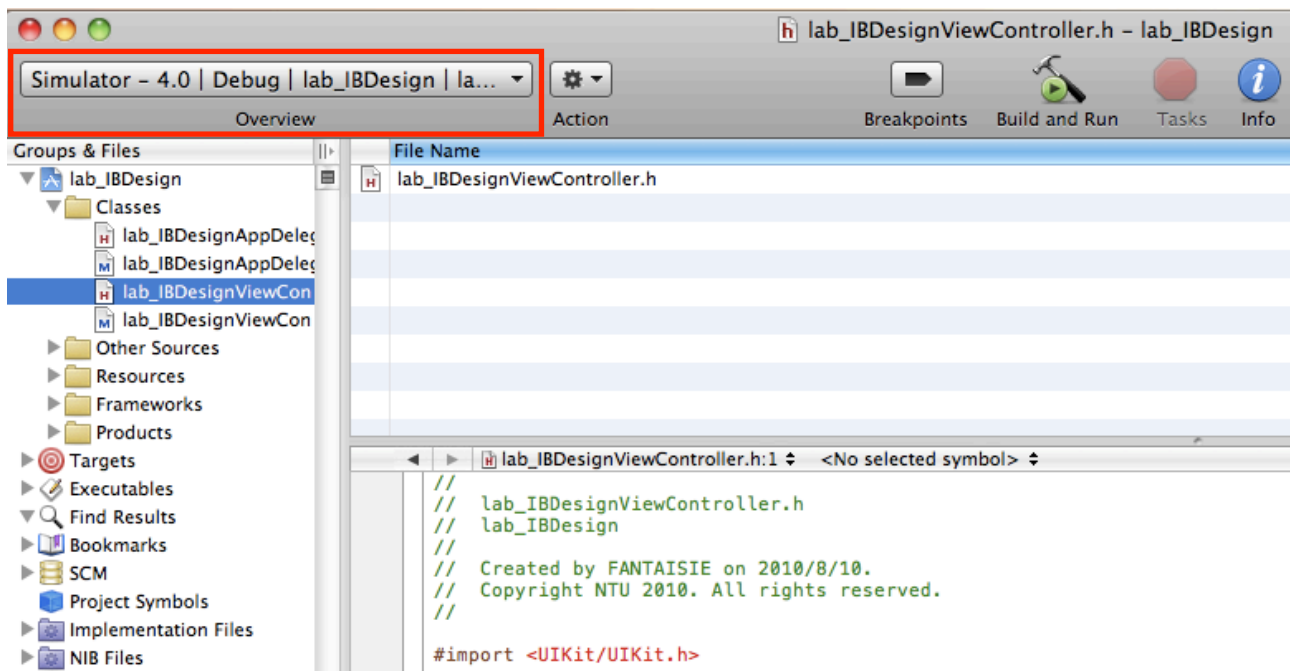


Lab Interface Builder Design

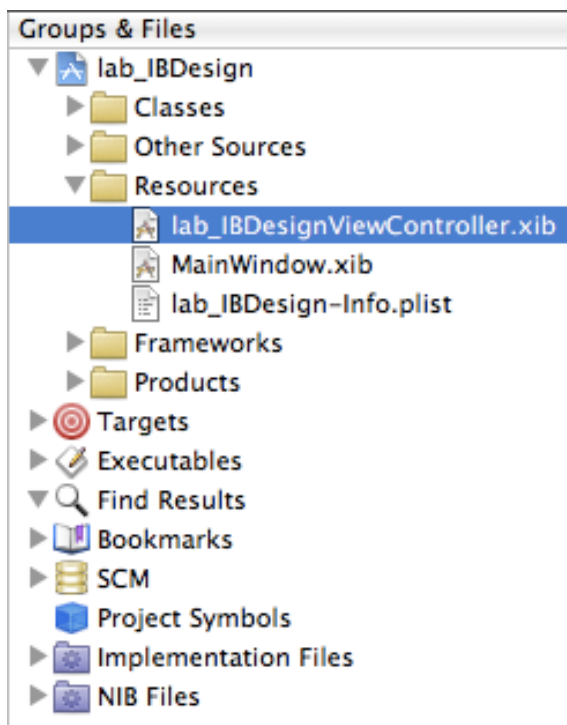
Step 1. 在這個專案中, 我們選擇已經內建好view和view controller的View-Based Application, 記得選擇Product為iPhone, 將此專案命名為lab_IBDesign之後存檔於桌面



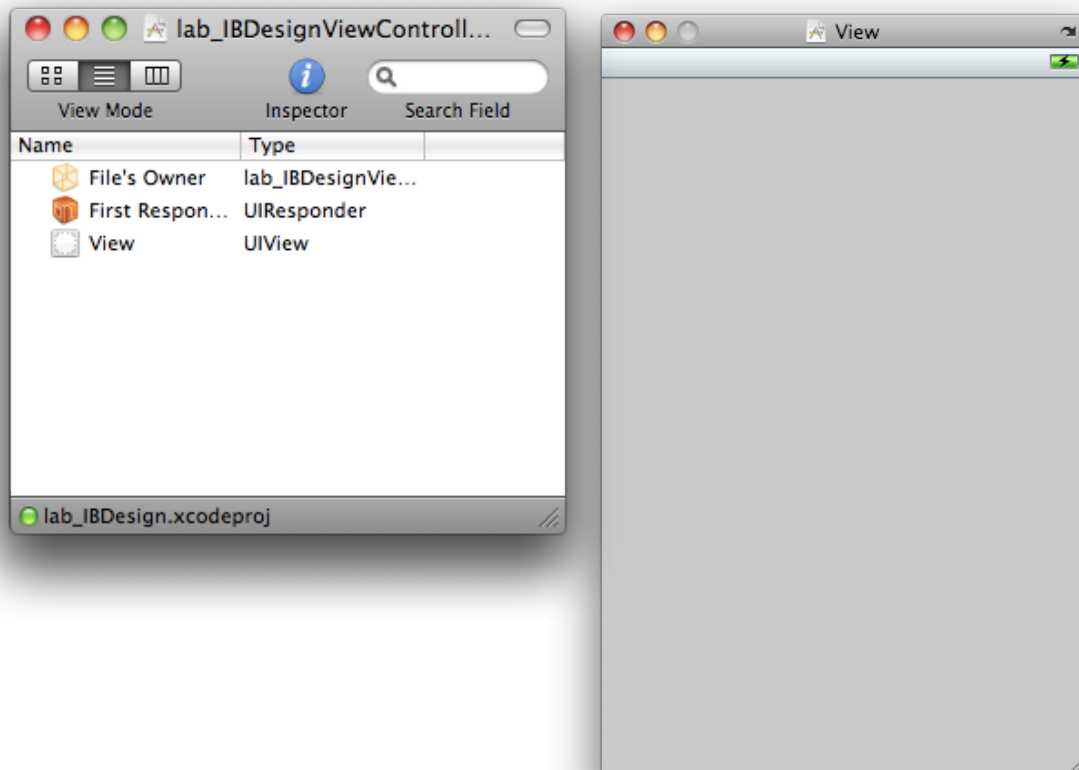
Step 2. lab_IBDesign專案被開啓, 注意我們是使用Simulator-4.0



Step 3. 從Groups & Files視窗Resources資料夾下開啓lab_IBDesignViewController.xib來建構GUI

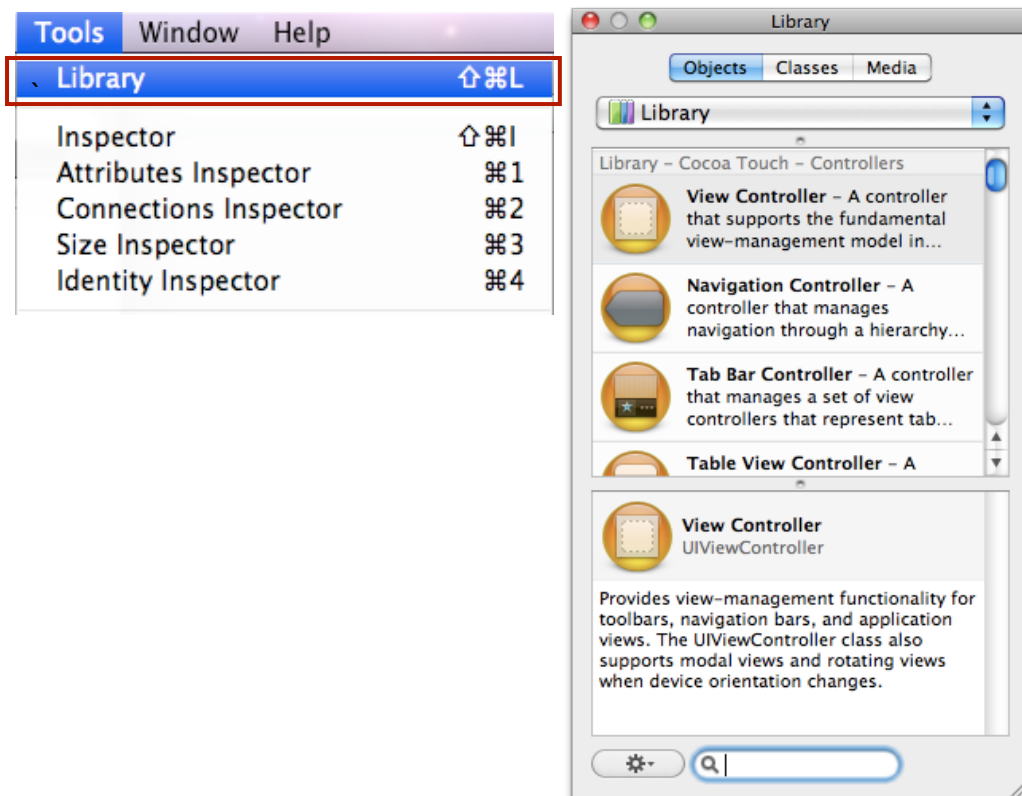


Step 4. 開啓後會出現一個lab_IBDesignViewController.xib視窗跟對應iPhone視窗的View視窗

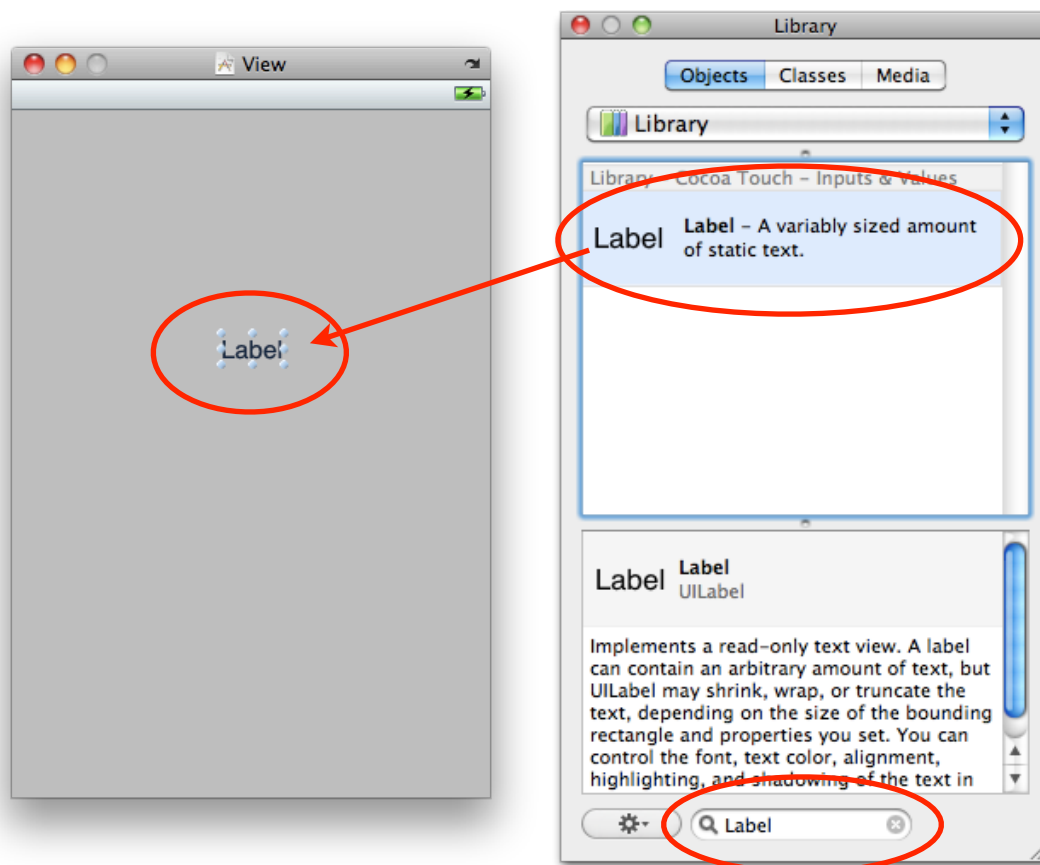


Step 5. 由選項Tools開啓Library來加入UI元件

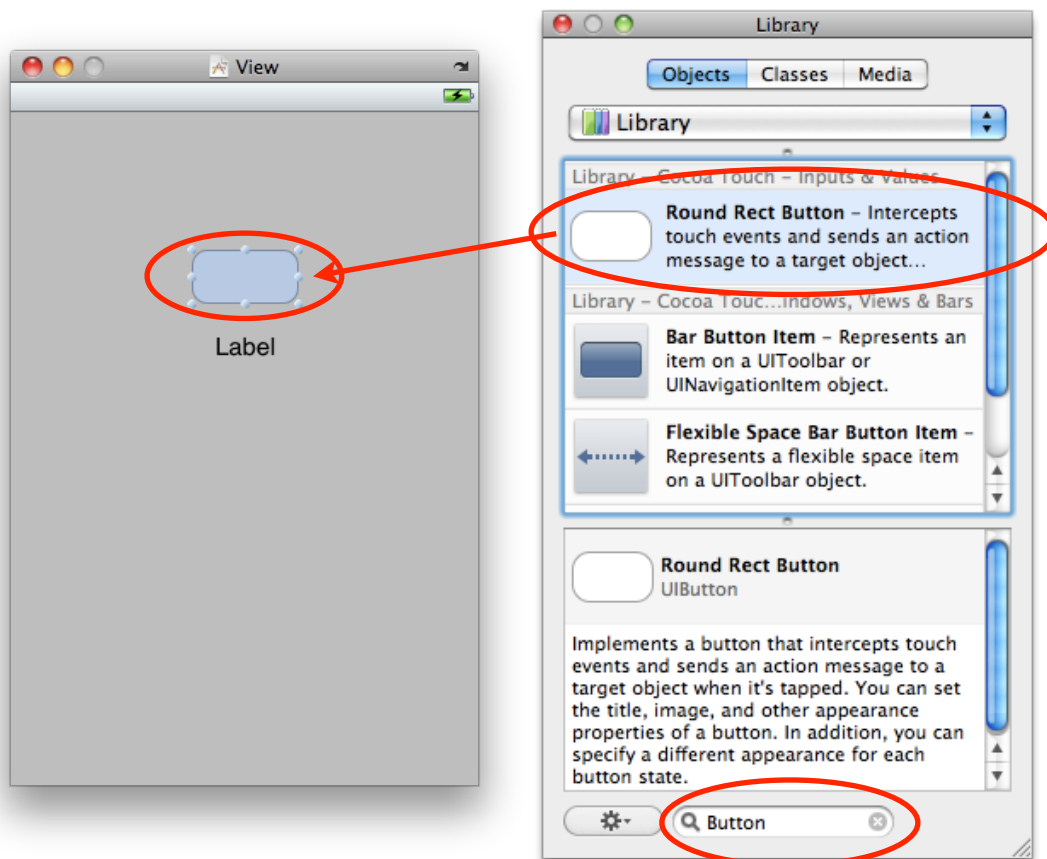
(應該在開啓lab_IBDesignViewController.xib就可能已經開啓)



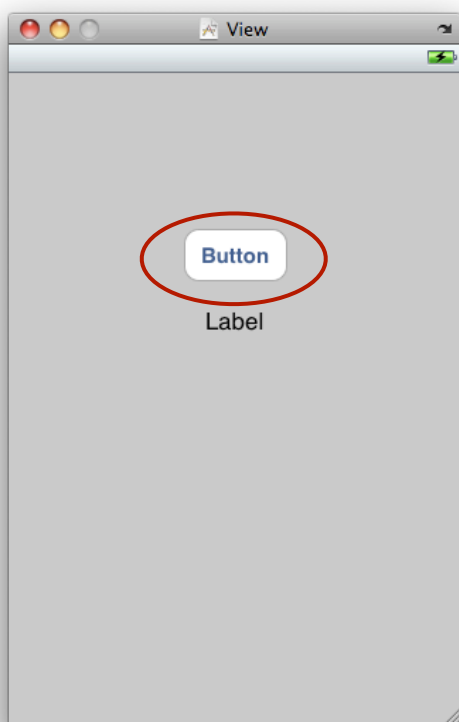
Step 6. 搜尋Label來加入一個標籤並拖曳到View視窗來建構一個Label元件



Step 7. 搜尋Button來加入一個按鍵並拖曳到View視窗來建構一個Button元件,選擇Round Rect Button




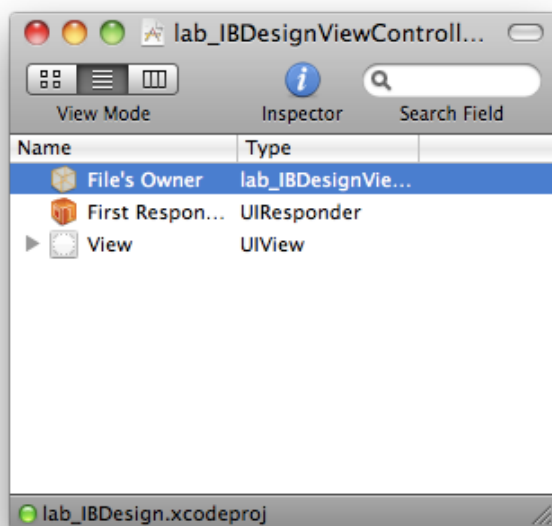
Step 8. 將按鍵的Title命名為Button

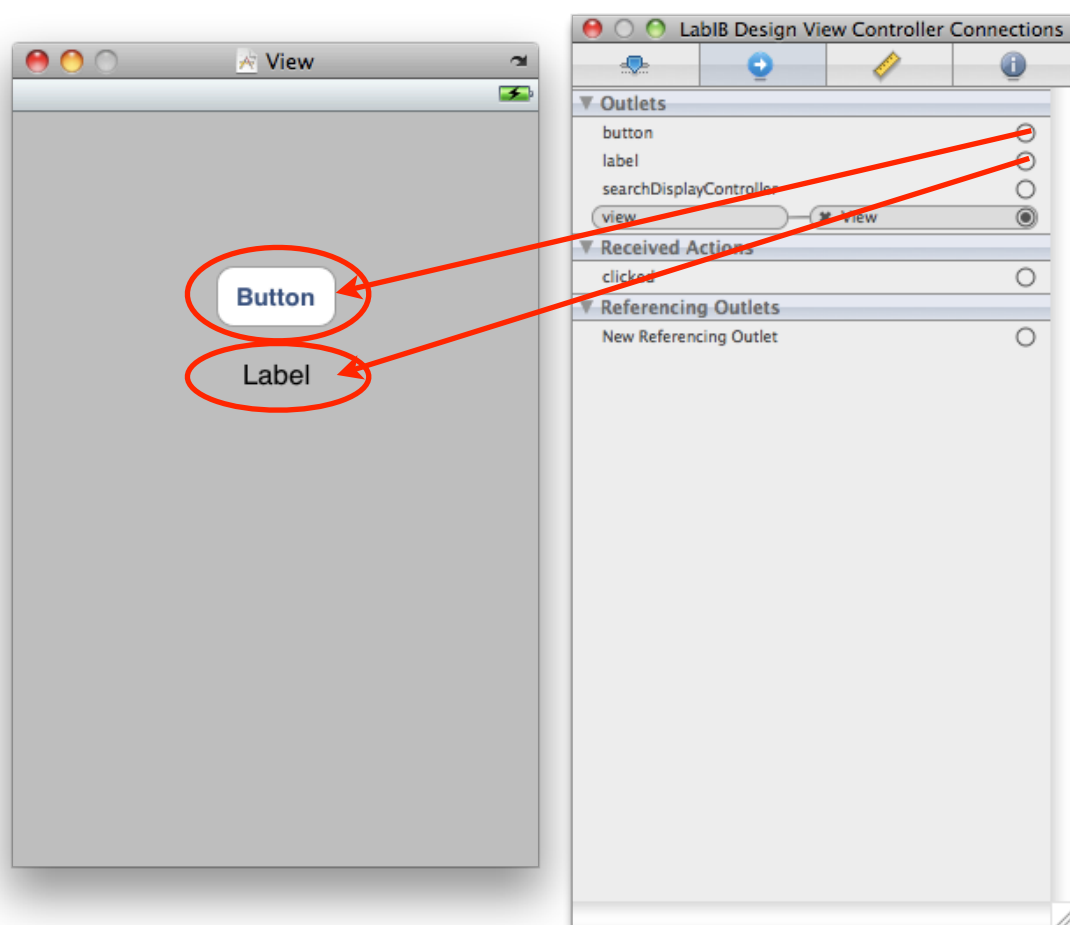


Step 9. 在Classes資料夾下開啓lab_IBDesignViewController.h, 並加入兩個UI元件button和label以及一個IBAction的Method “clicked”

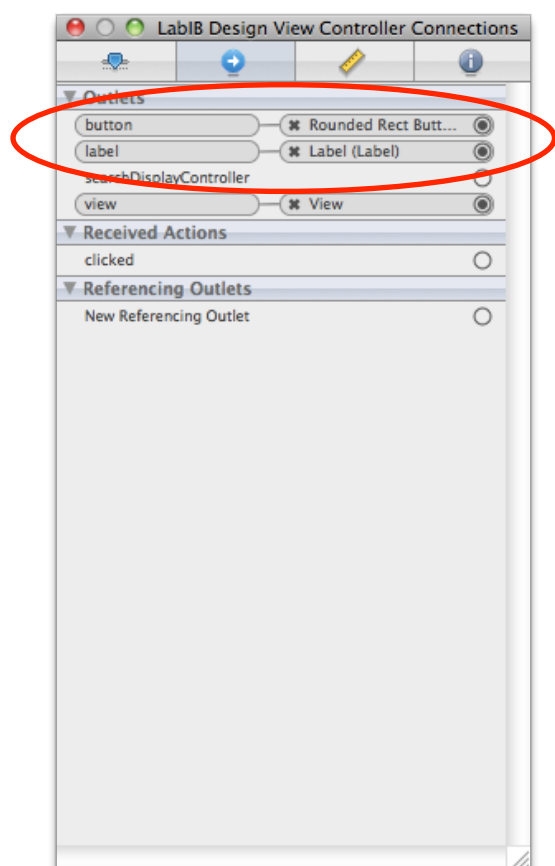
```
//  
//  lab_IBDesignViewController.h  
//  lab_IBDesign  
//  
//  Created by FANTASIE on 2010/8/10.  
//  Copyright NTU 2010. All rights reserved.  
//  
  
#import <UIKit/UIKit.h>  
  
@interface lab_IBDesignViewController : UIViewController {  
    IBOutlet UIButton *button;  
    IBOutlet UILabel *label;  
}  
  
-(IBAction) clicked;  
  
@end
```

Step 10. 由選擇lab_IBDesignViewController視窗裡的File's Owner並在選項Tools開啓Inspector,在connections  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

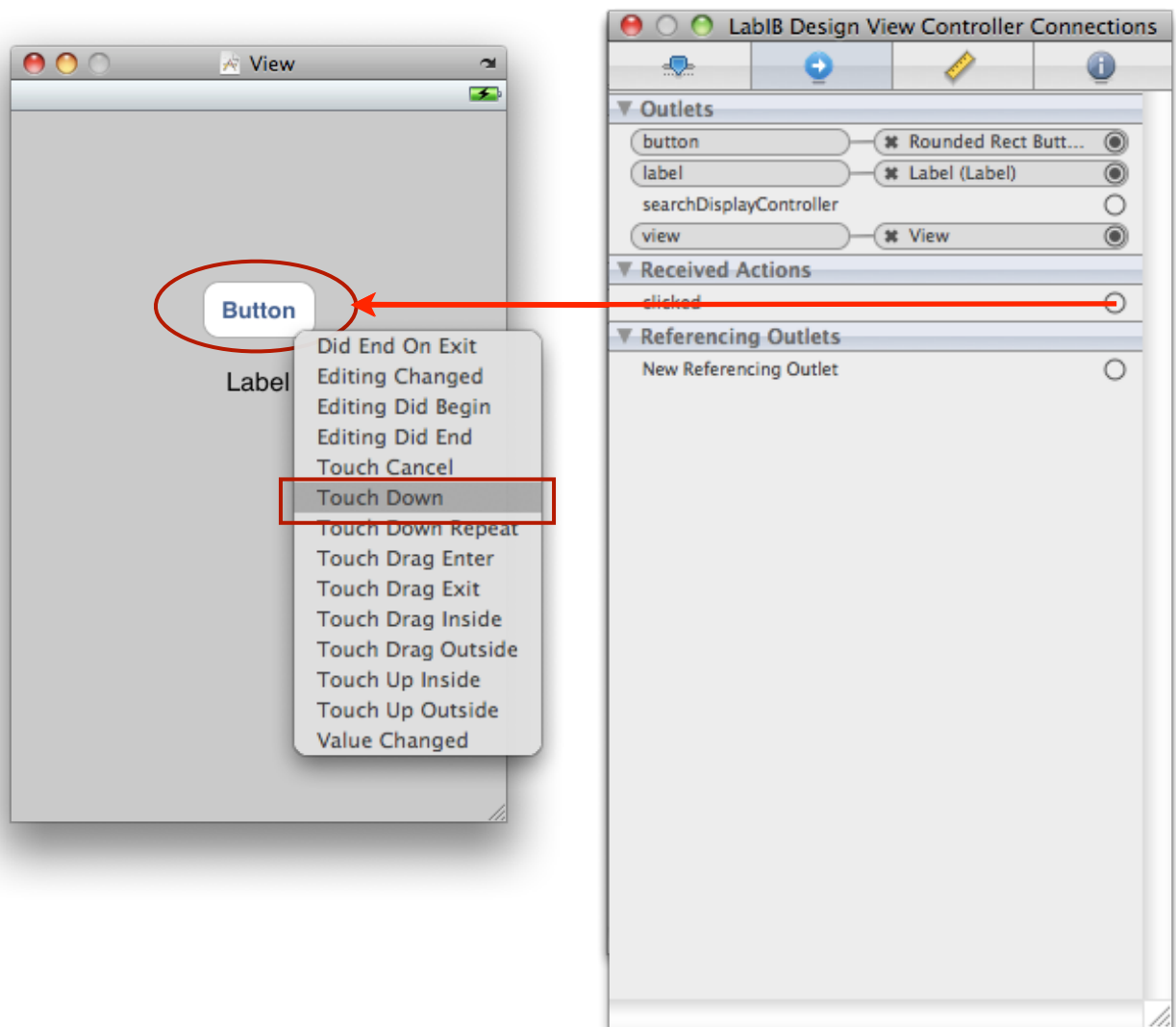




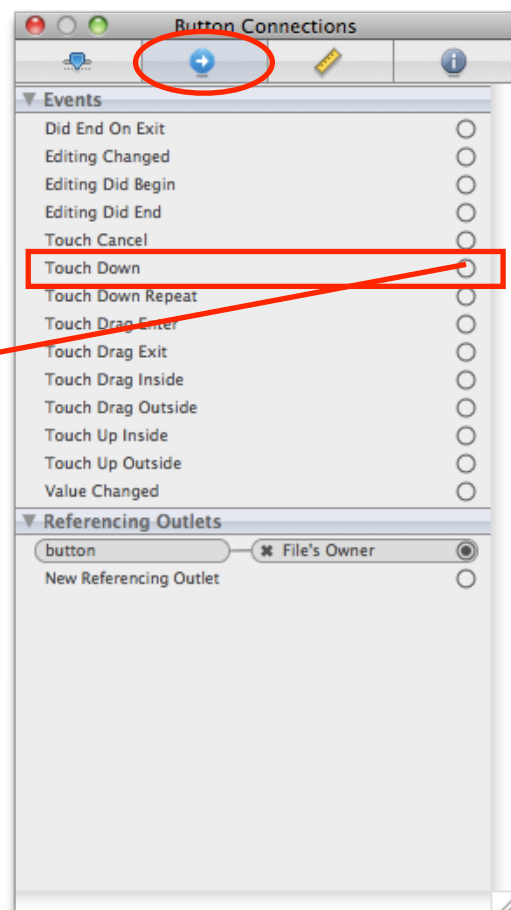
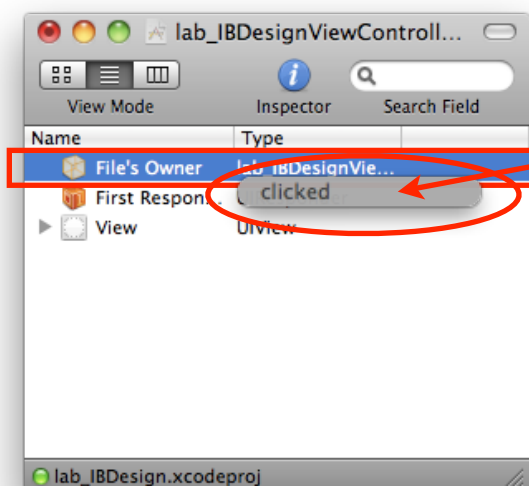
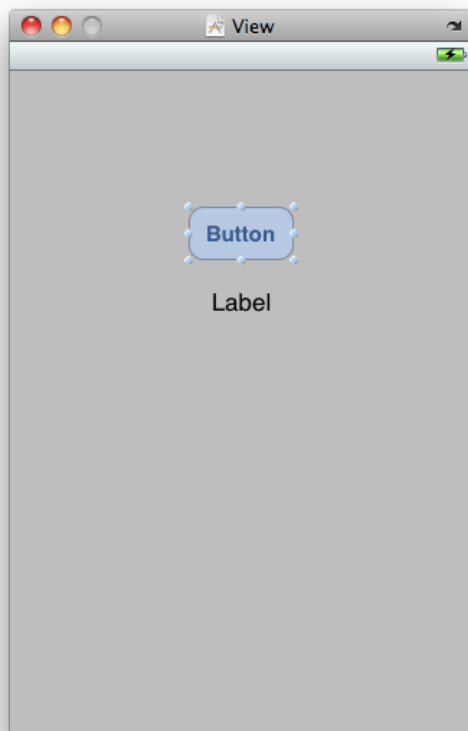
連結後結果如下



Step 11-A. 將Received Actions裡的”clicked”連結到按鍵”Button”並選擇Touch down



Step 11-B. 或者選擇按鍵”Button”並將在Inspector (command + shift + i)的connections裡的Touch down與File’s owner的lab_IBDesignViewController裡的Method “clicked”做連結



Step 12. 開啟Classes資料夾下的lab_IBDesignViewController.m加入如下clicked裡的程式

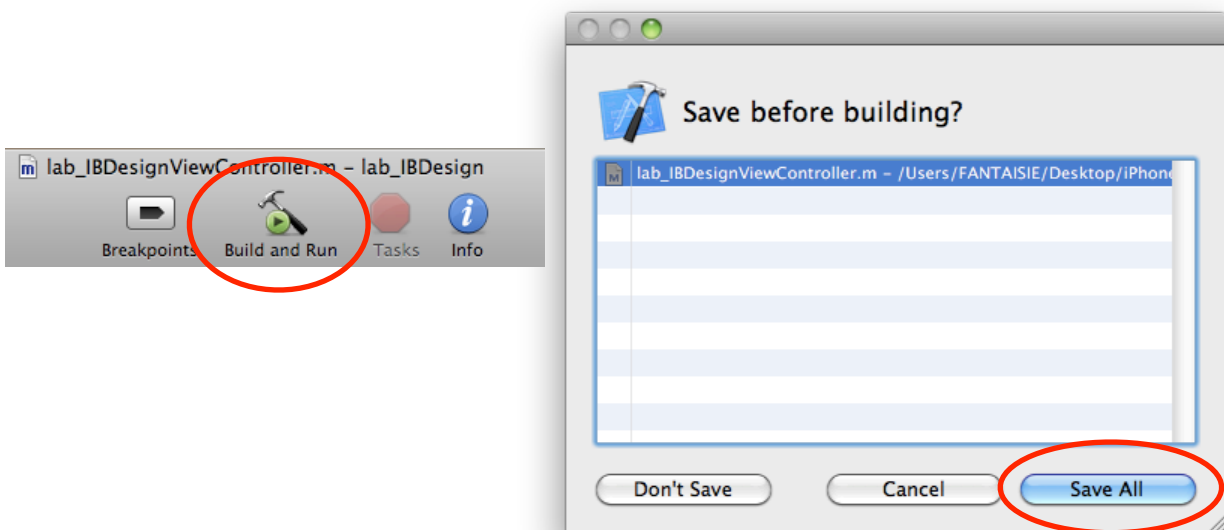
```
//  
// lab_IBDesignViewController.m  
// lab_IBDesign  
//  
// Created by FANTASIE on 2010/8/10.  
// Copyright NTU 2010. All rights reserved.  
//
```

```
#import "lab_IBDesignViewController.h"
```

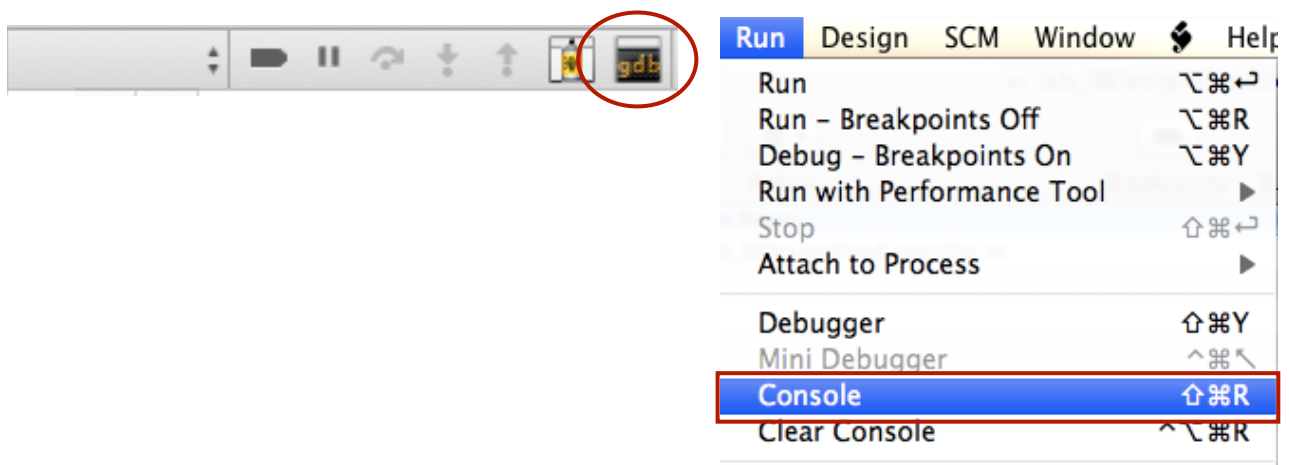
```
@implementation lab_IBDesignViewController
```

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

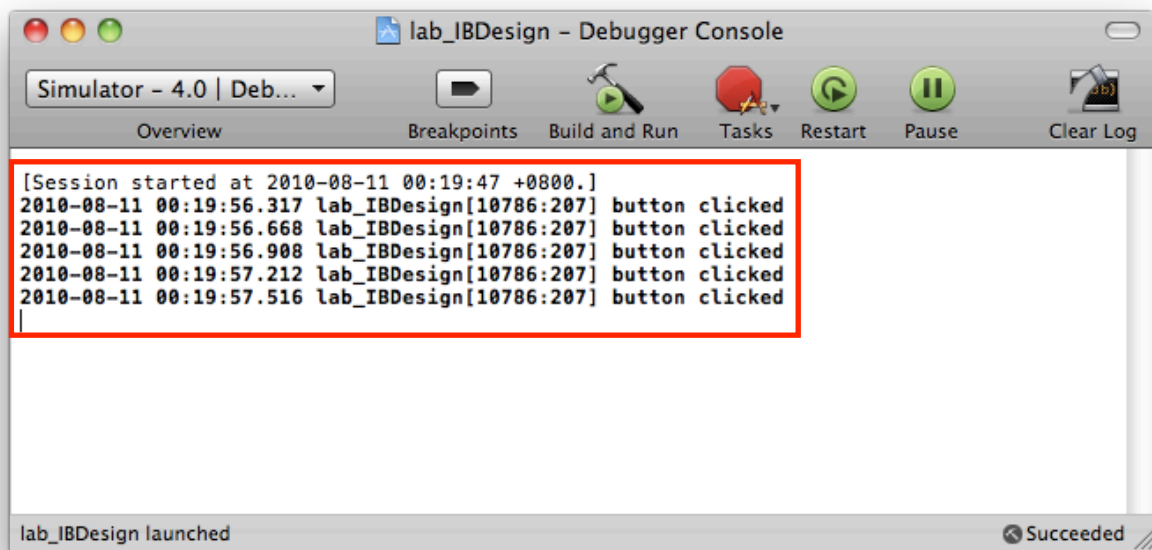
Step 13. 主畫面上方執行Build and Go (或是Command+Enter) 來執行編譯和模擬, 然後存檔Save All



Step 14. 由gdb開啓Console或是從選項Run開啓



Step 15. 若按按鍵”Button”可由Console內看到印出的資訊



Step 16. 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 "lab_IBDesignViewController.h"

@implementation lab_IBDesignViewController

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

Step 17. 模擬結果如下

