### **Assignment** **9- Picker View in Swift**

**Lab Assignment: Picker Demo in iOS Swift (Programmatic Approach)**

**Problem Statement:**

Create a simple iOS app that demonstrates the use of a picker view. The app should allow the user to select items from a list using a picker view, and the selected item should be displayed or printed to the console.

**Requirements:**

* The app should have a picker view that displays a list of items.
* The list of items should be predefined and hardcoded within the app.
* When the user selects an item from the picker view, the selected item should be displayed or printed to the console.
* Implement the solution programmatically without using Interface Builder (Storyboard or XIB).

**Tasks:**

1. **Set Up the Project:**

* Create a new Xcode project named PickerDemo.
* Choose "App" under iOS and set the language to Swift.

1. **Implement the View Controller:**

* Create a view controller named PickerViewController.swift.
* Implement the PickerViewController class with the necessary code to create and configure the picker view programmatically.
* Define an array of strings to represent the list of items to be displayed in the picker view.
* Implement the required data source and delegate methods for the picker view to display the list of items and handle item selection.

1. **Run the App:**

* Run the app on a simulator or a physical device.
* Verify that the picker view is displayed with the list of items.
* Test selecting different items from the picker view.
* Verify that the selected item is displayed or printed to the console.

**UI View :**

