### **Lab Exercise: Alert programmatically in iOS swift**

**Objective:**

Creating a lab exercise focused on using alerts programmatically in iOS with Swift is a great way to understand how to display important messages or prompts to users. Below is a step-by-step guide to setting up a simple project where an alert is shown when a button is tapped.

import UIKit

class ViewController: UIViewController {

override func viewDidLoad() {

super.viewDidLoad()

view.backgroundColor = .white

setupUI()

}

func setupUI() {

let button = UIButton(type: .system)

button.setTitle("Show Alert", for: .normal)

button.addTarget(self, action: #selector(showAlert), for: .touchUpInside)

button.translatesAutoresizingMaskIntoConstraints = false

view.addSubview(button)

NSLayoutConstraint.activate([

button.centerXAnchor.constraint(equalTo: view.centerXAnchor),

button.centerYAnchor.constraint(equalTo: view.centerYAnchor)

])

}

@objc func showAlert() {

// Show alert here

}

}

**Show an Alert**

Implement the showAlert method to display an alert when the button is tapped.

@objc func showAlert() {

let alertController = UIAlertController(title: "Alert", message: "This is a simple alert!", preferredStyle: .alert)

let okAction = UIAlertAction(title: "OK", style: .default, handler: nil)

alertController.addAction(okAction)

present(alertController, animated: true, completion: nil)

}