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using System;
using System.Drawing;
using MonoTouch.Foundation;
using MonoTouch.UIKit;

namespace ControlDemo_LMT
{
    public partial class TheSwitchControl : UIViewController
    {
        PDFCodeView _pdfView;
        string _pdfFile = "TheSwitchControl.pdf";

        public TheSwitchControl () : base ("TheSwitchControl", null)
        {
        }

        public override void DidReceiveMemoryWarning ()
        {
            // Releases the view if it doesn't have a superview.
            base.DidReceiveMemoryWarning ();

            // Release any cached data, images, etc that aren't in use.
        }

        public override void ViewDidLoad ()
        {
            base.ViewDidLoad ();
            theSwitch.ValueChanged += delegate {
                switchLbl.Text = theSwitch.On.ToString();
            };

            pdfBtn.TouchUpInside += delegate {
                _pdfView = new PDFCodeView(_pdfFile);
                this.PresentViewController(_pdfView, true, null);
            };
        }
    }
}

```