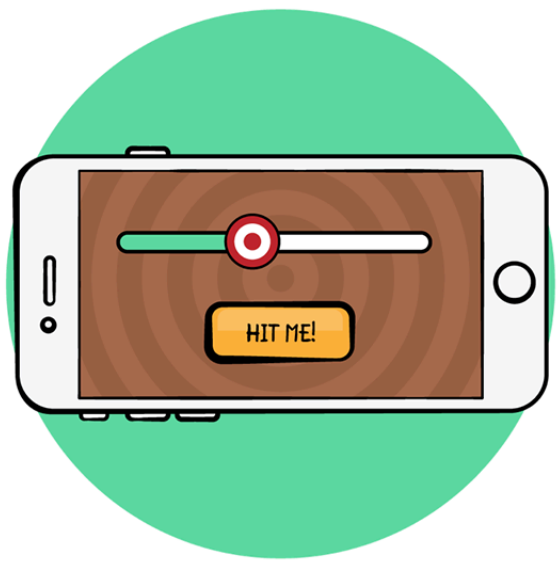


BEGINNING iOS 10

PART 1

GETTING STARTED



HANDS-ON CHALLENGES

Beginning iOS 10 Part 1: Getting Started

Brian Moakley

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Challenge #4: Common UI Controls

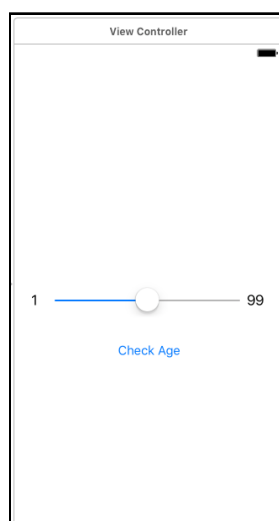
By Brian Moakley

In this challenge, you'll create a layout using all the controls that you learned about in video. You'll create a simple app that contains a slider between 1 and 99. When the user taps the button, the app should determine if the selected age is over 21.

Getting Started

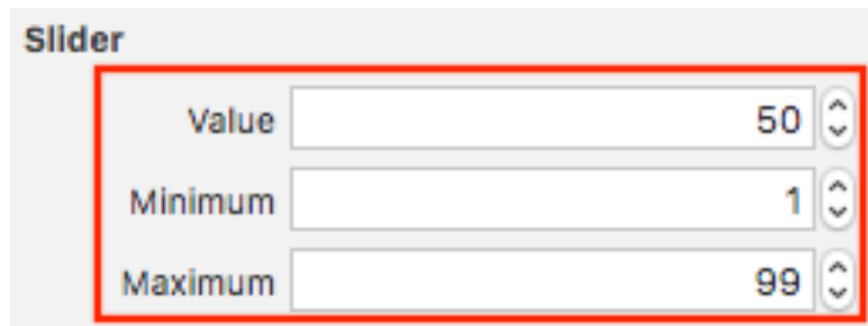
To get started, you'll need to create a new app. Start Xcode, and from the menu, select **File\New\Project**. From the template listing, make sure **Single View Application** is selected and click **Next**. Give it the name **AgeChecker**, making sure the **Language** is set to **Swift** and **Devices** are **iPhone**. Save this new project to your desktop.

First you need to set up the user interface for your app. Select the main.storyboard, then drag a slider from the Object Toolbox and stretch it to fill the screen, then drag a button below the slider:



With the slider selected, click on the Attributes Inspector and set the **Value** to **50**,

Minimum to **1**, and **Maximum** to **99**.

A screenshot of an iOS Slider control. The slider is titled "Slider" in bold. Below the title, there are three text fields: "Value" with the number 50, "Minimum" with the number 1, and "Maximum" with the number 99. Each text field has a small up/down arrow button to its right. A red rectangular box highlights the three text fields.

Finally, you need to create actions. One for when the slider moves and another to validate the age. The slider move should get the current age like so:

```
age = lroundf(slider.value)
```

`validateAge()` checks to see if the age is greater than or equal to 21. If so, print out "{age}: Old enough". Otherwise, print out "{age}: Too young!".

See the challenge solution if you have any problems.