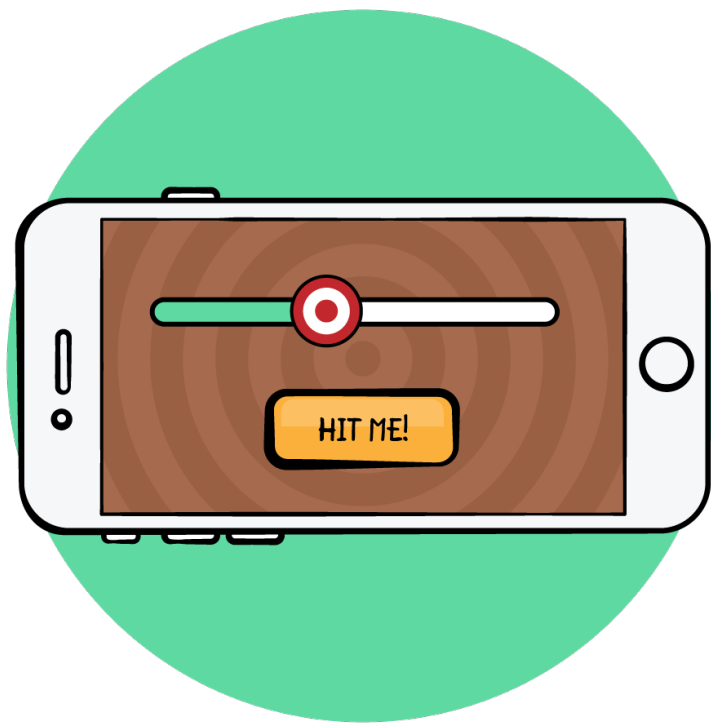


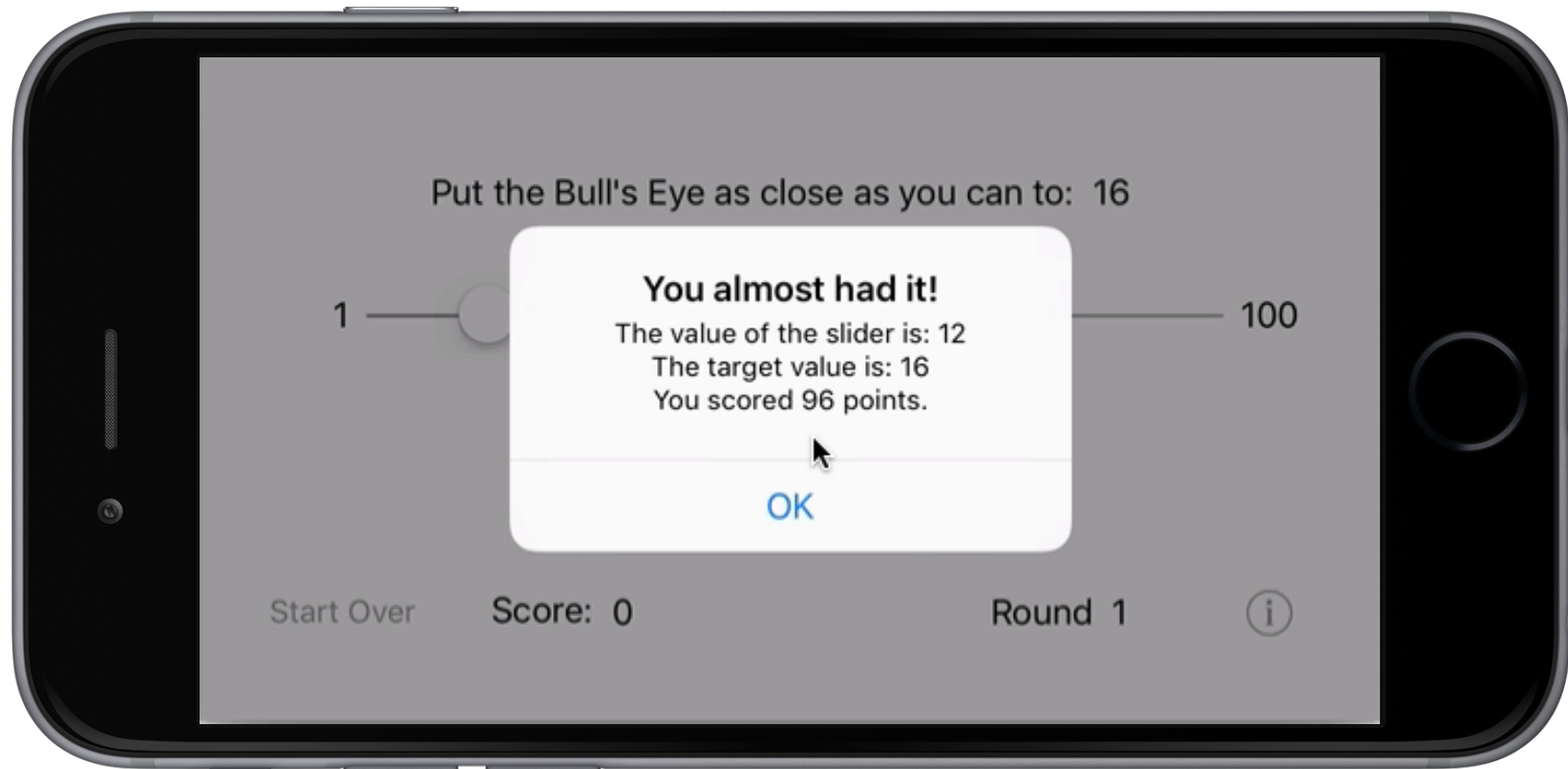
# BEGINNING iOS 10

**PART 1**

GETTING STARTED

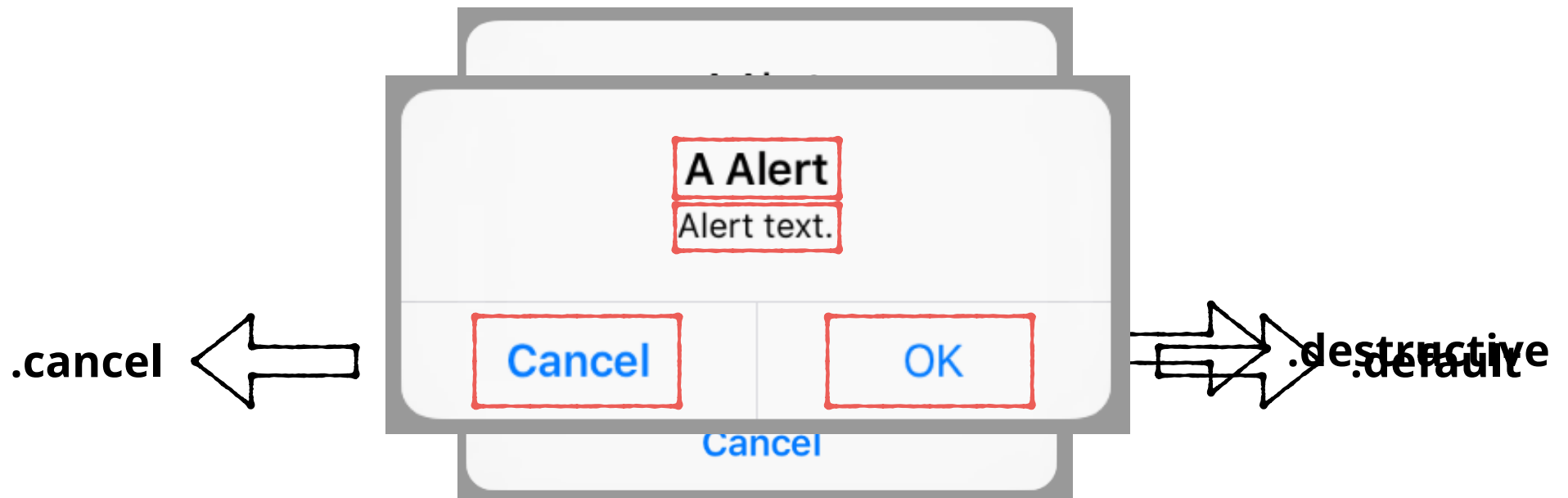


## PART #6: ALERTING THE USER



# ALERTS

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# ACTION SHEET

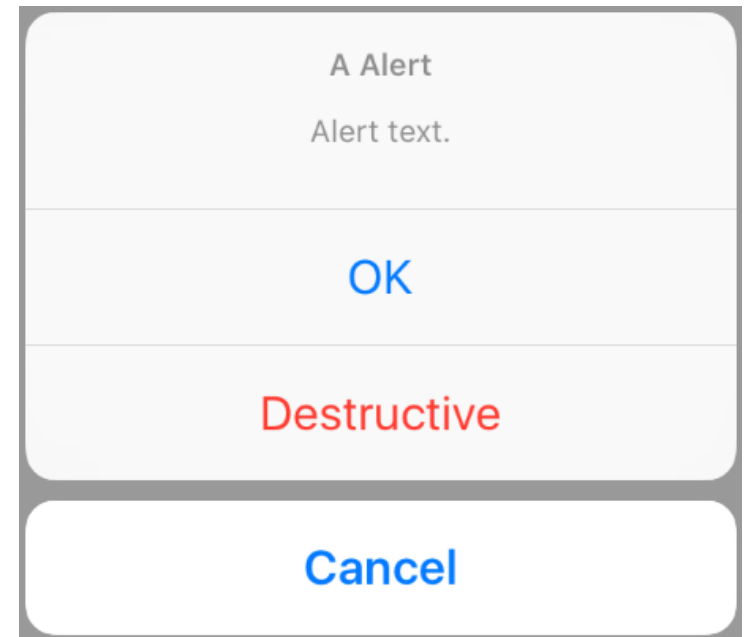
---

```
UIAlertController(title: "A Alert", message: "Alert  
text.", preferredStyle: .actionSheet)
```

```
let cancelAction = UIAlertAction(title: "Cancel",  
    style: .cancel) { (action) in  
    // ...  
}
```

```
alertController.addAction(cancelAction)
```

```
present(alertController, animated: true) {  
    // Code goes here  
}
```



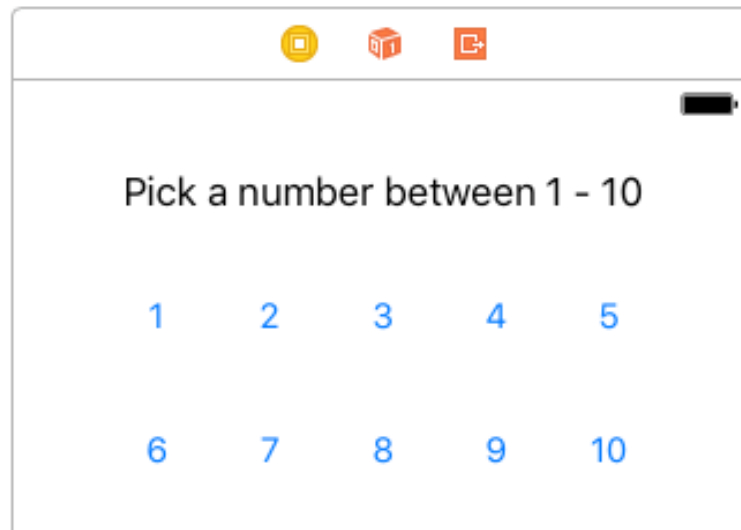
# DEMO

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# CHALLENGE

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A mobile application window with a white background and a thin grey border. The top bar is light grey and contains three icons: a yellow circle with a white square, a red cube, and a red square with a white arrow. In the top right corner of the app area is a black battery icon. The main text "Pick a number between 1 - 10" is centered in a dark grey font. Below the text are two rows of blue numbers. The first row contains "1", "2", "3", "4", and "5". The second row contains "6", "7", "8", "9", and "10".

Pick a number between 1 - 10

1	2	3	4	5
6	7	8	9	10

