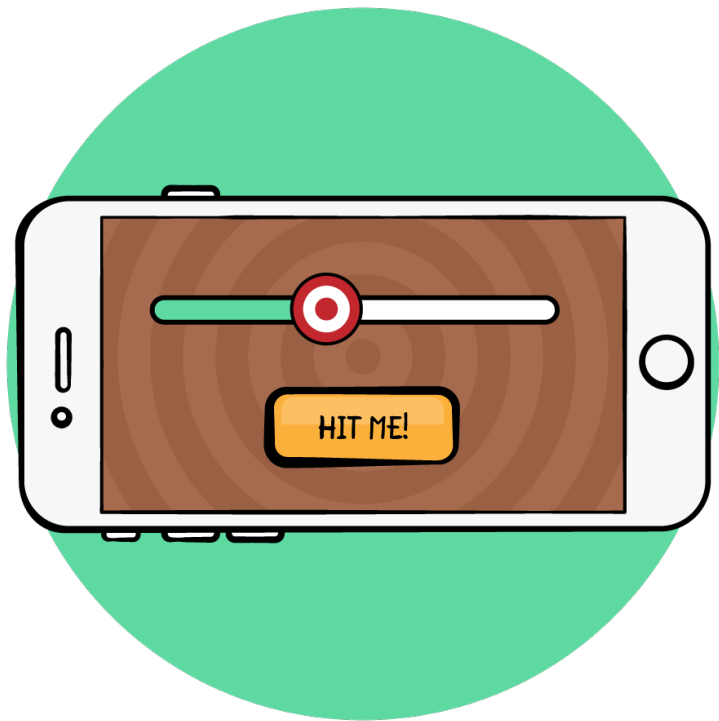


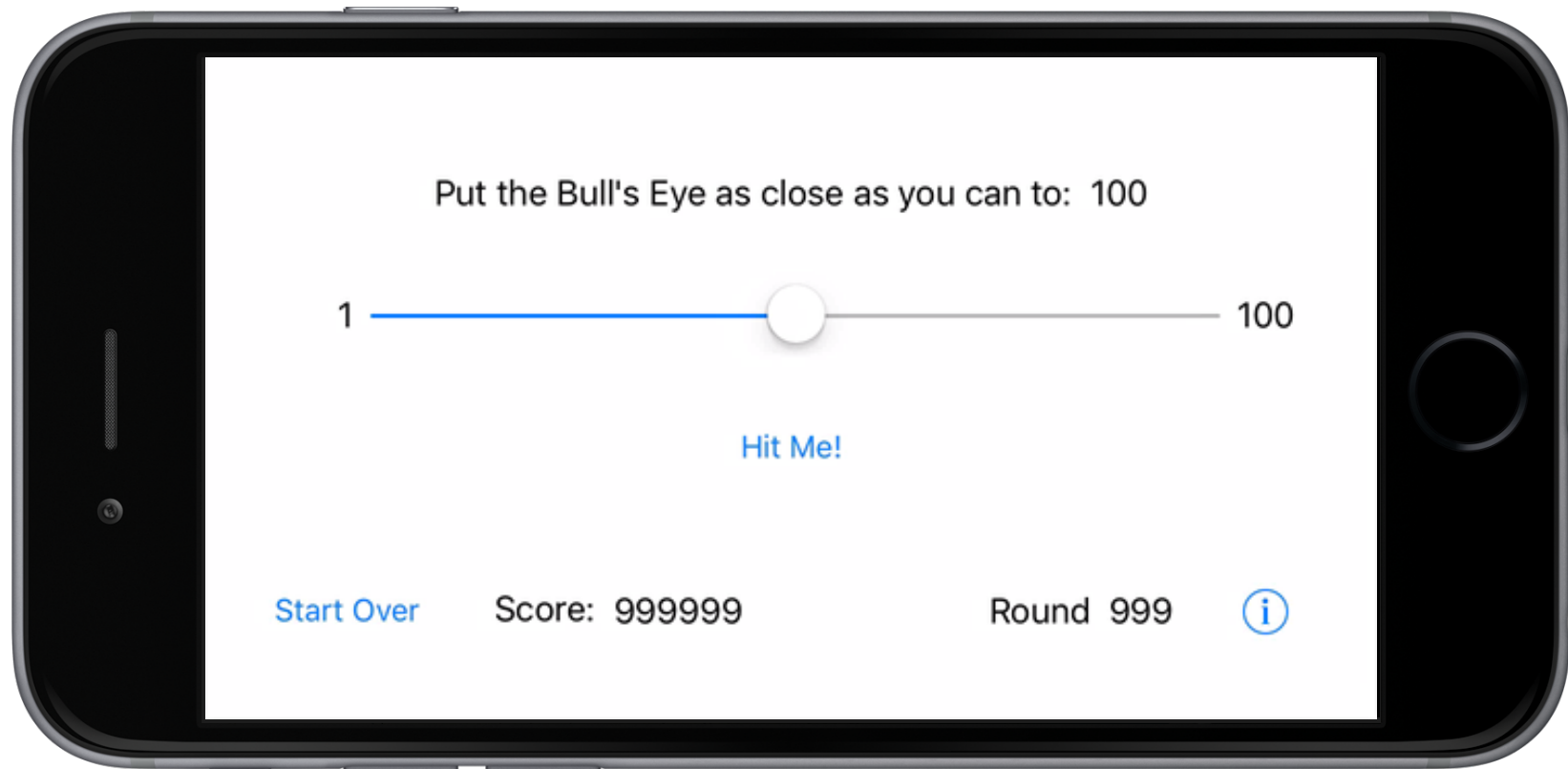
# BEGINNING iOS 10

**PART 1**

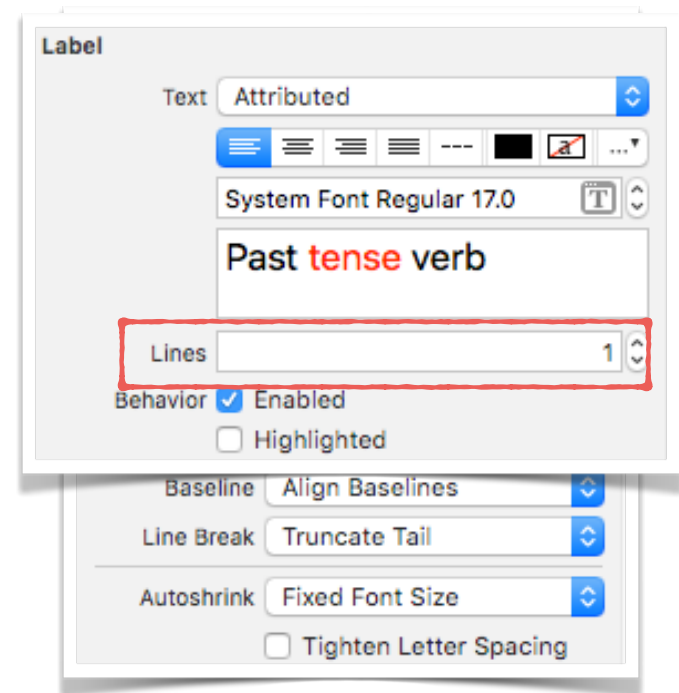
GETTING STARTED



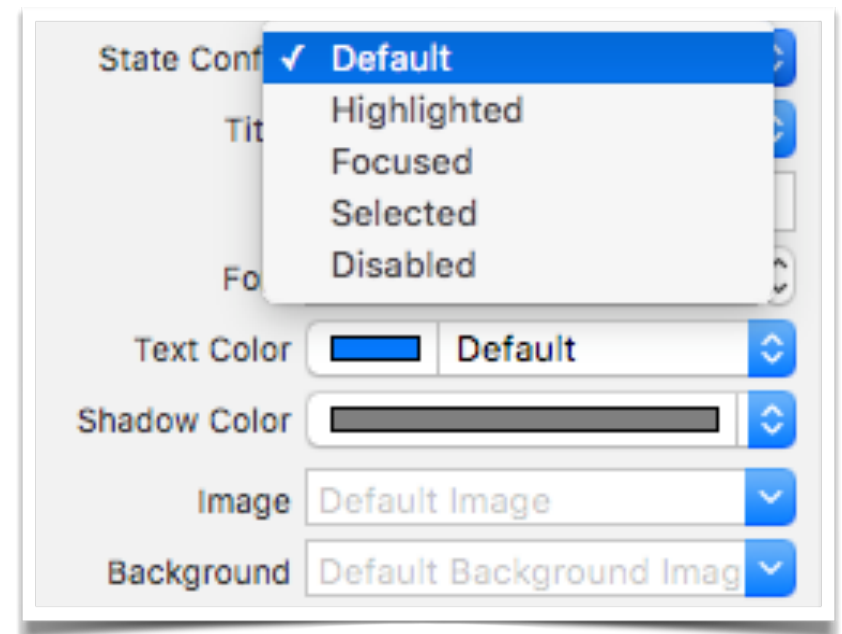
## PART #4: COMMON UI CONTROLS



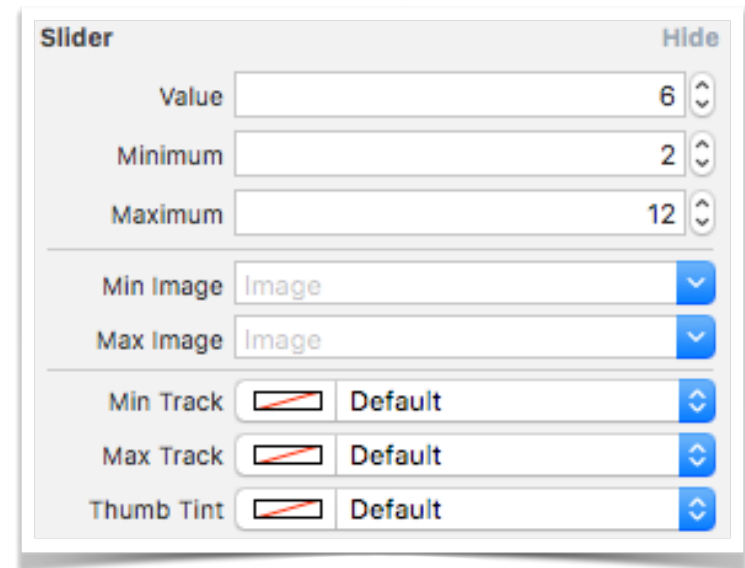
# UILabel



# UIButton

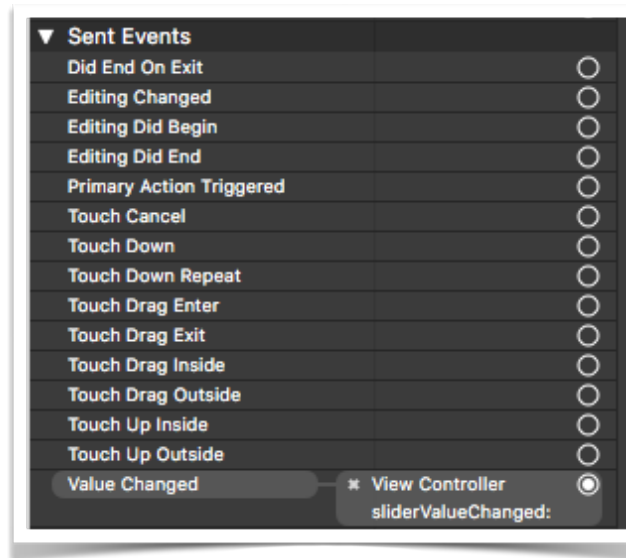


# UISLIDER



# ACTIONS

---



```
@IBAction func sliderValueChanged(_ sender: AnyObject) {  
    // Code goes here  
}
```

# DELEGATE METHODS

---

```
public func textField(_ textField: UITextField, shouldChangeCharactersIn range:
    NSRange, replacementString string: String) -> Bool {

    // code goes here
    return true
}
```

```
textField.delegate = self
```



# DEMO

---





# CHALLENGE

---

