BEGINNING iOS 10
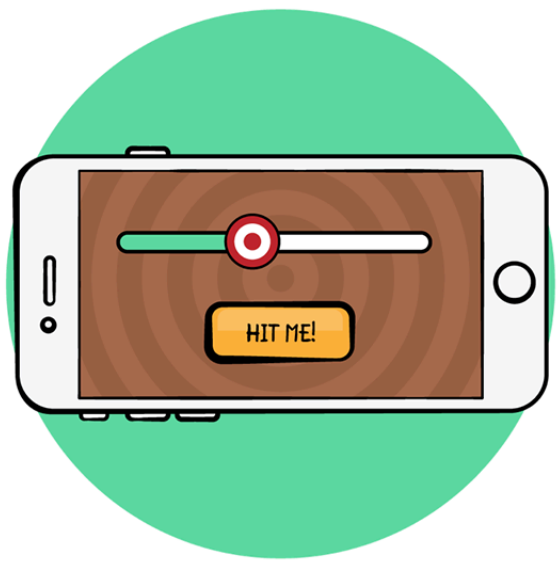
PART 1

GETTING STARTED

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.
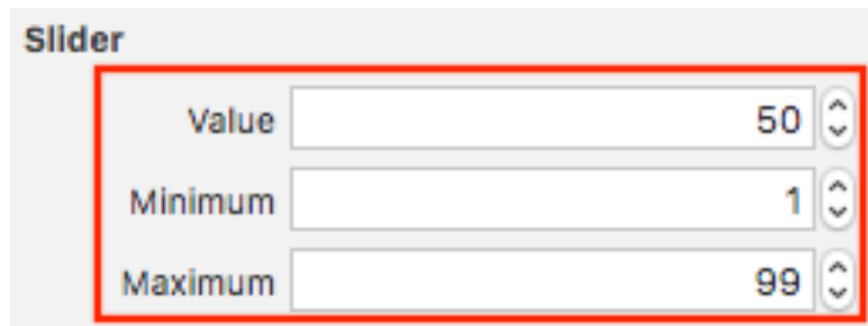
Getting Started

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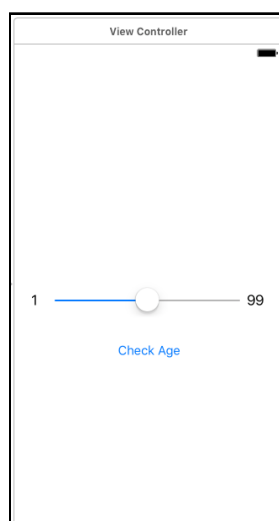
With the slider selected, click on the Attributes Inspector and set the **Value** to **50**,

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

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.