**Roll No:**20BCE204

**Subject:** Mobile Operating System

**Practical No:** 7

**Aim:**

Develop iPhone application to demonstrate use of button and label. While tapping a button, message should be displayed in label. Put button and label on view using drag and drop.

**Code:**

import UIKit

class ViewController: UIViewController {

@IBAction func showActionSheet(\_ sender: UIButton) {

let actionSheet = UIAlertController(title: "Choose an Option", message: nil, preferredStyle: .actionSheet)

let button1Action = UIAlertAction(title: "Button 1", style: .default)

{ \_ in

self.handleButton1()

}

actionSheet.addAction(button1Action)

let button2Action = UIAlertAction(title: "Button 2", style: .default)

{ \_ in

self.handleButton2()

}

actionSheet.addAction(button2Action)

let button3Action = UIAlertAction(title: "Button 3", style: .default)

{ \_ in

self.handleButton3()

}

actionSheet.addAction(button3Action)

let cancelAction = UIAlertAction(title: "Cancel", style: .cancel, handler: nil)

actionSheet.addAction(cancelAction)

self.present(actionSheet, animated: true, completion: nil)

}

func handleButton1() { print("Button 1 tapped")

}

func handleButton2() { print("Button 2 tapped")

}

func handleButton3() { print("Button 3 tapped")

}

}

**Conclusion:**

After this practical, we can learn about button and label in ios and how to implement it on Xcode.