**Roll No:**20BCE204

**Subject:** Mobile Operating System

**Practical No:** 8

**Aim:**

Develop iPhone application to demonstrate use of action sheet. While tapping a button, action sheet should be displayed with three different buttons. Also handle events generated by buttons of action sheet.

**Code:**

import UIKit

class ViewController: UIViewController {

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

let actionSheet = UIAlertController(title: nil, message: nil, preferredStyle: .actionSheet)

*// Add actions to the action sheet*

let action1 = UIAlertAction(title: "Action 1", style: .default) { (action) in

*// Handle the action 1 event here*

}

let action2 = UIAlertAction(title: "Action 2", style: .default) { (action) in

*// Handle the action 2 event here*

}

let action3 = UIAlertAction(title: "Action 3", style: .default) { (action) in

*// Handle the action 3 event here*

}

*// Add the actions to the action sheet* actionSheet.addAction(action1) actionSheet.addAction(action2) actionSheet.addAction(action3)

*// Add a cancel action*

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

*// Handle the cancel action here (if needed)*

}

actionSheet.addAction(cancelAction)

*// Present the action sheet*

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

}

}

**Conclusion:**

After this practical, we learn about how the action sheet will work in the ios and how to implement it in the Xcode.