

[UIKit](#) / [UIAccessibilityElement](#) / accessibilityLabel

## Instance Property

# accessibilityLabel

A string that succinctly identifies the accessibility element.

iOS 3.0+ | iPadOS 3.0+ | Mac Catalyst 13.1+ | tvOS | visionOS 1.0+

```
@MainActor
var accessibilityLabel: String? { get set }
```

## Mentioned in

 [Supporting VoiceOver in your app](#)

## Discussion

The label is a very short, localized string that identifies the accessibility element, but does not include the type of the control or view. For example, the label for a Save button is "Save," not "Save button."

By default, standard UIKit controls and views have labels that derive from their titles. If you provide a custom control or view, however, you need to set this property appropriately so that assistive applications can supply accurate information to users with disabilities.

## See Also

**Accessing the attributes of an accessibility element**

`var accessibilityHint: String?`

A string that briefly describes the result of performing an action on the accessibility element.

`var accessibilityValue: String?`

A string that represents the current value of the accessibility element.

`var accessibilityFrame: CGRect`

The frame of the accessibility element, in screen coordinates.

`var accessibilityFrameInContainerSpace: CGRect`

The frame of the accessibility element, in the coordinate space of its container view.

`var accessibilityTraits: UIAccessibilityTraits`

The combination of traits that best characterize the accessibility element.