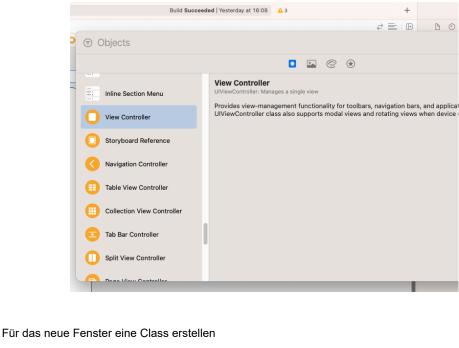
Start einer UlKit-App AppDelegate SceneDelegate LaunchScreen Main(Storyboard) ViewController

viewDidLoad

UIKIT - Erstellen von UI-Elementen und die Verknüpfung dieser mit dem Script

Neues Fenster adden



Editor

Product

Debug

Source Control

Navigate

View File Edit Find

h

Header File

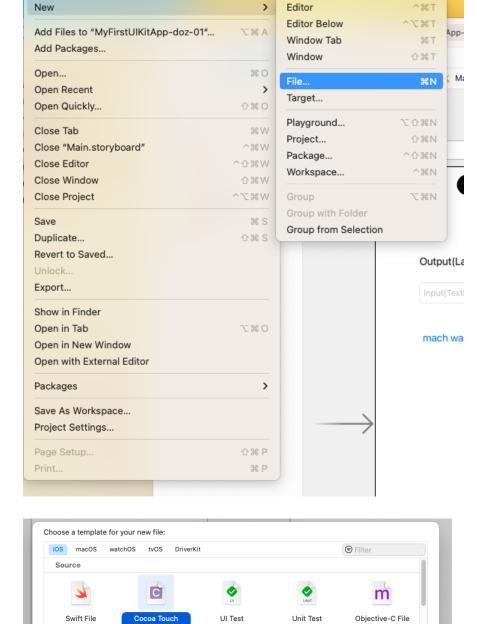
User Interface

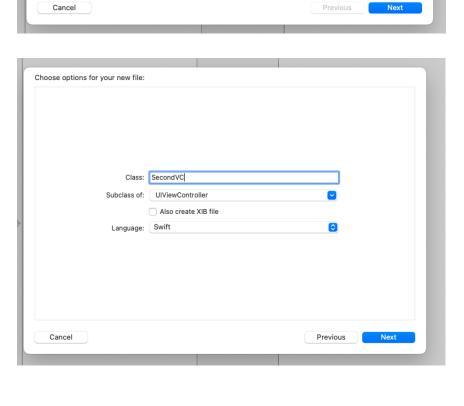
SwiftUI View

C

C File

Storyboard





C++

C++ File

View

M

Metal File

Empty

Launch Screen

Class SecondVC

✓ Inherit Module From Target

0 🖸

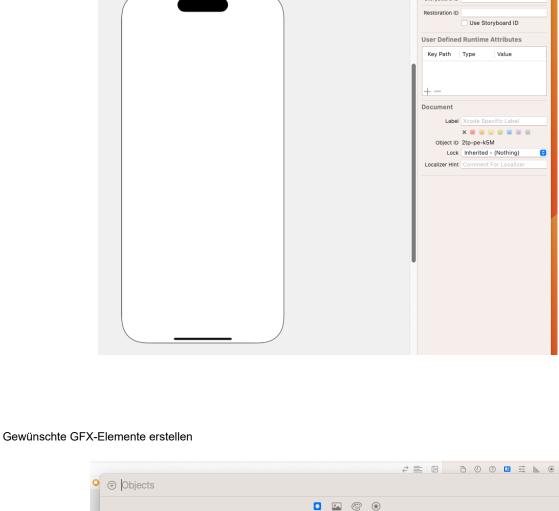
88 🗖

< △ > Custom Class

Identity

5 5 6

Fenster mit Class verbinden



Displays a plain styled button that can have a title, subtitle, image, and other appearance properties.

Button

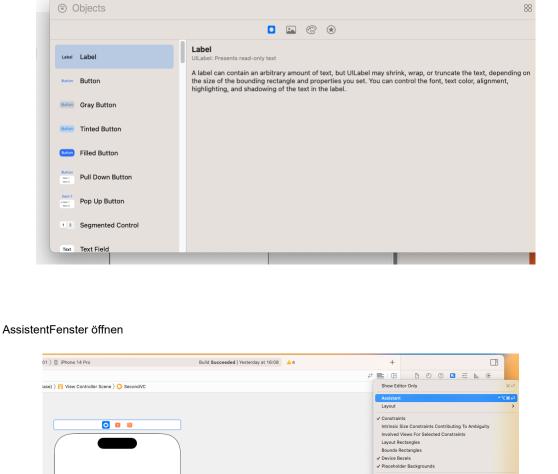
Tinted Button

Label Label

Button Button Button Gray Button

Pull Down Button Pop Up Button 1 2 Segmented Control

Text Field



O 8 8

```
GFX-Element mit Script verknüpfen
                                                                                          //
// SecondVC.swift
// MyFirstUIKitApp-doz-01
//
// Created by Student on 05.12.23.
                                               0 8 8
                                                                                          import UIKit
                                                                                          class SecondVC: UIViewController {
                                                                                              override fur Insert Outlet or Outlet Collection
                                                                                      13
14
15
16
17
18
19
20
21
22
                                                                                                    \ensuremath{//} Do any additional setup after loading the view.
                                                                                               /*
// MARK: - Navigation
```

```
// In a storyboard-based application, you will often want to do a little preparation before navigation override func prepare(for segue: UTStoryboardSegue, sender: Any?) {
    // Get the new view controller using segue.destination.
    // Pass the selected object to the new view controller.
}
                                                                                       24
25
26
27
28
29
30
                                                                                              }
                                                                                                                          SecondVC.swift
MyFirstUIKitApp-doz-01
                                           0 8 8
                                                                                                                          Created by Student on 05.12.23.
                                                                    Object SecondVC

Name outputLabe
                                                                                                                  class SecondVC: UIViewController {
                                                                                                                          override func viewDidLoad() {
   super.viewDidLoad()
                                                                                                                                 // Do any additional setup after loading the view.
                                                                                                                           // MARK: - Navigation
                                                                                                                          // In a storyboard-based application, you will often want
   to do a little preparation before navigation
override func prepare(for segue: UIStoryboardSegue,
   sender: Any?) {
    // Get the new view controller using segue.destinatio
    // Pass the selected object to the new view controlle
}
                                                                                                           23
                                                                          class SecondVC: UIViewController {
                     Connection Action
                          Object O SecondVC
                                                                                                @IBOutlet weak var outputLabel: UILabel!
                           Name btnAction
Labe
```

Type UIButton
Event Touch Up Inside override func viewDidLoad() {
 super.viewDidLoad() Arguments Sender Cancel Connect // Do any additional setup after loading the $\text{vi}\varepsilon$ 19 20 /*
// MARK: - Navigation 23 // In a storyboard-based application, you will ofter
 to do a little preparation before navigation Funktionalität erstellen -> Button verändert Label //
// SecondVC.swift
// MyFirstUIKitApp-doz-01
//
// Created by Student on 05.12.23.
// SecondVC.swift MyFirstUIKitApp-doz-01

import UIKit

10 class SecondVC: UIViewController {

override func viewDidLoad() {
 super.viewDidLoad()

/*
// MARK: - Navigation

@IBOutlet weak var outputLabel: UILabel!

@IBAction func btnAction(_ sender: UIButton) {
 outputLabel.text = "huhu"
}

// Do any additional setup after loading the view.

// In a storyboard-based application, you will often want to do a little preparation before navigation override func prepare(for segue: UIStoryboardSegue,

Label

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