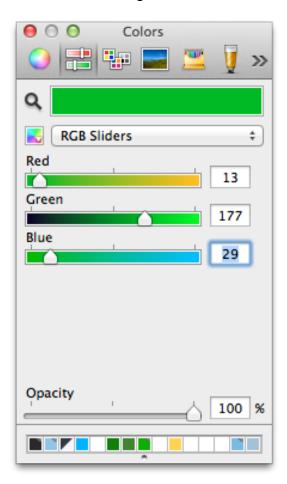
## **Building the MainViewController User Interface**

- 1. Select the MainViewController.xib file. This will open the file in interface builder which should present you with a blank, gray screen. Let's begin building the user interface.
- 2. Select the View and look for the "Attributes" tab in the "Utilities" section of Xcode.



3. Begin by modifying the view's background color. Select Background > Other... to open the standard OS X color picker component. Navigate the RGB sliders tab and enter the following values:



4. Close the color picker once the values have been set. The view's background color should now be the green color depicted above.

- 5. Navigate the "Media Library" at the bottom-right corner of Xcode. This library allows you to locate and work with images or other media files that exist in the project.
- 6. Drag the file called mmlogo.png and drop it onto the top half of the green view. This action will wrap the image in an instance of UIImageView, a convenient UIView subclass for displaying image content.

## **Building the Buttons**

- 1. Switch to the "Object Library" and select an instance of "Round Rect Button" and drag and drop it onto the green view.
- 2. Set the following properties for the button:
  - Title: Sessions
  - · Background: greenButton.png
  - Text Color: White
  - Font: System Bold 20.0Shadow Offset Width: 1Shadow Offset Height: 1
- 3. Switch to the Size Inspector and enter 150 for the button width and 45 for the button height.
- 4. Duplicate the "Sessions Button". Highlight the button and select Duplicate from the Edit menu. Do this twice so you have a total of 3 buttons.
- 5. Stack the three buttons on top of each other into a column. The top one should be called "Sessions". You'll need to rename the middle one two "Twitter" and the last one to "About". After renaming these you will need to reset their bounds.
- Highlight the renamed buttons and change their height and width in the Size Inspector. The width should be 150 and the height is 45. Continue adjusting the UI until it looks like the screen on the right.

