

PRACTICAL – 13

AIM:

Create an I-OS Application to Change the Image Displayed on the Screen.

PROGRAM CODE:

```
import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var card: UIImageView!

    @IBOutlet weak var imgchange: UIButton!

    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
    }

    @IBAction func imgchangeclick(_ sender: Any) {

        card.image = UIImage(named: "card2")

    }

}
```

OUTPUT:



