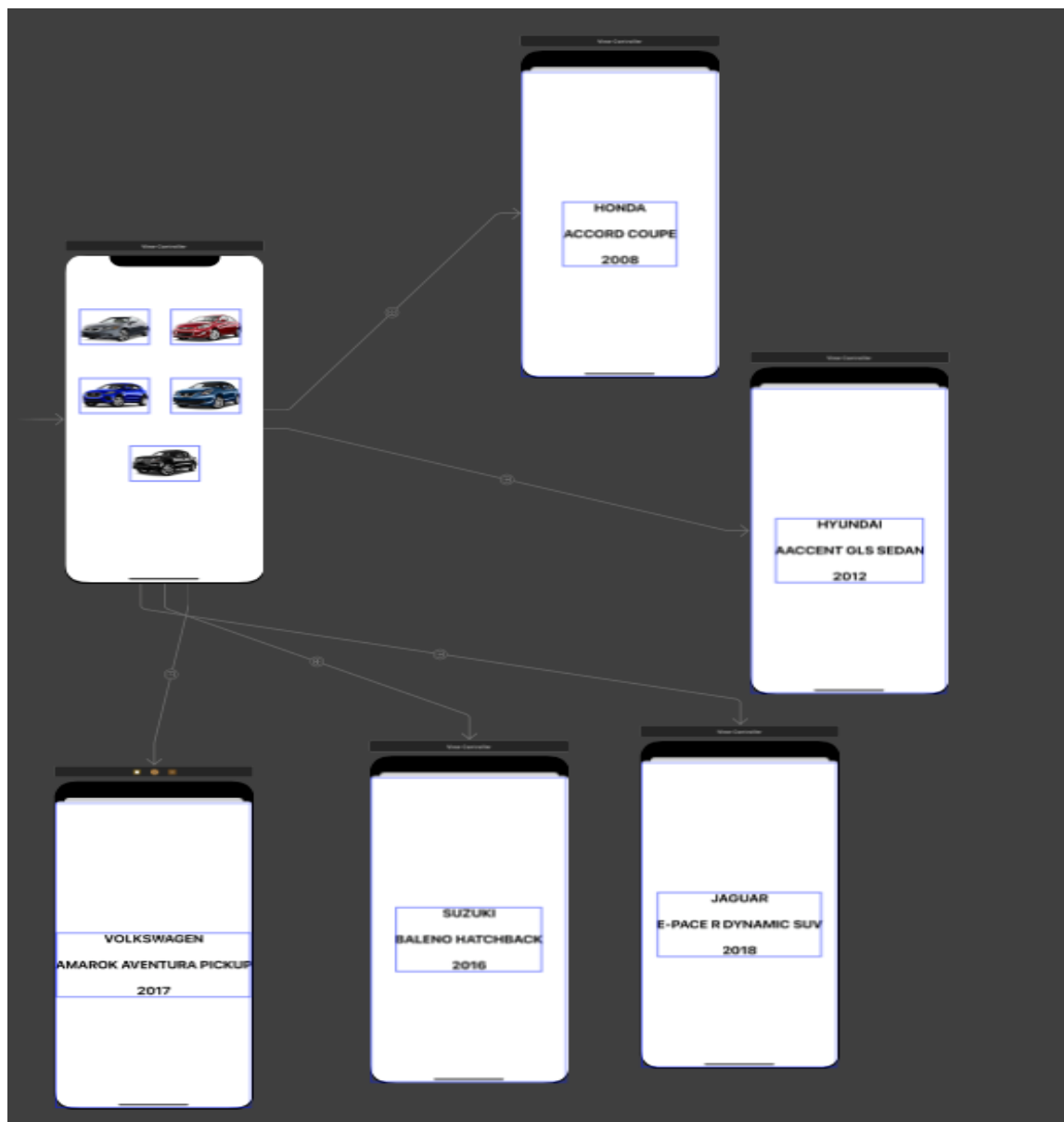


## PRACTICAL – 14

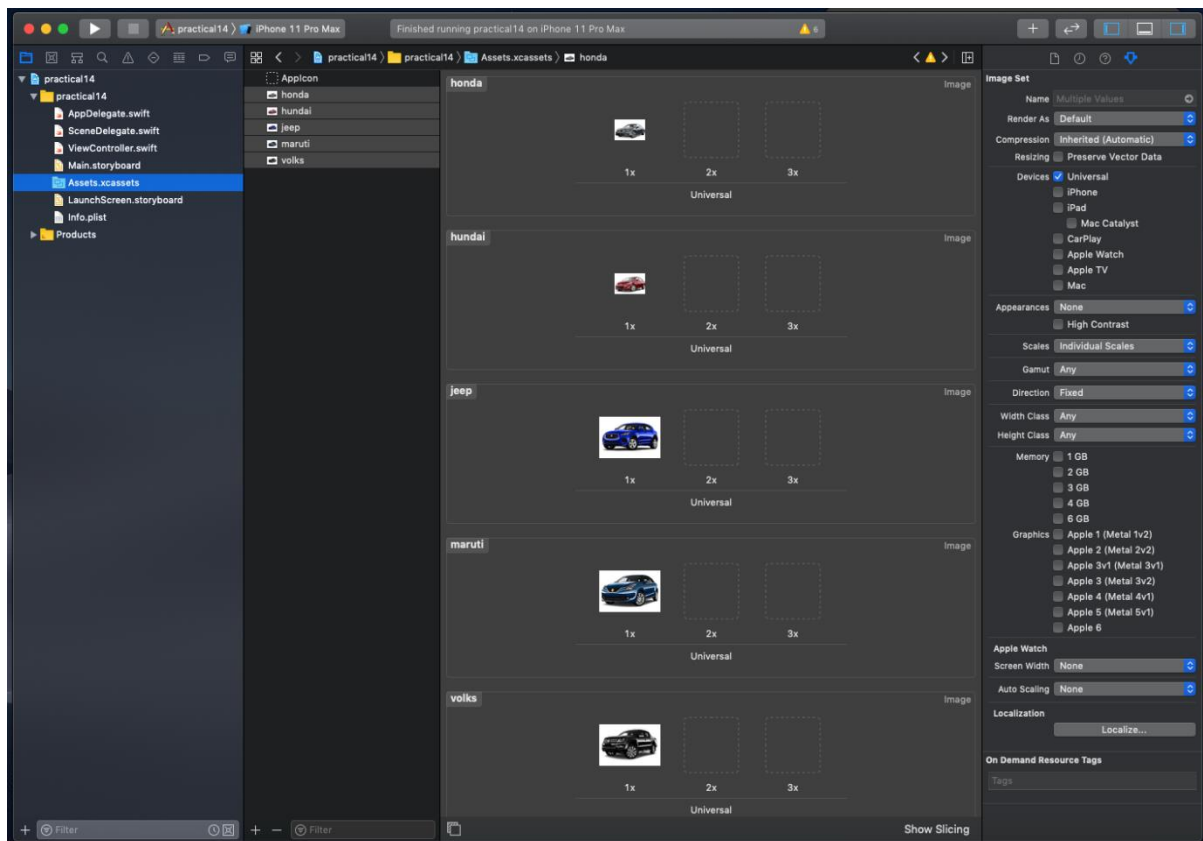
### AIM:

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

### DESIGN:



## IMAGE ASSETS:



**PROGRAM CODE:**

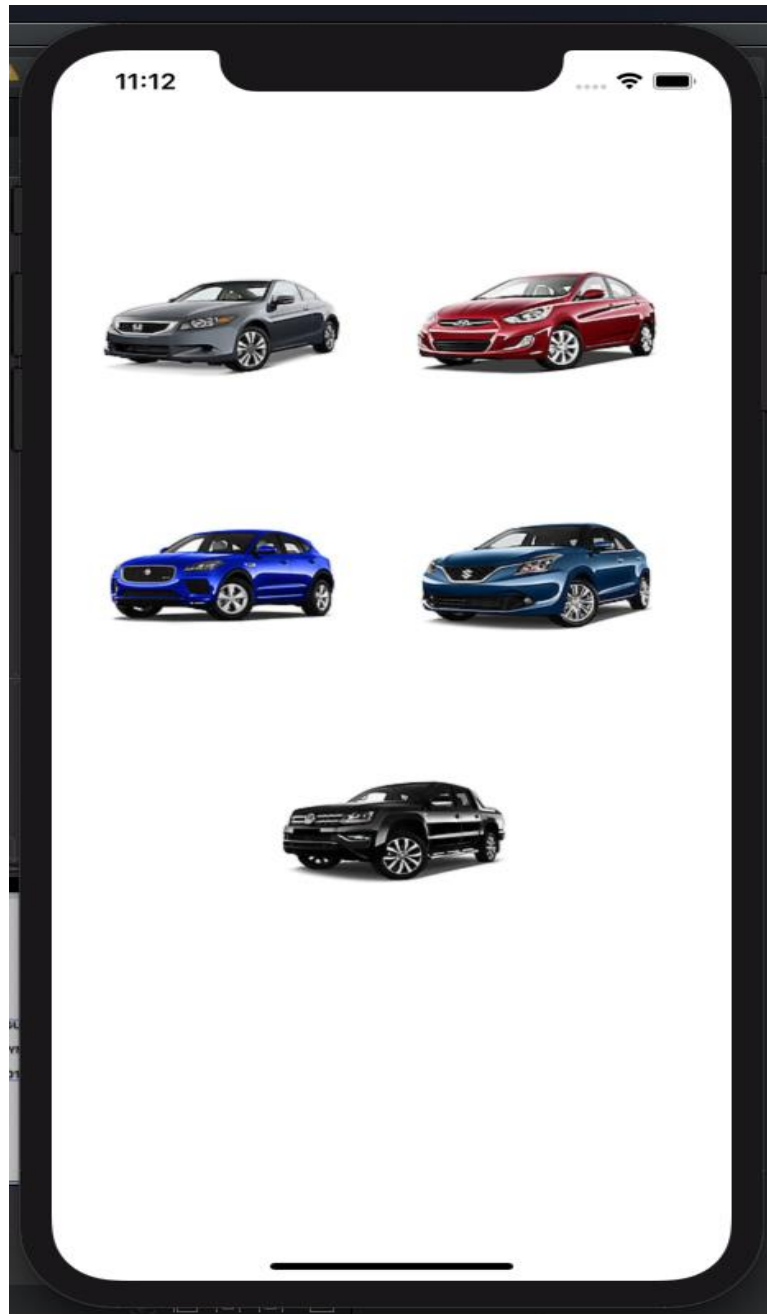
```
import UIKit

class ViewController: UIViewController {

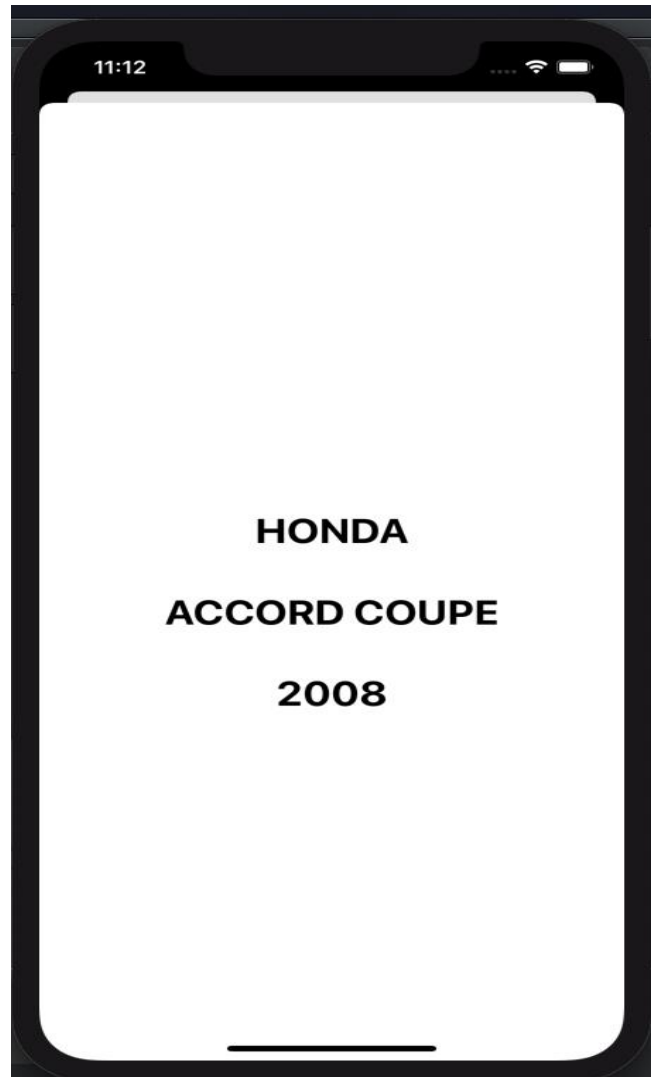
    override func viewDidLoad() {
        super.viewDidLoad()

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

**OUTPUT:**



**ON CLICK OF FIRST CAR:**



**ON CLICK OF SECOND CAR:**

