**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:**



