Use of Picker control

1. Create a new project (Single View Application) called picker
2. Add a picker control (be careful - not date control) to the Main.storyBoard file
3. update PickerViewController.h file as follows:

```
@interface ViewController : UIViewController
<UIPickerViewDelegate, UIPickerViewDataSource> {

    IBOutlet UIPickerView *picker;
}

@property (nonatomic, retain) UIPickerView *picker;
```

4. update connections as follows:

From View Controller on the storyboard view window to picker control pick “picker” outlet.
Highlight View Controller on the storyBoard and click on connection inspector - command-option-6.
Add new referencing outlets for by clicking from outlet well to the control
pick data source and control drag to file’s owner
pick delegate and control drag to file’s owner

5. Update PickerViewController.m file as follows:

```
@synthesize picker;

static NSString *pd[3] = {@"One", @"Two", @"Three"};



#pragma mark UIPickerViewDelegate &
UIPickerViewDataSource methods

-(NSInteger)numberOfComponentsInPickerView:
(UIPickerView *)pickerView
{
    return 1;
}

-(NSInteger)pickerView:(UIPickerView *)pickerView
numberOfRowsInComponent:(NSInteger)component
{
```

```
    return 3;
}

-(NSString *)pickerView:(UIPickerView *)pickerView
titleForRow:(NSInteger)row forComponent:
(NSInteger)component;
{
    return pd[row];
}

-(void)pickerView:(UIPickerView *)pickerView
didSelectRow:(NSInteger)row inComponent:
(NSInteger)component
{

    NSLog(@"didSelectRow: %i, inComponent: %i", row,
component);
}
```

Build and Run

Update autorotate method to show that we can read value of what's selected at any time without getting triggering change of value from picker control. Note that we are doing this just to show that you could get value of the selected row anywhere within the class. It will be useful for HW #2.

```
#pragma mark Rotation

-(BOOL)shouldAutorotate {

   NSLog(@"Current Row Select Value %li", [picker selectedRowInComponent:0]);

   return YES;
}
```

Build and Run