Page Control

1. Create a new Single View Application - name it pages.
2. Import 5 of your favorite images to project. Ensure that when you check box for Copy Items into destination group's folder (if needed)
3. Put two UIImageView Objects on our story board canvas. You will need to be careful not to overlap one on top of the other - have different sizes for now if it helps.
4. Select first image and set tag property to 0 for the first imageView object in it's attributes inspector and set tag property to 1 for the second imageView object.
5. Put UIPageControl object on bottom of the screen, and set number of Pages to 4 in it's attribute inspector. Set back ground to dark black text. Set back ground of the screen to dark black text. Adjust width of the object so that you can see all 4 dots
6. Update pagesVC.h file. Need to make three objects that we put in canvas as our instance variables. We need to access them or set properties of the objects - so will need to synthesize them (getter/setters). Code will look something like this

```objc
#import <UIKit/UIKit.h>

@interface pagesViewController : UIViewController {

    IBOutlet UIPageControl *pageControl;
    IBOutlet UIImageView *imageView1;
    IBOutlet UIImageView *imageView2;
    UIImageView *tempImageView, *bgImageView;

}

@property (nonatomic, retain) UIPageControl
*pageControl;
@property (nonatomic, retain) UIImageView *imageView1;
@property (nonatomic, retain) UIImageView *imageView2;
```

```
@end
```

7. Make following connections:

Files Owner to objects
imageView1 to first UIImageView
imageView2 to second UIImageView
pageControl to UIPageControl

8. Update pagesVC.m as follows:

```objc
@synthesize pageControl;
@synthesize imageView1, imageView2;

- (void)viewDidLoad {
    //---initialize the first imageview to display an
image---
    [imageView1 setImage:[UIImage
imageNamed:@"iMac.jpeg"]];
    tempImageView = imageView2;

    //---make the first imageview visible and hide the
second---
    [imageView1 setHidden:NO];
    [imageView2 setHidden:YES];

    //---add the event handler for the page control---
    [pageControl addTarget:self
                    action:@selector(pageTurning:)
        forControlEvents:UIControlEventValueChanged];
    [super viewDidLoad];
}

//---when the page control's value is changed---
- (void) pageTurning: (UIPageControl *) pageController
{
    //---get the page number you can turning to---
    NSInteger nextPage = [pageController currentPage];
    switch (nextPage) {
```

```objc
        case 0:
            [tempImageView setImage:
             [UIImage imageNamed:@"iMac.jpeg"]];
            break;
        case 1:
            [tempImageView setImage:
             [UIImage imageNamed:@"appstore.png"]];
            break;
        case 2:
            [tempImageView setImage:
             [UIImage imageNamed:@"control.png"]];
            break;
        case 3:
            [tempImageView setImage:
             [UIImage imageNamed:@"gestures.png"]];
            break;
        case 4:
            [tempImageView setImage:
             [UIImage imageNamed:@"mail.png"]];
            break;
        default:
            break;
    }

    //---switch the two imageview views---
    if (tempImageView.tag == 0) { //---imageView1---
        tempImageView = imageView2;
        bgImageView = imageView1;
    }
    else {                          //---imageView2---
        tempImageView = imageView1;
        bgImageView = imageView2;
    }

    //---animate the two views flipping---
    [UIView beginAnimations:@"flipping view"
context:nil];
    [UIView setAnimationDuration:1];
    [UIView
setAnimationCurve:UIViewAnimationCurveEaseInOut];
```

```objc
    [UIView
setAnimationTransition:UIViewAnimationTransitionFlipFro
mLeft
                               forView:tempImageView
                                 cache:YES];
    [tempImageView setHidden:YES];
    [UIView commitAnimations];

    [UIView beginAnimations:@"flipping view"
context:nil];

    [UIView setAnimationDuration:1];
    [UIView
setAnimationCurve:UIViewAnimationCurveEaseInOut];
    [UIView
setAnimationTransition:UIViewAnimationTransitionFlipFro
mRight
                               forView:bgImageView
                                 cache:YES];
    [bgImageView setHidden:NO];
    [UIView commitAnimations];
}
```

9. B & R – note that you will need to click on page
   control for page to flip

PART II

1. For grins – comment out lines about adding event
   handler for the page control in viewDidLoad
2. Add following to pagesVC.h


```objc
-(IBAction)pageTurning:(UIPageControl *) pageControl;
```

3. Make connection from UIPageControl to File's owner
   and pick pageTurning: method to connect
4. B & R – you should get same results as before. Idea
   was to show that selector can be added from code

more easily once you understand how all this hangs together.

5.