Use of Slider control

1. Create a new project (Single View Application) called sliderAction
2. Add two slider controls on the Main.storyBoard
3. Update ViewController.h file as follows:

```
@interface ViewController : UIViewController {

    IBOutlet UISlider *sliderA;
    IBOutlet UISlider *sliderB;

}

@property (nonatomic, retain) UISlider *sliderA;
@property (nonatomic, retain) UISlider *sliderB;

- (IBAction)sliderAMoved:(id)sender;
- (IBAction)sliderBMoved:(id)sender;
```

4. update connections as follows:

- From View Controller (on Main.Storyboard view) to first slider - let's call it slider A - pick "sliderA" outlet and make connection
- From View Controller to first slider - let's call it slider B - pick "sliderB" outlet and make connection
- Highlight slider A - Cntrl and drag to View Controller. Pick "sliderAMoved" method to connect.
- Highlight slider B - Cntrl and drag to View Controller. Pick "sliderBMoved" method to connect.
- Highlight view and check connection inspector for all controls and verify connections.

5. Update sliderActionViewController.m file as follows:

```
@synthesize sliderA, sliderB;

- (IBAction)sliderAMoved:(id)sender {

    NSLog(@"slider A.value is %f", sliderA.value);
    NSLog(@"slider B.value is %f", sliderB.value);
    sliderB.value = 100 - sliderA.value;

}
```

Use of Slider control

```objc
- (IBAction)sliderBMoved:(id)sender {

    NSLog(@"slider A.value is %f", sliderA.value);
    NSLog(@"slider B.value is %f", sliderB.value);
    sliderA.value = 100 - sliderB.value;

}
```

6. Build and Run. When you drag one slider, the other will move in opposite direction.
7. Need to set min and max values to get right behavior

8. Find definition of sliderA - put cursor on sliderA text and right click to go to definition

9. Find UISlider class reference and UISlider class definition

10. Update continuous property of sliderA in viewDidLoad as follows:

sliderA.continuous = NO;