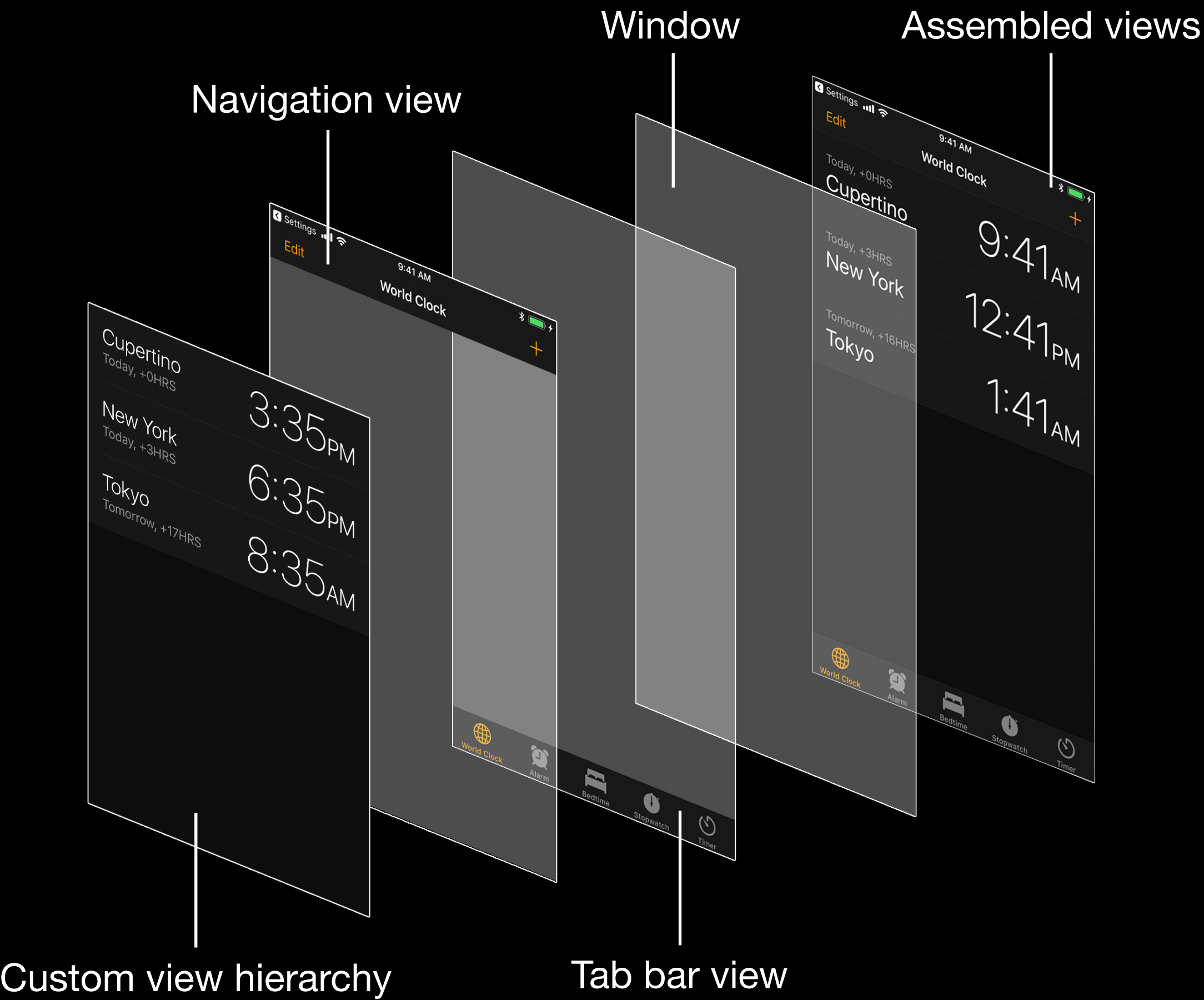


# **Unit 1 — Lesson 8:**

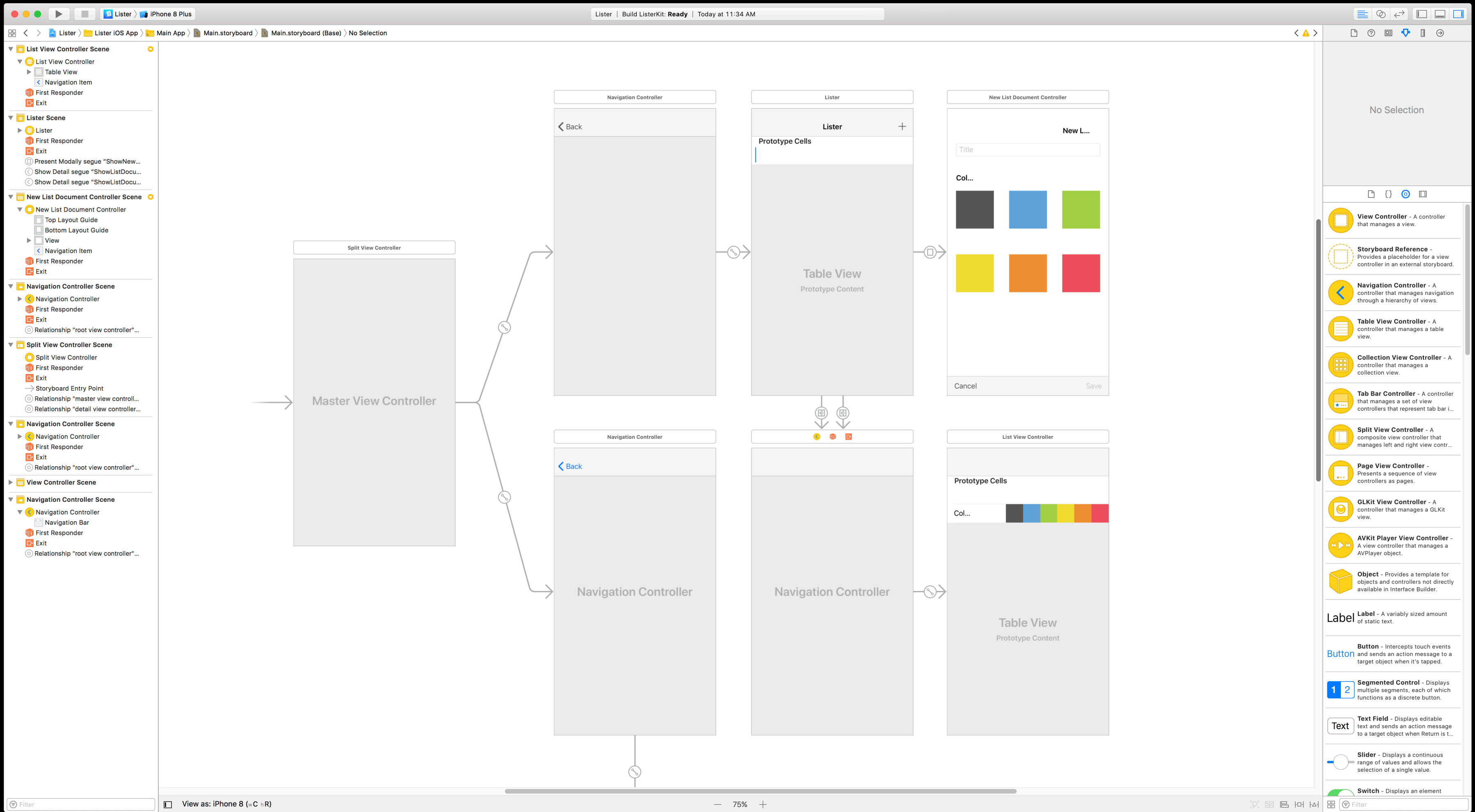
## **Interface Builder Basics**

# Common system views



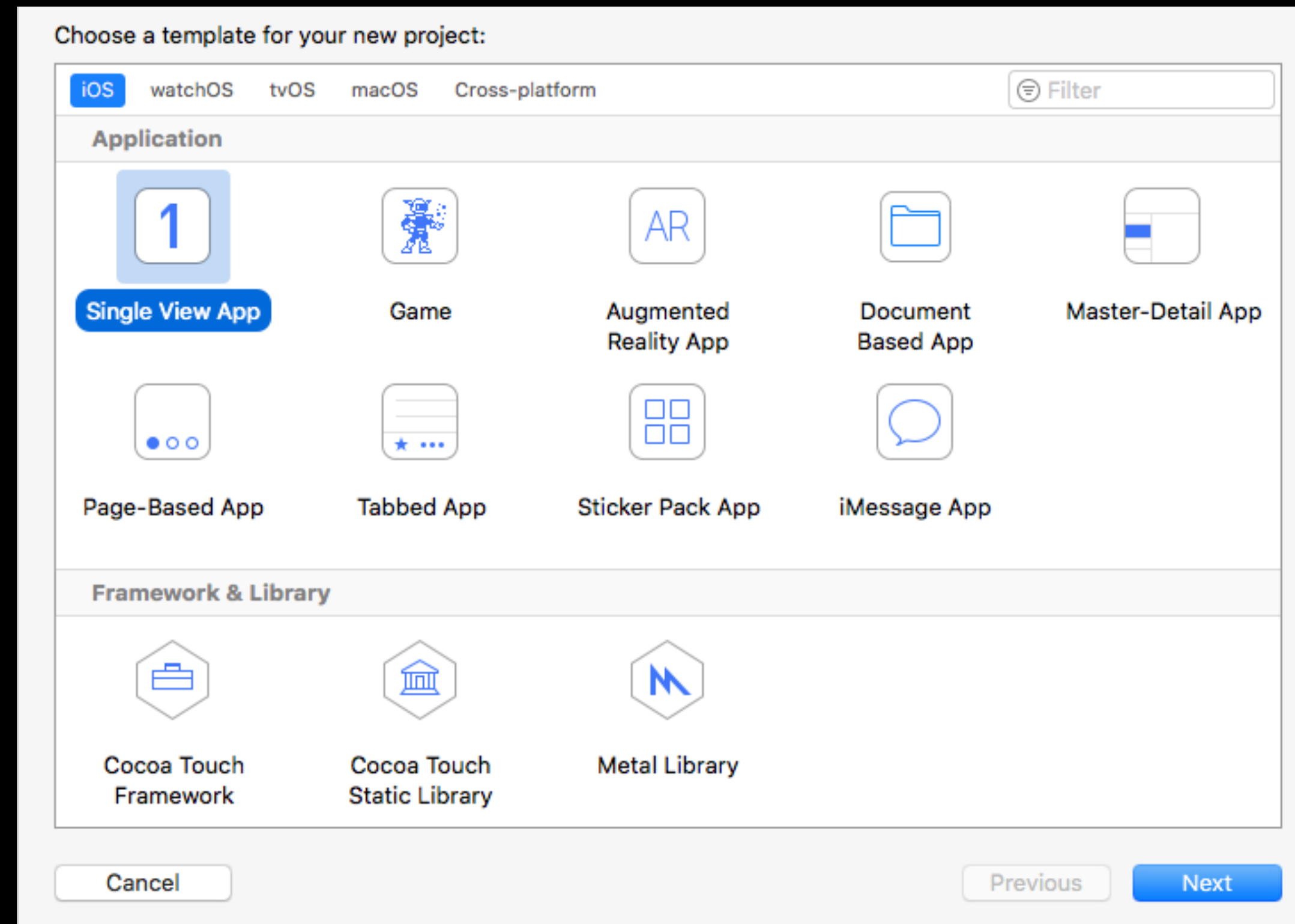
# Interface Builder

## Storyboards



# Hello

## Create a new project



# Hello

## Project options

Choose options for your new project:

Product Name:

Team:

Organization Name:

Organization Identifier:

Bundle Identifier:

Language:

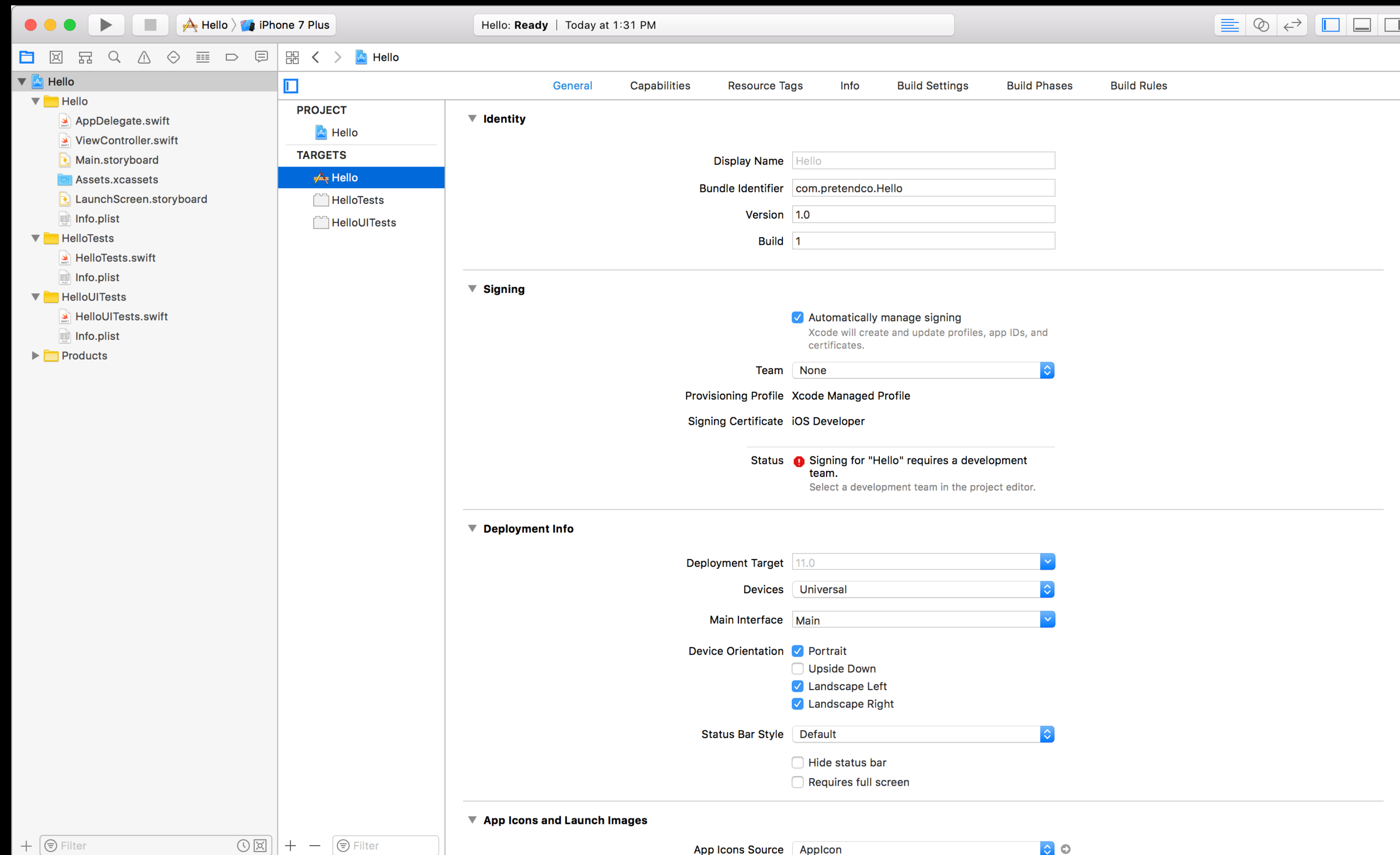
☐ Use Core Data

☒ Include Unit Tests

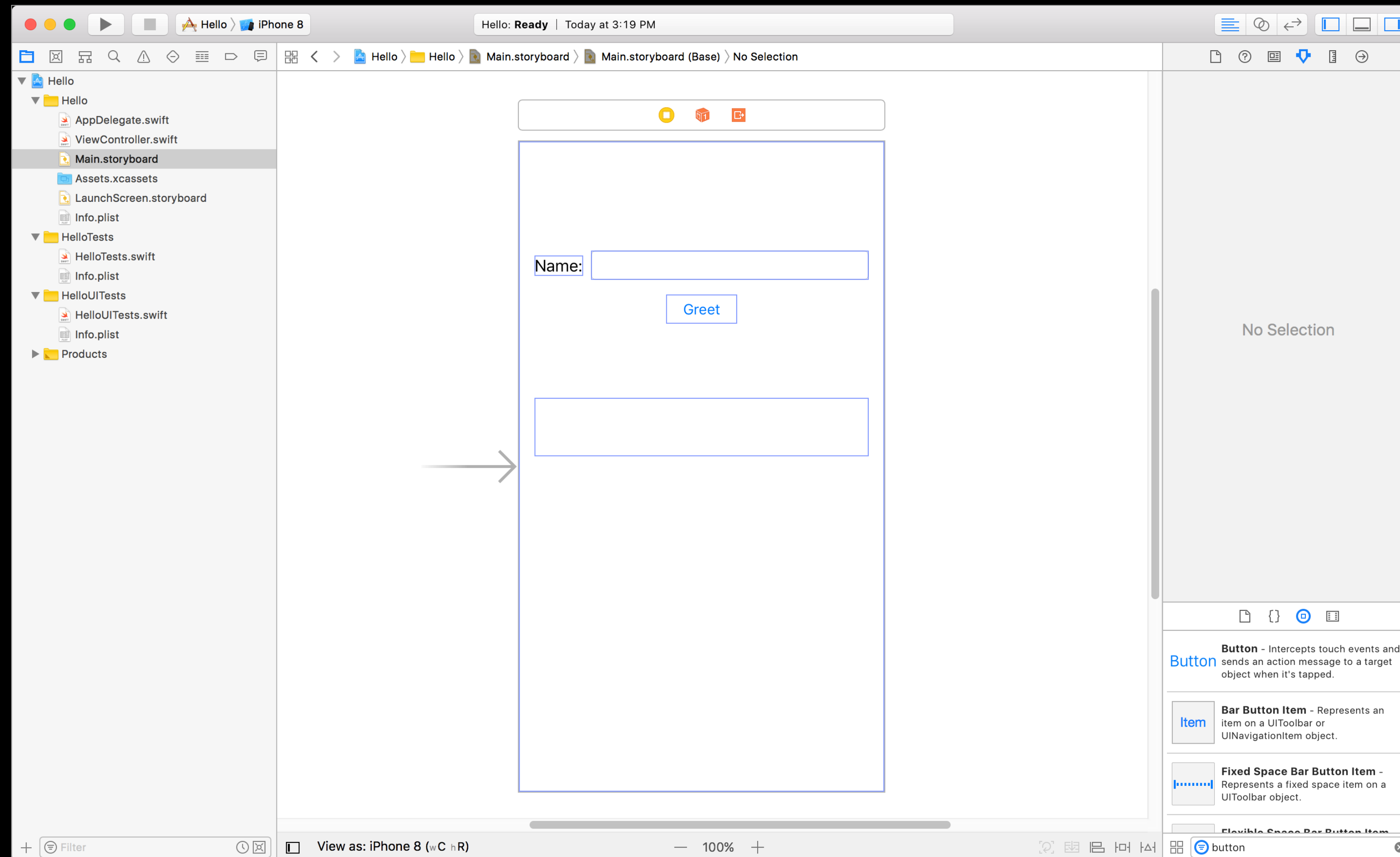
☒ Include UI Tests

# Hello

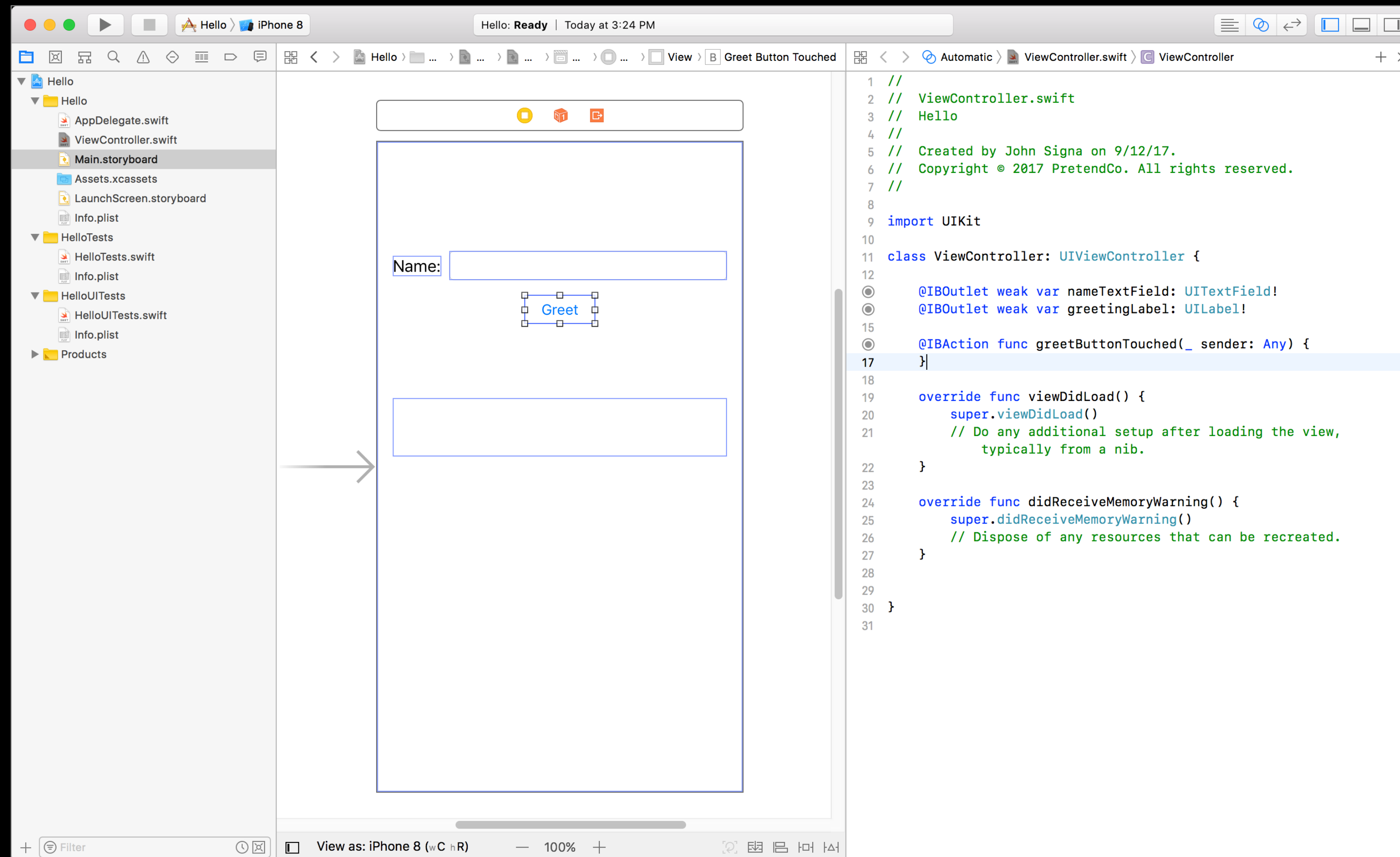
## Default project



# Hello



# Hello





# Hello

## Complete the greet function

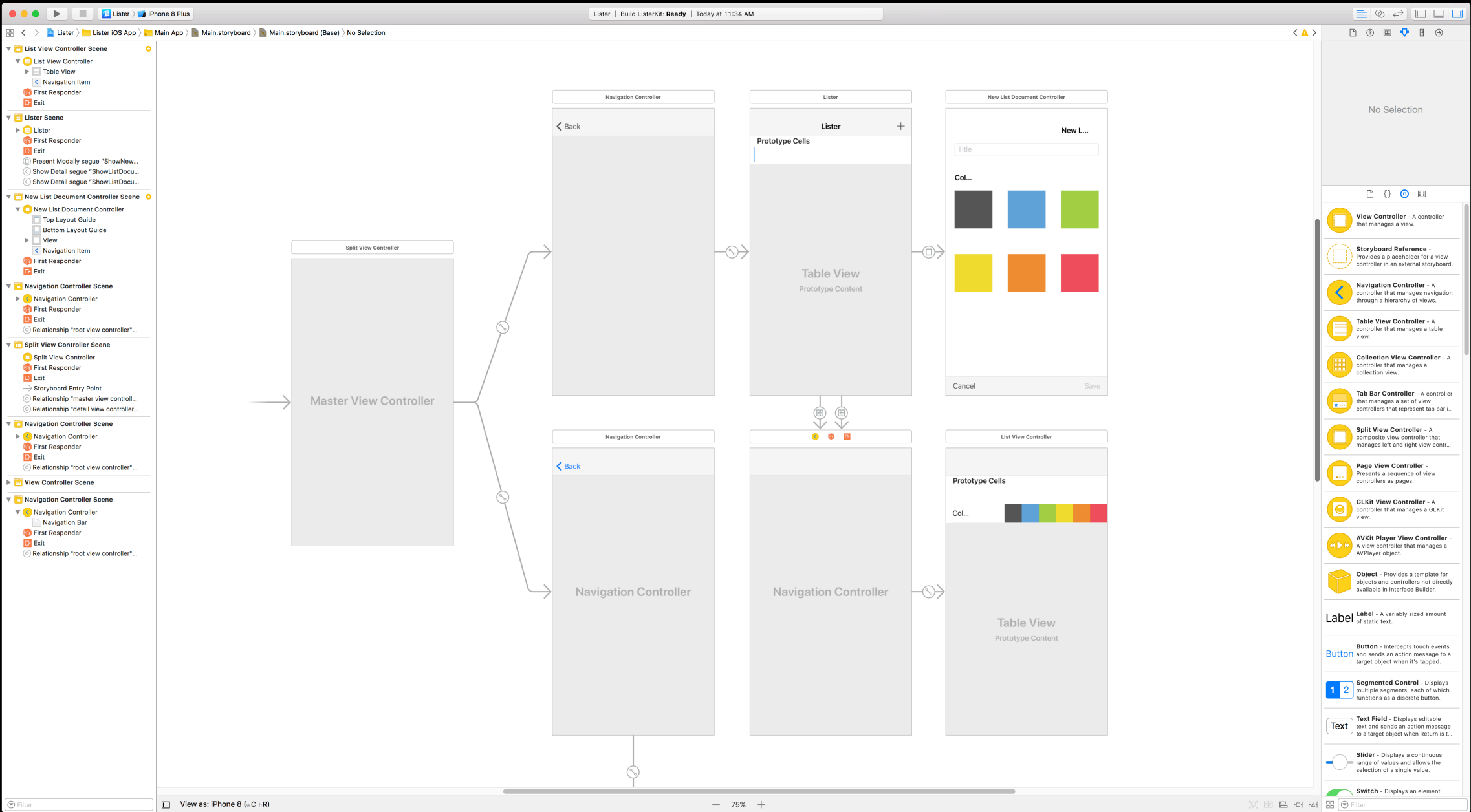
```
@IBAction func greetButtonTouched(_ sender: Any) {  
    greetingLabel.text = "Hello, " + nameTextField.text!  
}
```

# Unit 1 — Lesson 8

## Interface Builder Basics



Learn how to navigate through Interface Builder, add elements onto the canvas, and interact with those elements in code.



# Unit 1 — Lesson 8

## Lab: Use Interface Builder

1. Create an Xcode project
2. Create a simple view with Interface Builder
3. Use the Assistant Editor to connect your view

