

UITextField

An object that displays an editable text area in your interface.

Declaration

```
class UITextField : UIControl
```

Overview

You use text fields to gather text-based input from the user using the onscreen keyboard. The keyboard is configurable for many different types of input such as plain text, emails, numbers, and so on. Text fields use the target-action mechanism and a delegate object to report changes made during the course of editing.

In addition to its basic text-editing behavior, you can add overlay views to a text field to display additional information and provide additional tappable controls. You might add custom overlay views for elements such as a bookmarks button or search icon. Text fields provide a built-in overlay view to clear the current text. The use of custom overlay views is optional.



After adding a text field to your interface, you configure it for use in your app. Configuration involves performing some or all of the following tasks:

- Configure one or more targets and actions for the text field.
- Configure the keyboard-related attributes of the text field.
- Assign a delegate object to handle important tasks, such as:
 - Determining whether the user should be allowed to edit the text field's contents.
 - Validating the text entered by the user.
 - Responding to taps in the keyboard's return button.
 - Forwarding the user-entered text to other parts of your app.
- Store a reference to the text field in one of your controller objects.

For information about the methods of the text field's delegate object, see [UITextFieldDelegate](#).