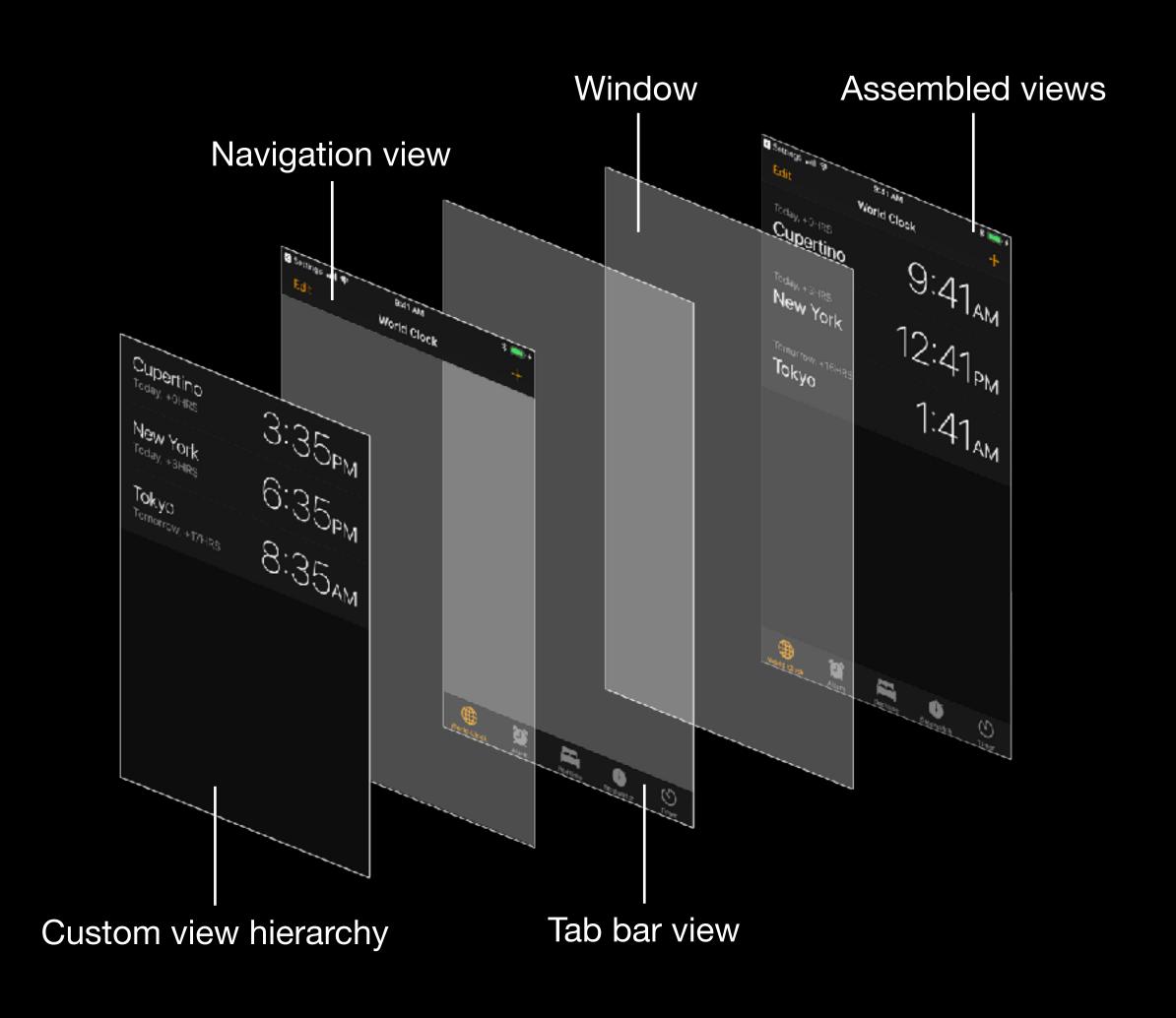
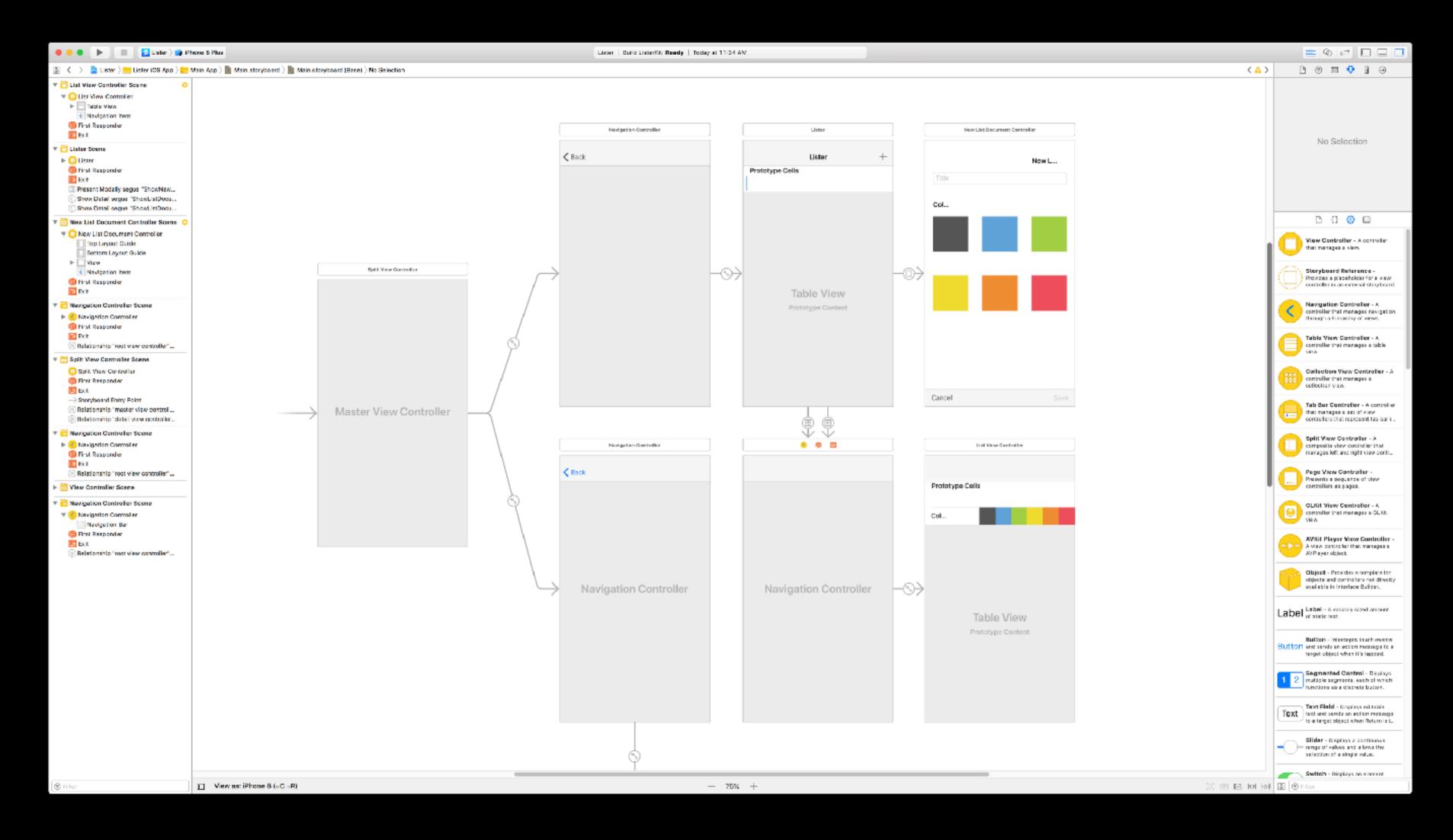
Unit 1—Lesson 8: Interface Builder Basics

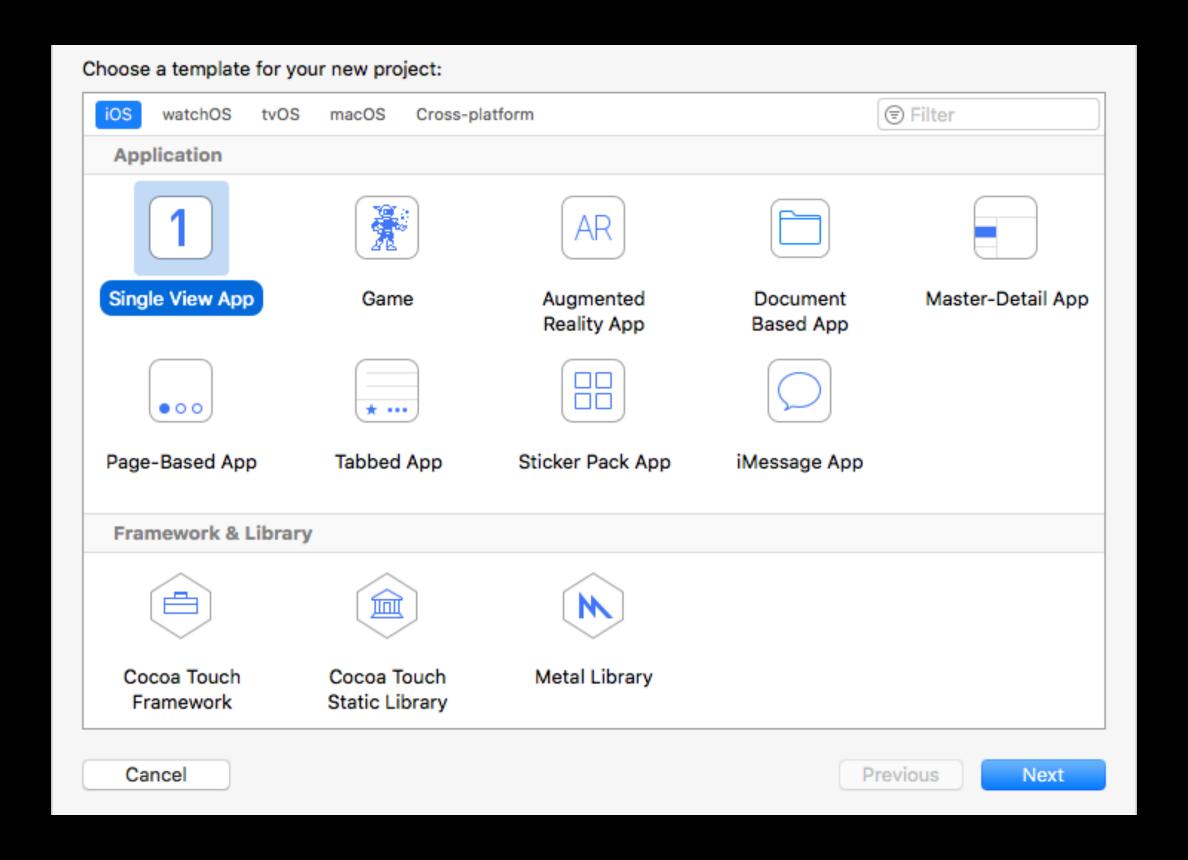
Common system views



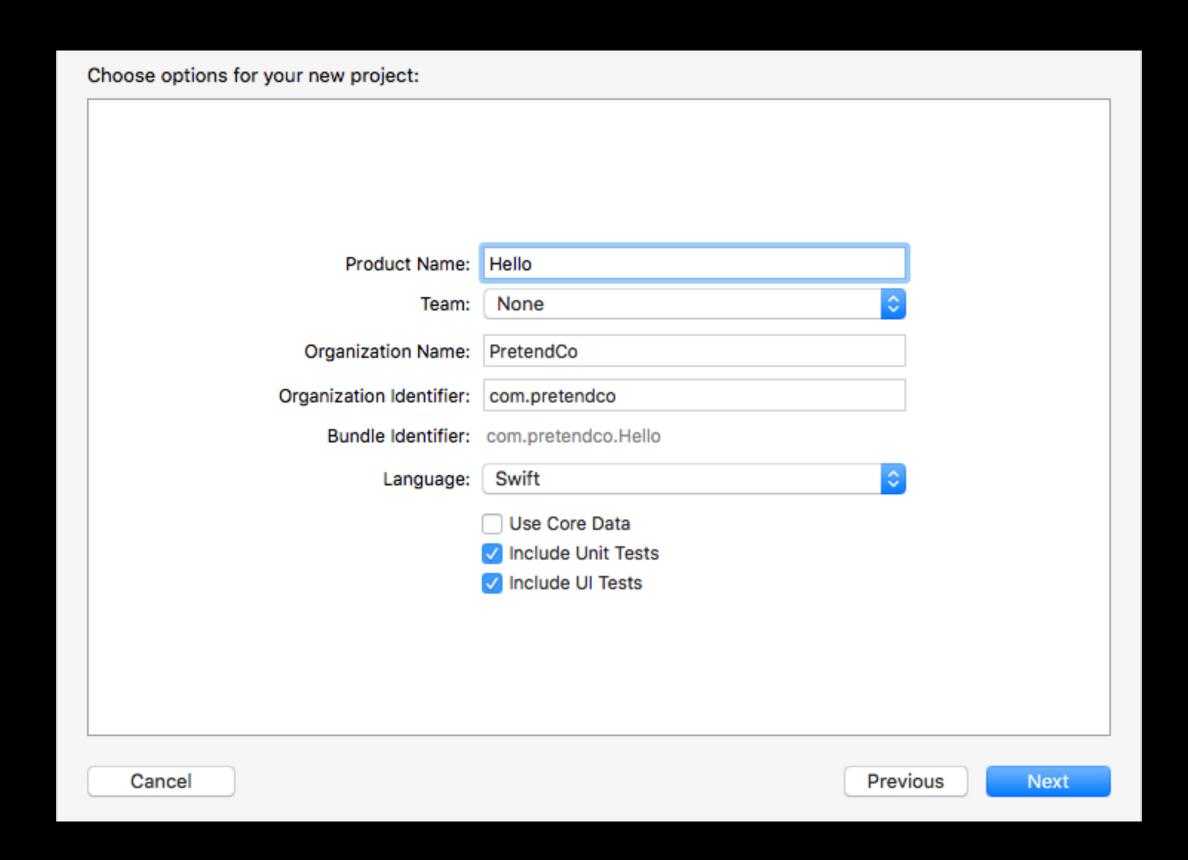
Interface Builder Storyboards



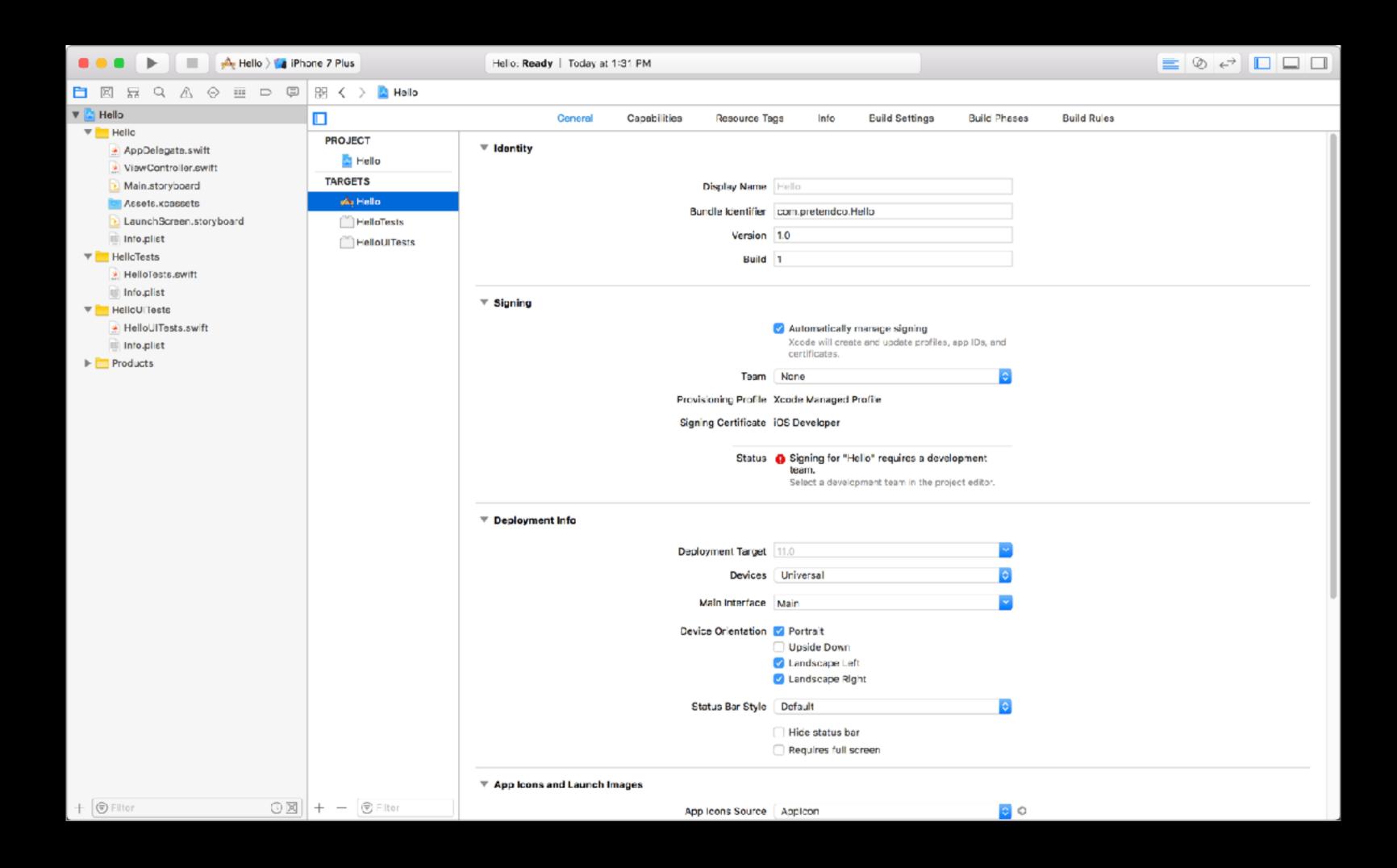
Hello Create a new project



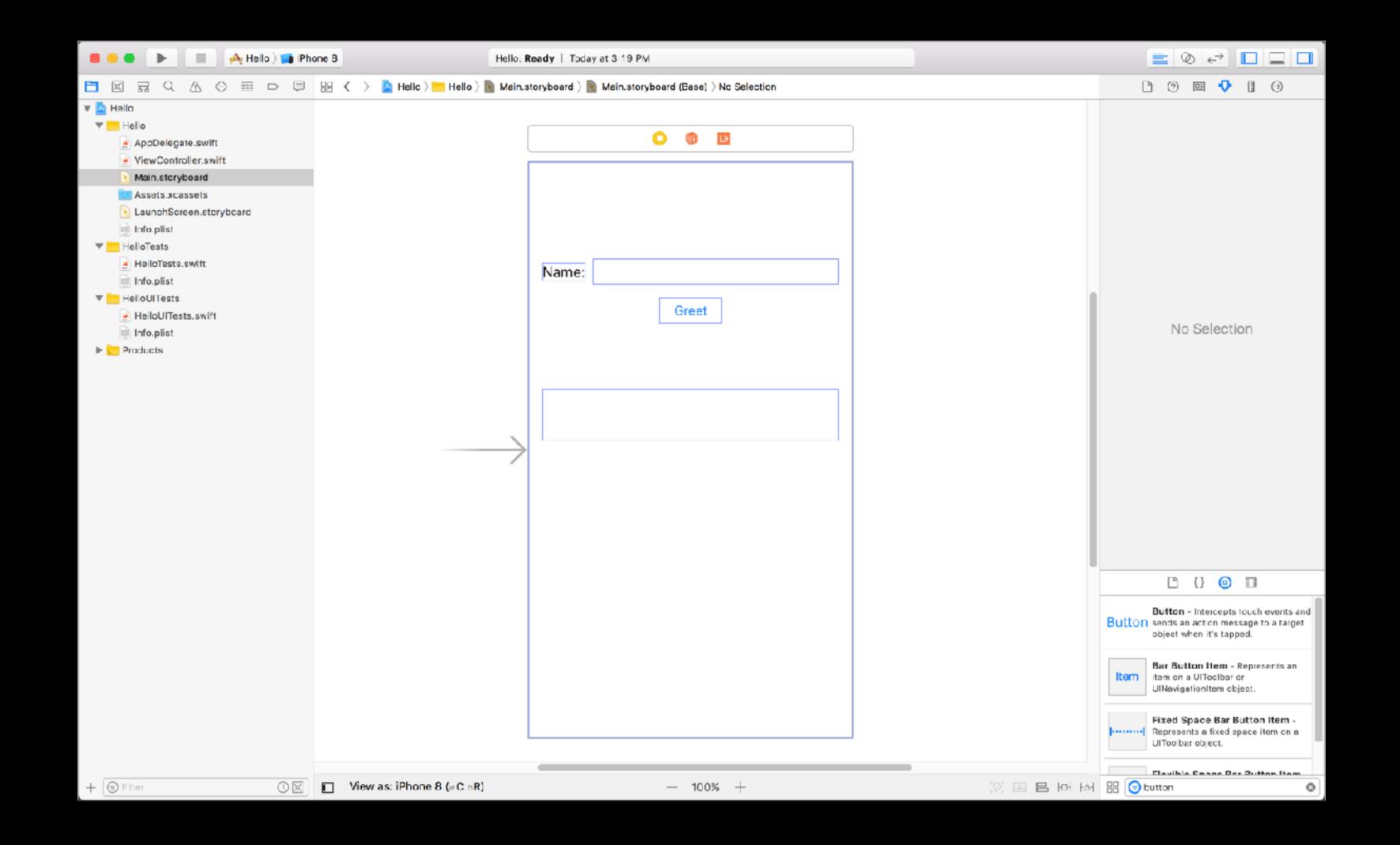
Hello Project options



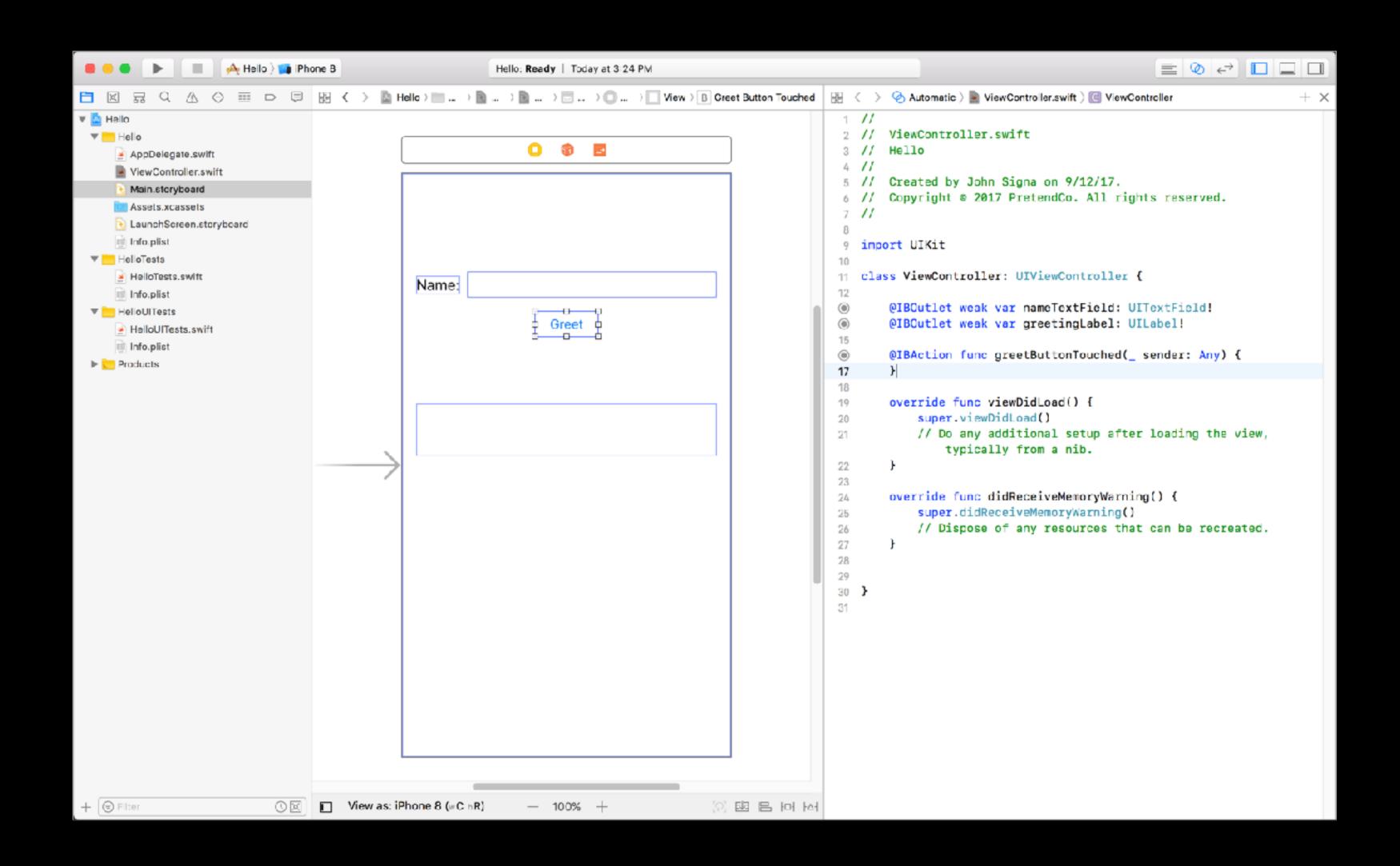
Hello Default project



Hello



Hello



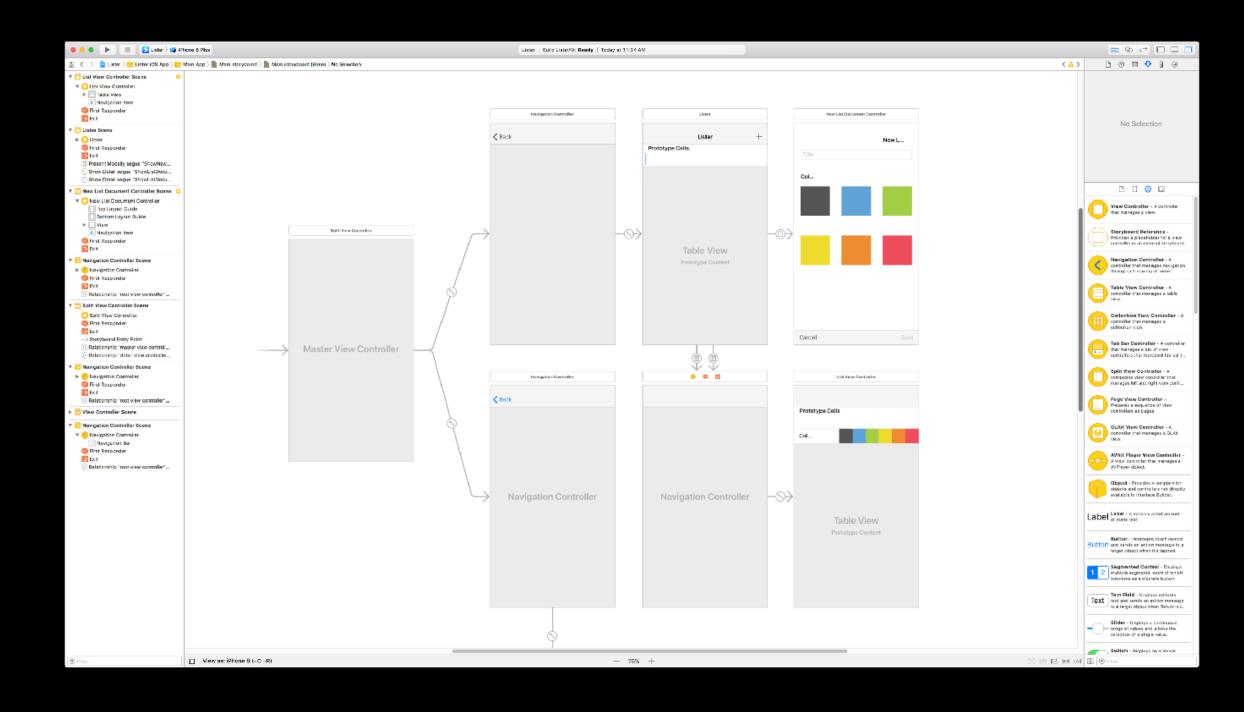
Hello

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

