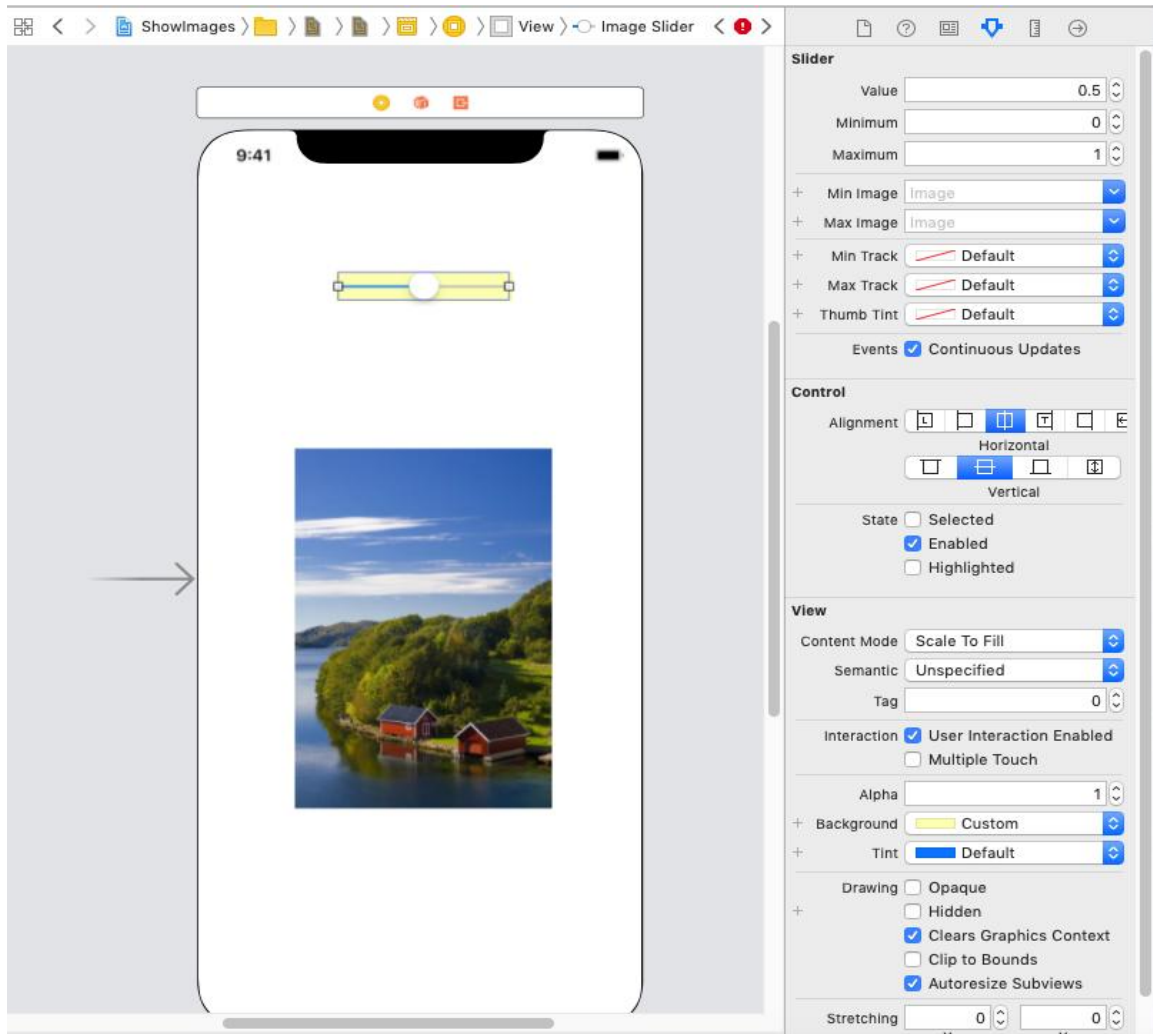


In-class Activity:

1. Download the program **LabelButtonTextFieldImage** from the same In-Class Activity folder on Moodle. Open it and run it using Soft Keyboard for TextField input. Experiment with different Keypad type. Take screen shots for submission.
2. Create a storyboard GUI interface with a Slider and an imageView with proper attribute settings:



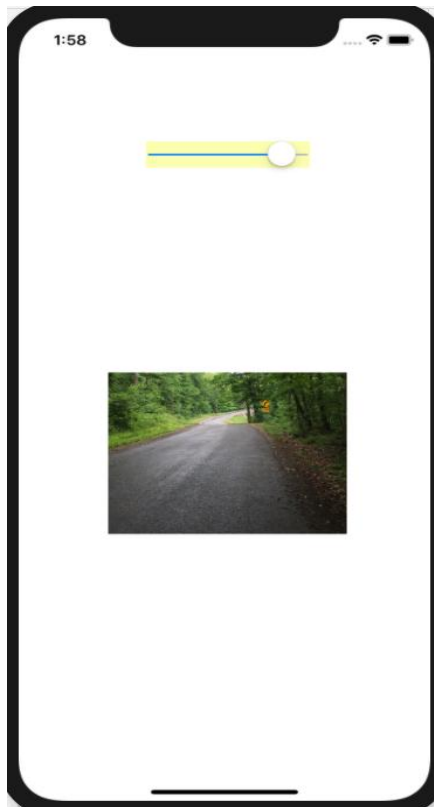
3. Connect them to ViewController.swift file, and provide the following code inside setValue() function to make it run properly:

```
@IBOutlet weak var imageSlider: UISlider!  
@IBOutlet weak var imageView: UIImageView!
```

```

@IBAction func setValue(_ sender: Any) {
    if (imageSlider.value < 0.34) {
        imageView.image = UIImage(named: "norway")
    }
    else if (imageSlider.value > 0.67){
        imageView.image = UIImage(named: "forest_park")
    }
    else {
        imageView.image = UIImage(named: "italy")
    }
}

```



Take screen shot of your simulator to show the change of image for submission.

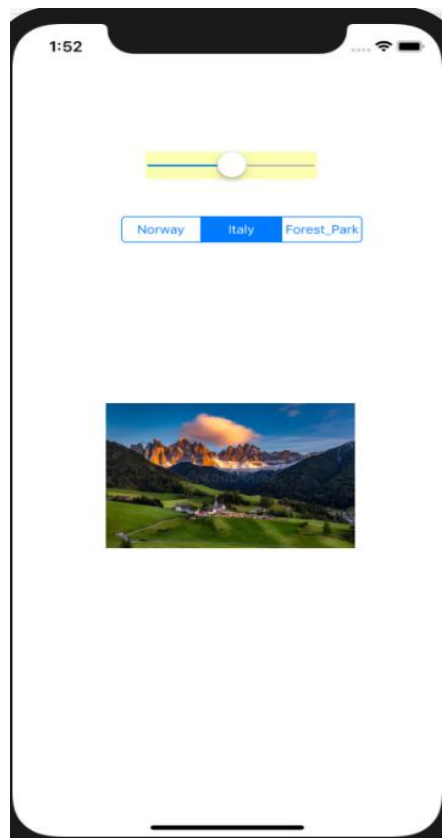
- Now add a segmentedControl, and connect it to ViewController.swift file using **ValueChanged** event to getImage() function:

```

@IBAction func getImage(_ sender: Any) {
    let imageNum = imageChoice.selectedSegmentIndex

```

```
switch imageNum {  
case 0:  
    imageView.image = UIImage(named: "norway")  
  
    break  
case 1:  
    imageView.image = UIImage(named: "italy")  
    break  
case 2:  
    imageView.image = UIImage(named: "forest_park")  
    break  
default:  
    break  
}  
}
```



Take a screen shot to show the change of image for submission.