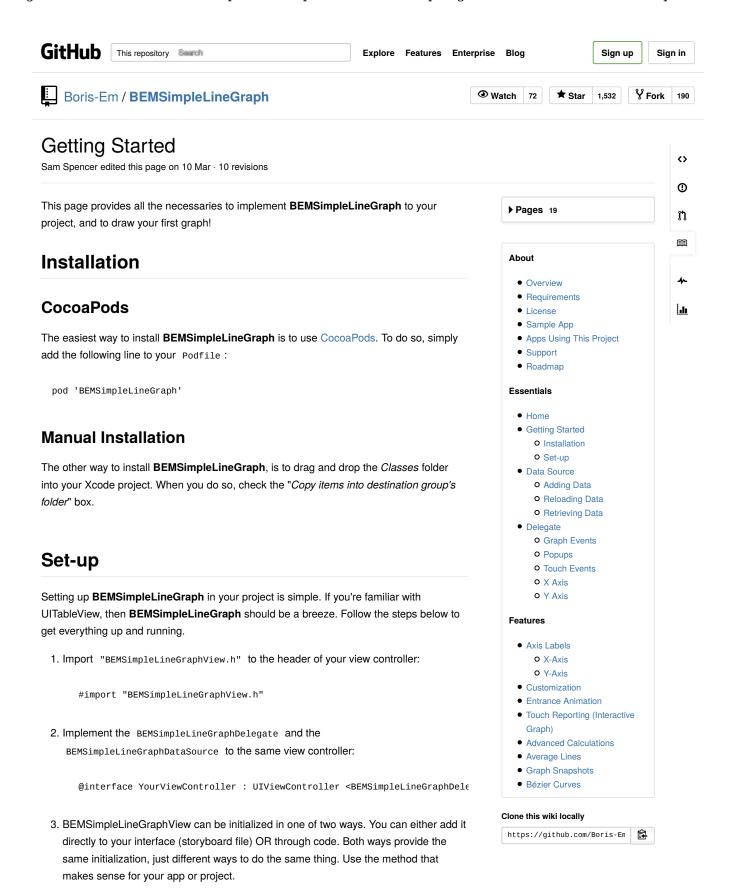
Interface Initialization



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- 1 Add a UIView to your UIViewController
- 2 Change the class type of the UIView to BEMSimpleLineGraphView
- 3 Link the view to your code using an $\,$ IBOutlet . You can set the property to $\,$ weak and $\,$ nonatomic .
- 4 Select the Connect the BEMSimpleLineGraphView in your interface. Connect the delegate and dataSource properties to your ViewController.
- 5 Select the BEMSimpleLineGraphView and open the Attributes Inspector. Most of the line graph's customizable properties can easily be set from the Attributes Inspector. The Sample App demonstrates this capability. Note that graph data will not be loaded in Interface Builder.

Code Initialization

Just add the following code to your implementation (usually the viewDidLoad method).

```
BEMSimpleLineGraphView *myGraph = [[BEMSimpleLineGraphView alloc] initWi
myGraph.delegate = self;
myGraph.dataSource = self;
[self.view addSubview:myGraph];
```

4. Implement the two required methods: numberOfPointsInLineGraph: and lineGraph:valueForPointAtIndex::

Number of Points in Graph

Returns the number of points in the line graph. The line graph gets the value returned by this method from its data source and caches it.

```
- (NSInteger)numberOfPointsInLineGraph:(BEMSimpleLineGraphView *)graph {
    return X; // Number of points in the graph.
}
```

Value for Point at Index

Informs the position of each point on the Y-Axis at a given index. This method is called for every point specifed in the <code>numberOfPointsInLineGraph</code>: method. The parameter <code>index</code> is the position from left to right of the point on the X-Axis:

```
- (CGFloat)lineGraph:(BEMSimpleLineGraphView *)graph valueForPointAtInde>
    return ...; // The value of the point on the Y-Axis for the index.
}
```

```
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