**01 代码创建按钮、**

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

@end

ViewController.m

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

#pragma mark 控制器的view加载完毕的时候会调用一次

- (void)viewDidLoad {

[super viewDidLoad];

// Do any additional setup after loading the view, typically from a nib.

//1、创建按钮

//1.1 创建

UIButton \*btn = [[UIButton alloc] init];

//1.2 设置按钮的尺寸和位置

btn.frame = CGRectMake(0, 0, 100, 100);

//1.3 设置按钮普通状态下的属性

//1.3.1 设置背景图片

UIImage \*normal = [UIImage imageNamed:@"icon1.jpg"];

[btn setBackgroundImage:normal forState:UIControlStateNormal];

//1.3.2 设置文字

[btn setTitle:@"hello" forState:UIControlStateNormal];

//1.3.3 设置文字颜色

[btn setTitleColor:[UIColor greenColor] forState:UIControlStateNormal];

//1.4 设置按钮高亮状态下的属性

//1.4.1 设置背景图片

UIImage \*highlighted = [UIImage imageNamed:@"icon2.jpg"];

[btn setBackgroundImage:highlighted forState:UIControlStateHighlighted];

//1.4.2 设置文字

[btn setTitle:@"world" forState:UIControlStateHighlighted];

//1.4.3 设置文字颜色

[btn setTitleColor:[UIColor redColor] forState:UIControlStateHighlighted];

//1.5 监听按钮

[btn addTarget:self action:@selector(btnClick) forControlEvents:UIControlEventTouchUpInside];

//2、添加按钮到控制器的view中

[self.view addSubview:btn];

//3、添加文本输入框

UITextField \*field = [[UITextField alloc] init];

field.frame = CGRectMake(100, 100, 100, 50);

field.backgroundColor = [UIColor redColor];

//设置文本框在屏幕的中心

CGFloat centerX = self.view.frame.size.width \* 0.5;

CGFloat centerY = self.view.frame.size.height \*0.5;

field.center = CGPointMake(centerX, centerY);

//设置字体

field.font = [UIFont systemFontOfSize:25];

[self.view addSubview:field];

}

#pragma mark 监听按钮点击事件

-(void)btnClick

{

NSLog(@"点击了按钮！");

}

@end

**02 图片浏览器**

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

- (IBAction)sliderValueChange:(UISlider \*)sender;

@property (weak, nonatomic) IBOutlet UIImageView \*imageView;

@property (weak, nonatomic) IBOutlet UILabel \*imageNo;

@property (weak, nonatomic) IBOutlet UILabel \*imageDesc;

@property (weak, nonatomic) IBOutlet UIView \*settingView;

- (IBAction)setting:(id)sender;

- (IBAction)imageSizeChanged:(UISlider \*)sender;

- (IBAction)nightMode:(UISwitch \*)sender;

@end

**ViewController.m**

#import "ViewController.h"

@interface ViewController ()

{

NSArray \*\_allDescs;

}

@end

@implementation ViewController

#pragma mark 控制器的view加载完毕后会调用一次

-(void)viewDidLoad

{

[super viewDidLoad];

//1、获得所有的描述（通过解析plist文件来创建数组对象，必须传入文件全路径）

//如果要访问项目中资源包里面的所有资源，应该用mainbundle

NSBundle \*bundle = [NSBundle mainBundle];

//获得文件的全路径

NSString \*path = [bundle pathForResource:@"descs" ofType:@"plist"];

//NSLog(@"%@",path);

//加载path对应的文件来创建数组

\_allDescs = [NSArray arrayWithContentsOfFile:path];

//2、设置默认的描述

\_imageDesc.text = \_allDescs[0];

}

#pragma mark slider值改变

- (IBAction)sliderValueChange:(UISlider \*)sender {

//NSLog(@"change-------%f",sender.value);

//1、设置中间的图片

//获得图片名称，%.f代表不保留任何小数

NSString \*imageName = [NSString stringWithFormat:@"%.f.jpg",sender.value];

\_imageView.image = [UIImage imageNamed:imageName];

//2、设置序号（第几张）

\_imageNo.text = [NSString stringWithFormat:@"%.f/8",sender.value];

//3、设置描述

//获得所有的描述（通过解析plist文件来创建数组对象，必须传入文件全路径）

// //如果要访问项目中资源包里面的所有资源，应该用mainbundle

// NSBundle \*bundle = [NSBundle mainBundle];

// //获得文件的全路径

// NSString \*path = [bundle pathForResource:@"descs" ofType:@"plist"];

// //NSLog(@"%@",path);

// //加载path对应的文件来创建数组

// NSArray \*alldescs = [NSArray arrayWithContentsOfFile:path];

//label有个属性lines设为0，即不限制行

int no = (int)(sender.value+0.5);

\_imageDesc.text = \_allDescs[no-1];

}

#pragma mark 点击了设置方法

- (IBAction)setting:(id)sender {

[UIView beginAnimations:nil context:nil];

[UIView setAnimationDuration:0.5];

//1、取出中点

CGPoint tempCenter = \_settingView.center;

//2、修改y值

//如果条件为真，设置界面目前看不见

if (\_settingView.frame.origin.y == self.view.frame.size.height) {

tempCenter.y -= \_settingView.frame.size.height;

}else{

tempCenter.y += \_settingView.frame.size.height;

}

//3、重新赋值

\_settingView.center = tempCenter;

[UIView commitAnimations];

}

#pragma mark 改变图片尺寸

- (IBAction)imageSizeChanged:(UISlider \*)sender {

\_imageView.transform = CGAffineTransformMakeScale(sender.value, sender.value);

}

#pragma mark 夜间模式

- (IBAction)nightMode:(UISwitch \*)sender {

if (sender.on) {

self.view.backgroundColor = [UIColor darkGrayColor];

}else{

self.view.backgroundColor = [UIColor whiteColor];

}

}

@end