Practice Example 5—Convert INch

1. Create a new project using Single View Template.

   ![Choose template for your new project]

   - Single View Application
     - This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.

2. Name the project **Convert INch**. Select **iPhone** in the Devices dropdown.

   ![Choose options for your new project]

   - Product Name: Convert INch
   - Organization Name: MyCompany
   - Company Identifier: com.MyCompany
   - Bundle Identifier: com.MyCompany.Convert-INch
   - Class Prefix: XYZ
   - Devices: iPhone

3. Go to mainstoryboard file. Add a Label at the top. Add the text **Convert Inch**.
4. Under the label add a text field and use placeholder (inches).

5. To the right, add another label and add the text ‘is ___ feet’.
Convert INch

- Inches
- Feet
6. Add a button and enter the text Convert.

7. Switch views to Assistant Editor View.

8. Click on the text field. Set the keyboard to be Number Pad. Add an outlet (inchField) by control dragging from the text field to the viewController.h file.
9. Click on the label and create an outlet (feetLabel).

10. Click to create an action named convertButton on the Convert button.

11. Switch views to Standard Editor View
12. In the viewController.m file go to the convertButton method and add the following code:

```swift
double inches=[_inchField.text doubleValue];
double feet=inches/12;
NSString *convert=[NSString alloc]initWithFormat:@"is %.2f feet",feet];
_feetLabel.text=convert;
```
13. Save and Run. The number keyboard will open and allow the user to type a number. Notice, though, that the keyboard does not go away.

![Image of the number keyboard on an iPhone]

14. Use resignFirstResponder after the inch values are added so that when the Convert button is used the keyboard goes away.

```objective-c
double inches=[_inchField.text doubleValue];
double feet= inches/12;
[_inchField resignFirstResponder]; NSString *convert=[[NSString alloc]initWithFormat:@"is %.2f feet",feet];
_feetLabel.text=convert;
```

Now the keyboard drops when the value is converted. What happens if the user doesn’t want to convert? In that situation, add code so that the keyboard goes away when the background outside of the number keypad.
is touched.
15. To make the UIView (all of the content is held here) interactive, select the View and use the Identity Inspector to change the Class of the object to UIControl. After you do this you can now go to the Connections inspector and see the events we can use.

16. Switch views to Assistant View.

17. Control drag from the View (now a Control) to the viewController.h and create an action named dropKeyboard. Change the Event to Touch Down.
18. Switch back to Standard Editor View.

19. Add this line of code to the dropKeyboard method in the ViewController.m file:

    [_inchField resignFirstResponder];