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Authoring Organization: Collin College

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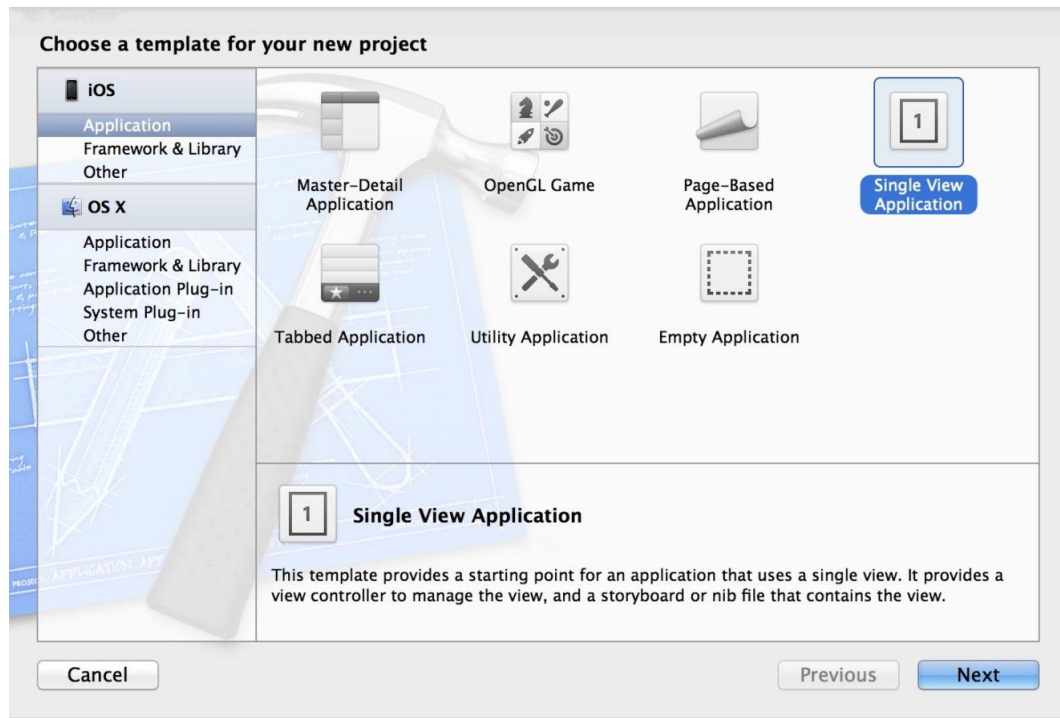
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Development was funded by the Department of Labor (DOL) Trade Adjustment Assistance Community College and Career Training (TAACCCT) Grant No. TC-22525-11-60-A-48; The National Information Security, Geospatial Technologies Consortium (NISGTC) is an entity of Collin College of Texas, Bellevue College of Washington, Bunker Hill Community College of Massachusetts, Del Mar College of Texas, Moraine Valley Community College of Illinois, Rio Salado College of Arizona, and Salt Lake Community College of Utah.

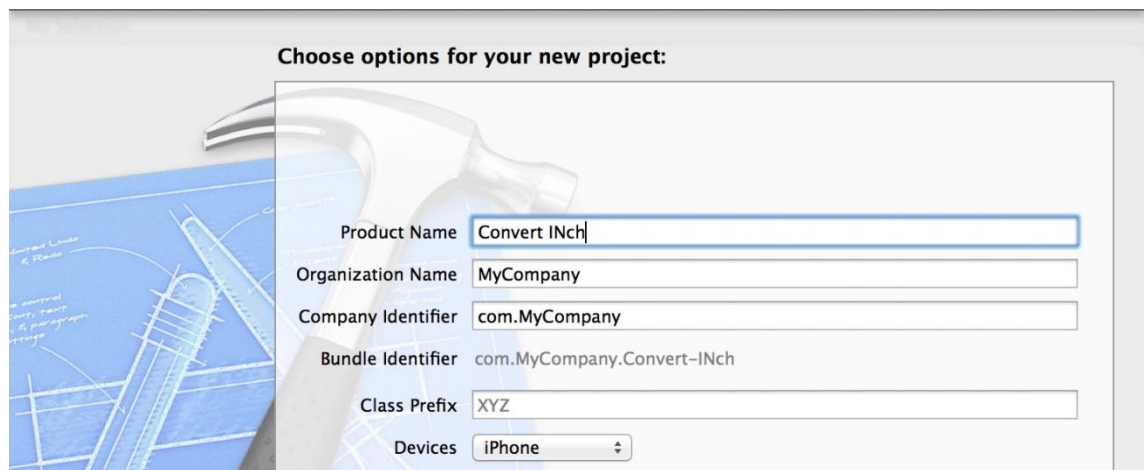
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Practice Example 5–Convert INch

1. Create a new project using Single View Template.

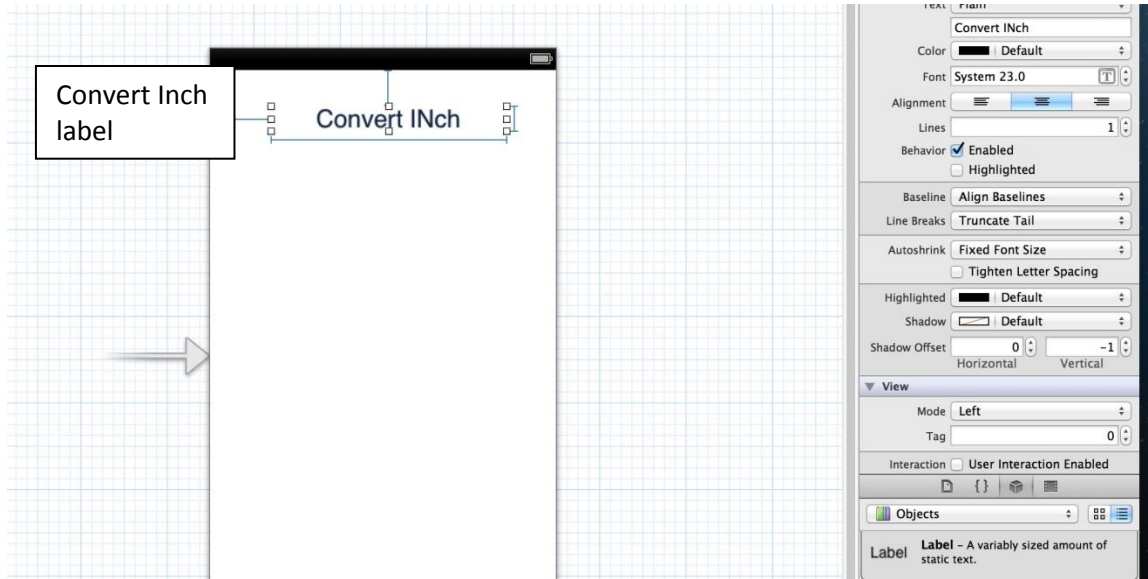


2. Name the project **Convert INch**. Select **iPhone** in the Devices dropdown.

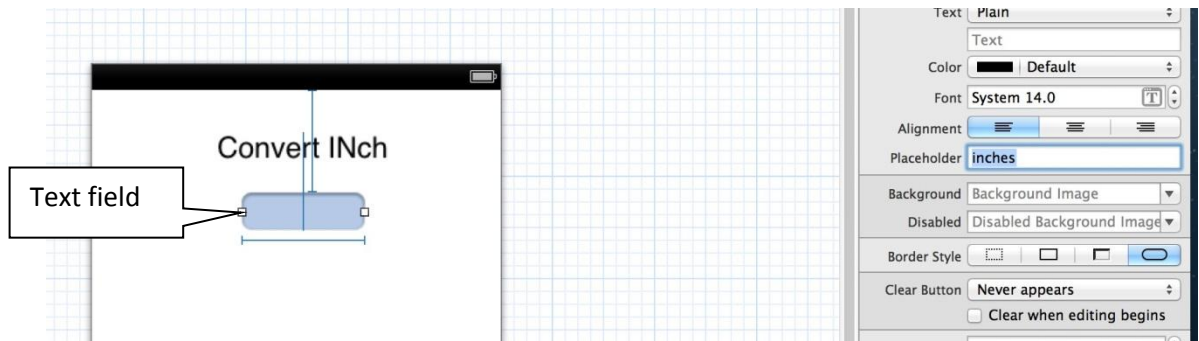


3. Go to mainstoryboard file. Add a Label at the top. Add the text Convert Inch.



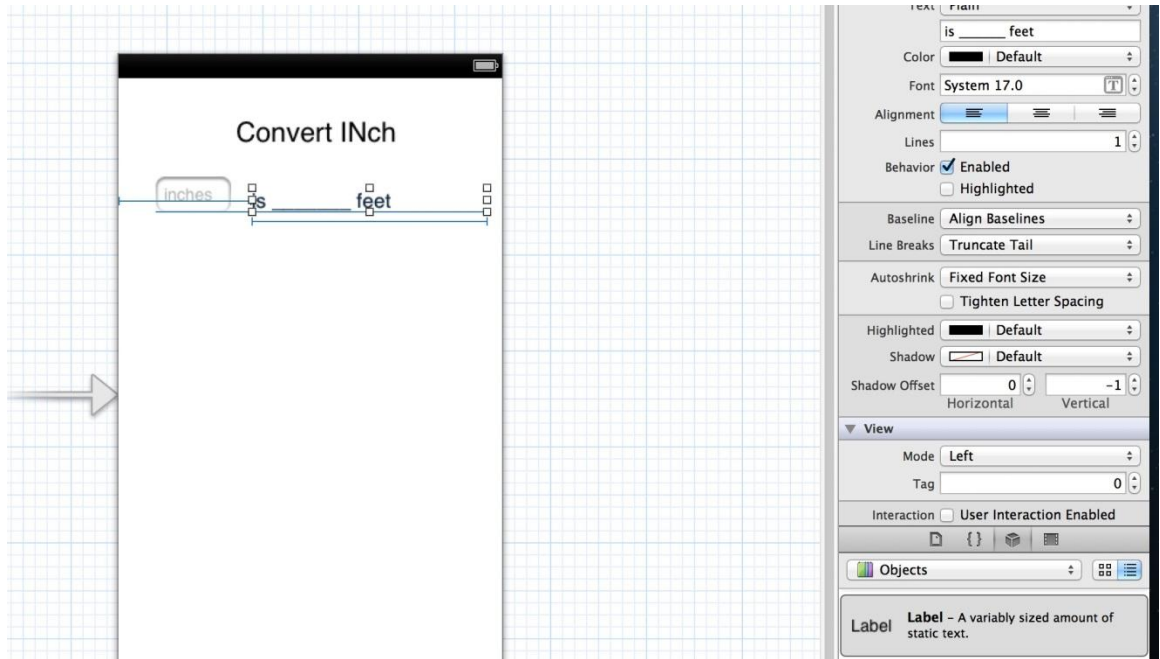


4. Under the label add a text field and use placeholder (inches).

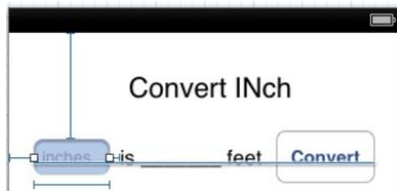


5. To the right, add another label and add the text 'is ____feet'.

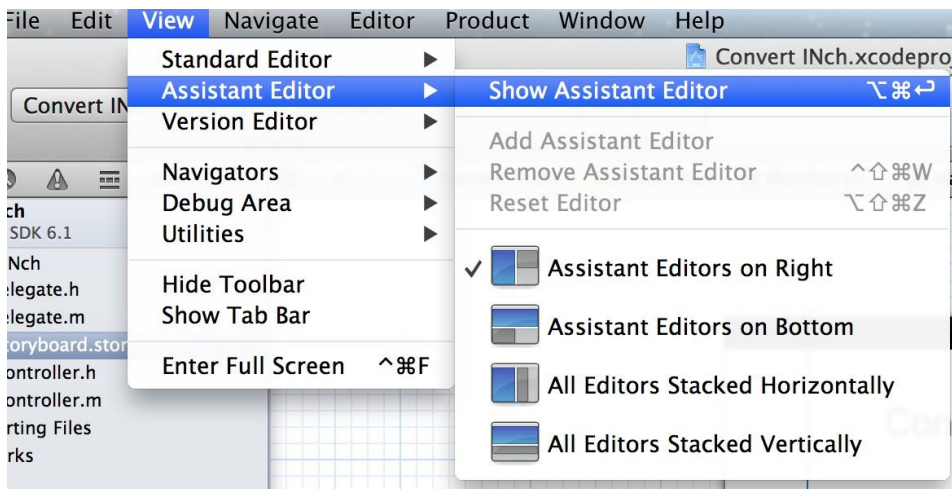




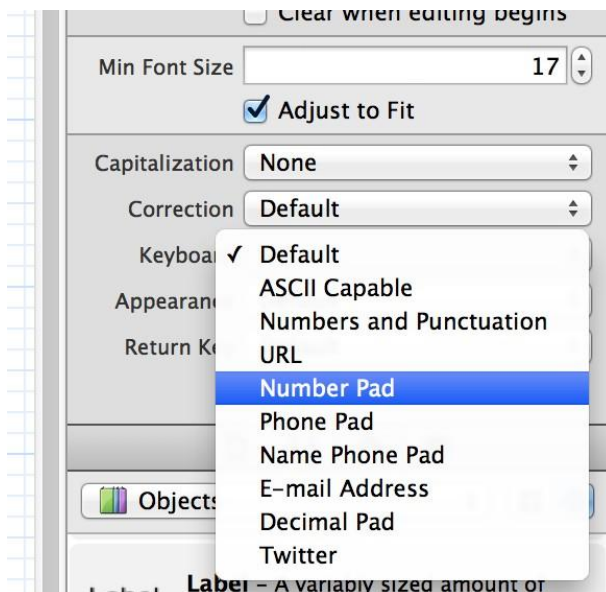
6. Add a button and enter the text Convert.

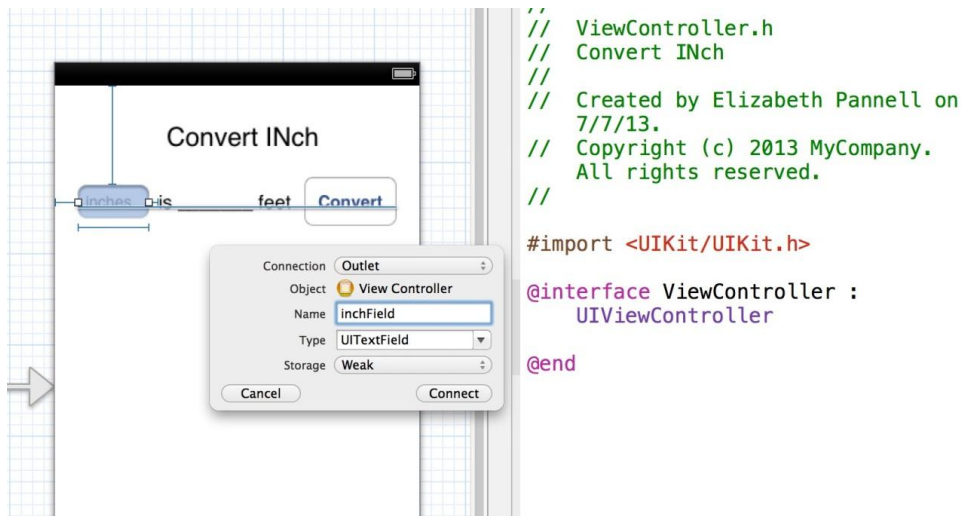


7. Switch views to Assistant Editor View.

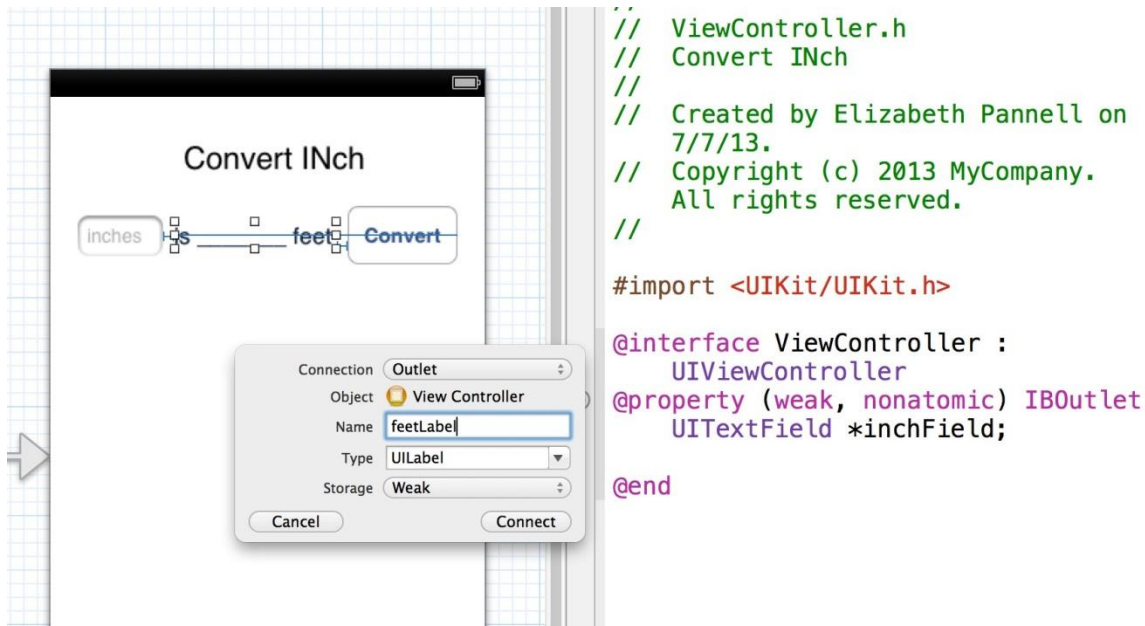


8. Click on the text field. Set the keyboard to be Number Pad. Add an outlet (inchField) by control dragging from the text field to the viewController.h file.



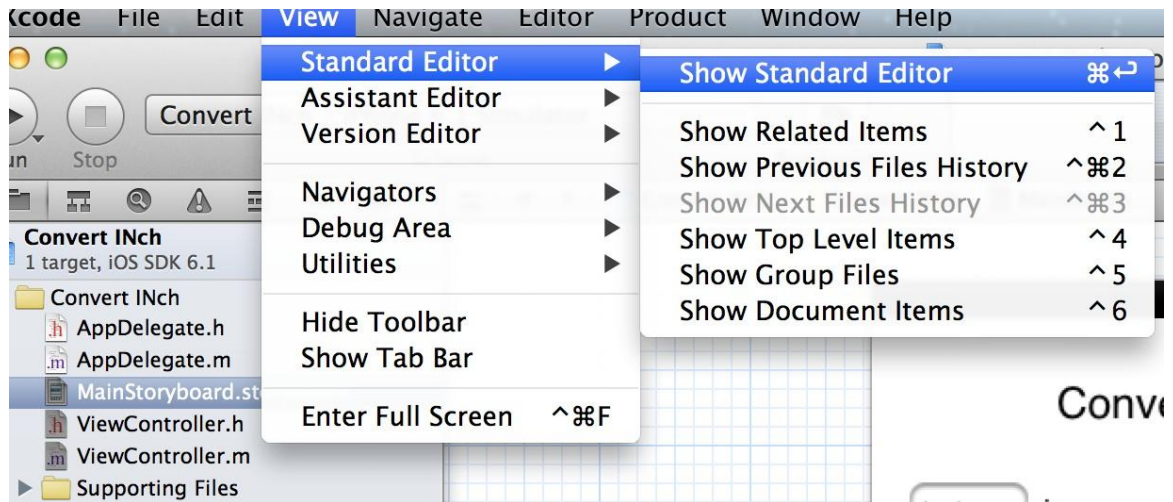


9. Click on the label and create an outlet (feetLabel).



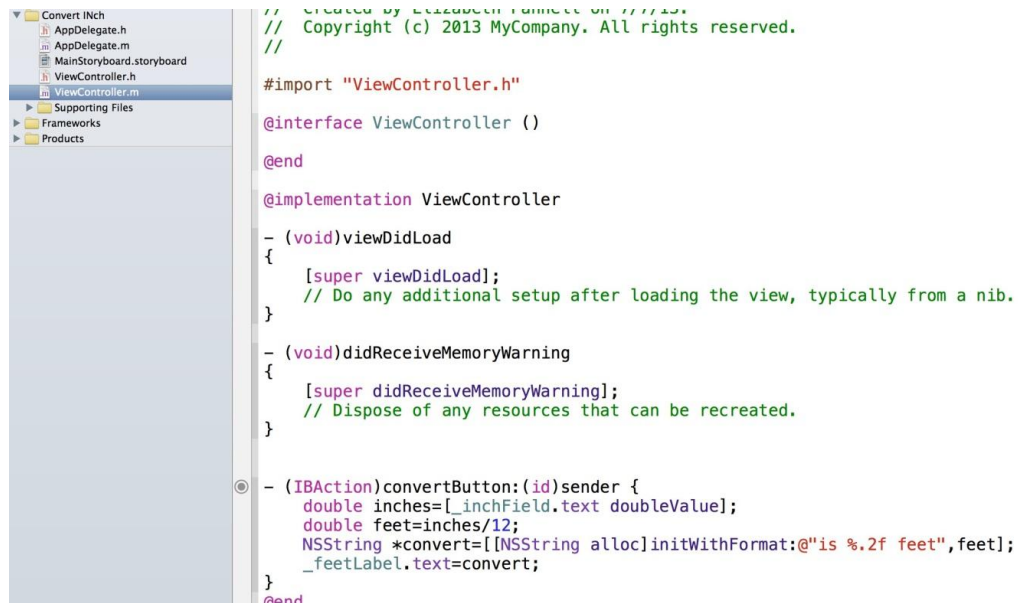
10. Click to create an action named convertButton on the Convert button.
11. Switch views to Standard Editor View





12. In the viewController.m file go to the convertButton method and add the following code:

```
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.



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

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

```
⦿ - (IBAction)convertButton:(id)sender {
    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.



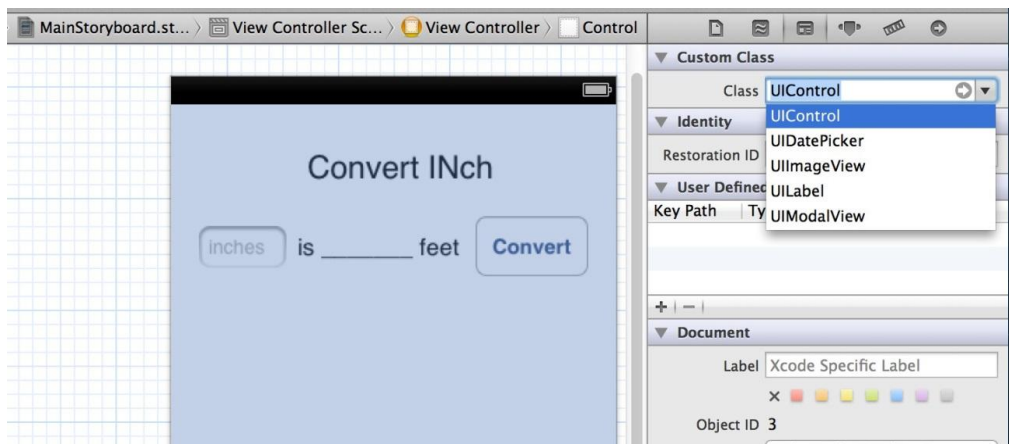
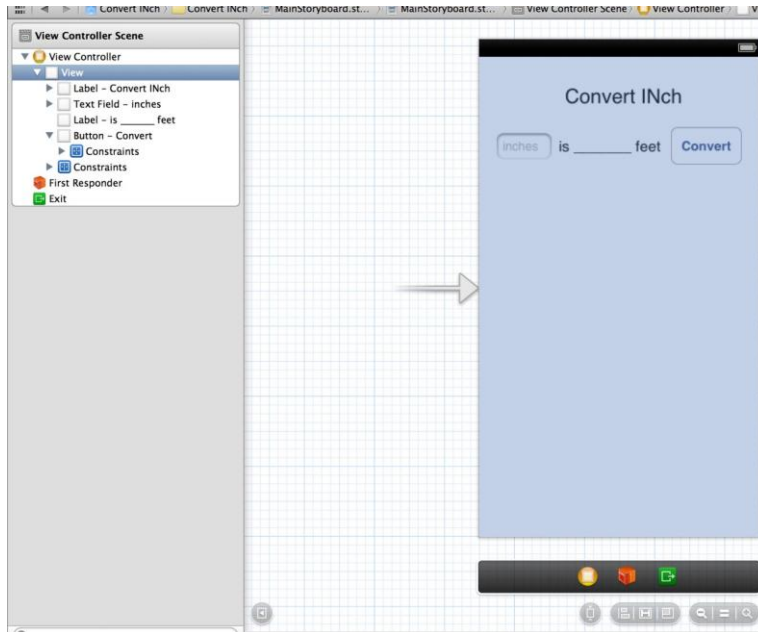
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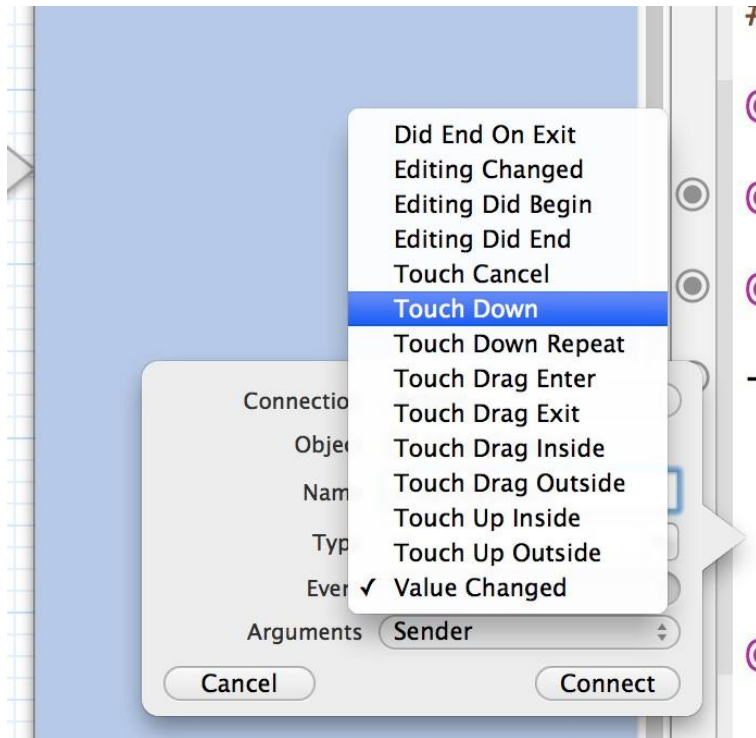
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15. To make the UIView (all of the content is held here) interactive, select the View and use the Identity Inspector to change the Class of the object to UIControl. After you do this you can now go to the Connections inspector and see the events we 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];
```

20. Run and test.

