Practice 3: Show Me Instructions

1. Create a new project.

2. Use the same defaults as Howdy World with a name of Show Me.
3. Use the kitten.png and puppy.png files in this practice. Drag both files into the Supporting Files folder (and make sure that COPY is selected).
4. Click on the storyboard and bring up the Interface Builder section. Add an ImageView to the screen—it is down a bit in the library.

5. Drag it and resize it to fit about 1/3 of the screen.

6. Use the attribute drop down to select the kitten.png image.
7. Resize until the ImageView fits around the picture.

8. Change to Assistant Editor View.
9. Add an outlet to the imageView and name it picView.

10. Add a label below the imageView and add the text “Kitten”.
11. Add an outlet named “picLabel”.

```swift
// Show Me

// Created by Elizabeth Pannell on 7/4/13.
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#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
@property (weak, nonatomic) IBOutlet UIImageView *picView;
@end
```
12. Add a button in below the label.

```swift
@interface ViewController : UIViewController
@property (weak, nonatomic) IBOutlet UIImageView *picView;
@property (weak, nonatomic) IBOutlet UILabel *picLabel;
@end
```

13. Assign an action (showButton) to the button.

14. Switch back to Standard Editor.
15. Go to the viewController.m file and add this code to the showButton IBAction:

```
.picLabel.text = @"Puppy";
UIImage *newImage = [UIImage imageNamed:@"puppy.png"];
.picView.image = newImage;
```
16. Save, run and try it out!