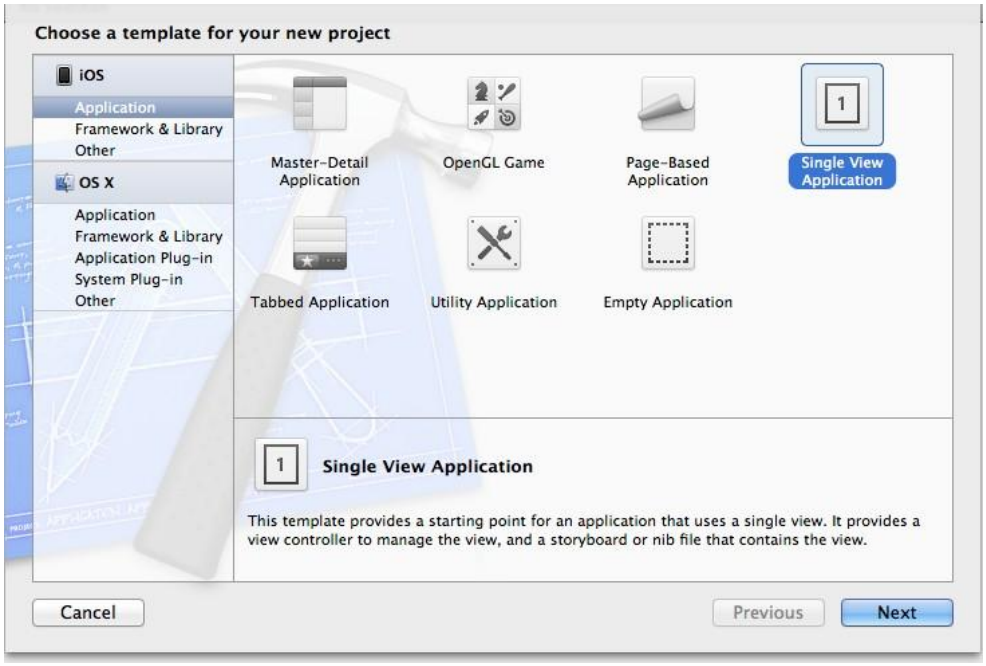
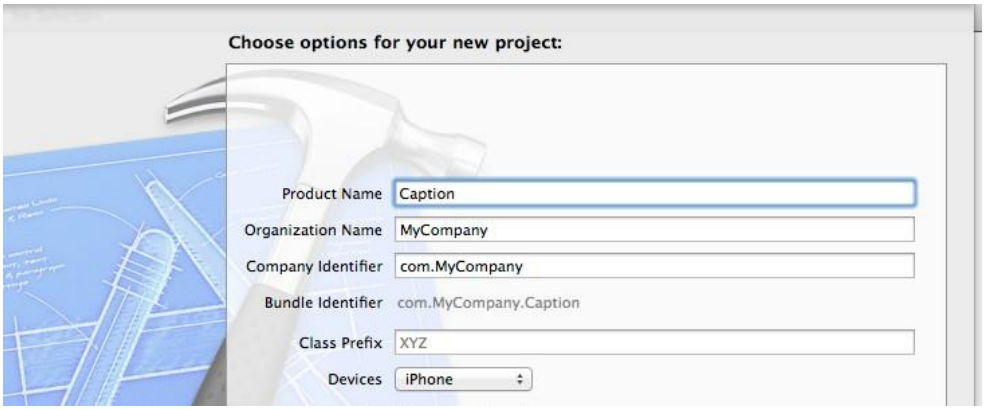
Practice Example 4

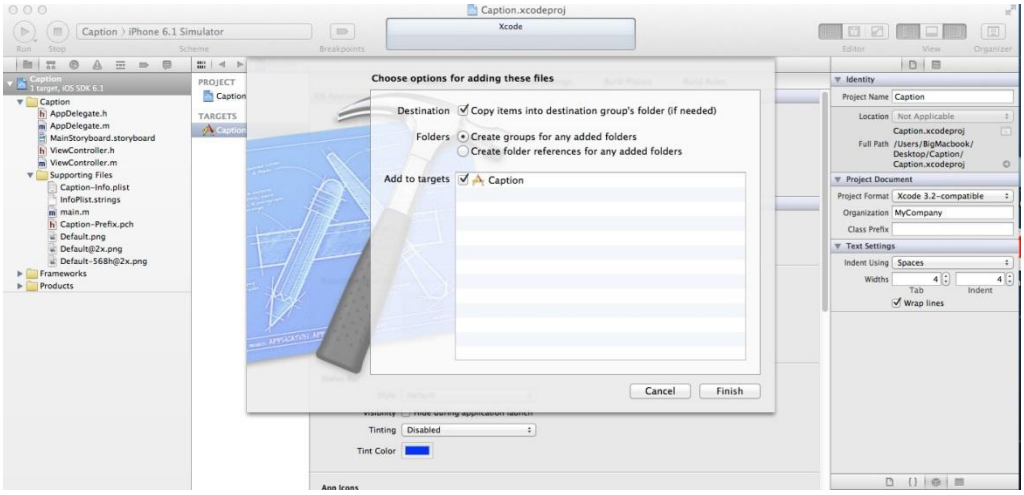
Caption

1. Create a new project using Single View Template and name it Caption. The device is iPhone.

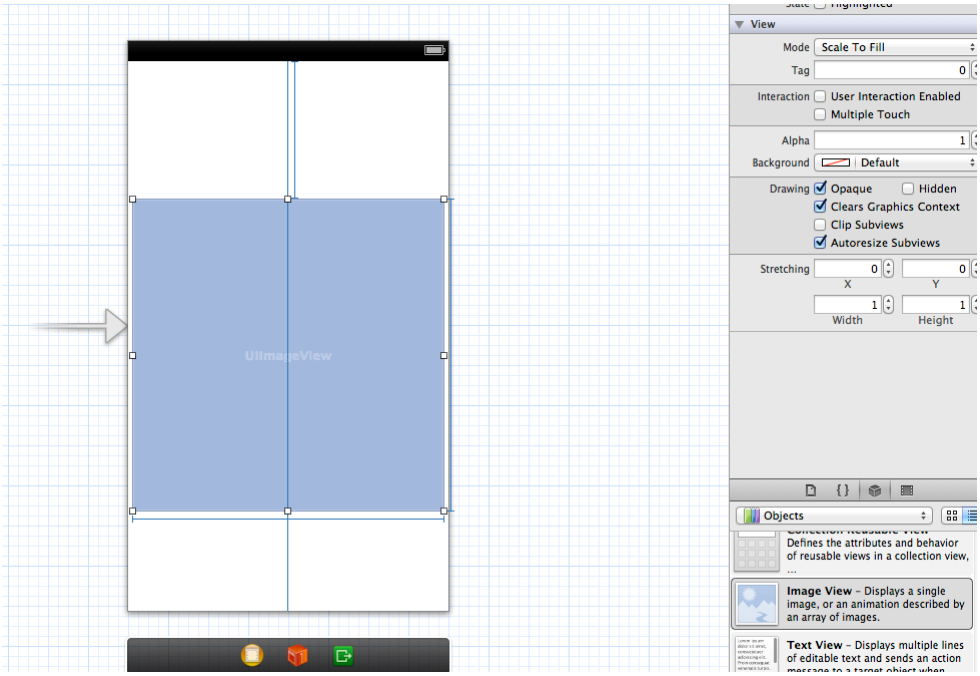


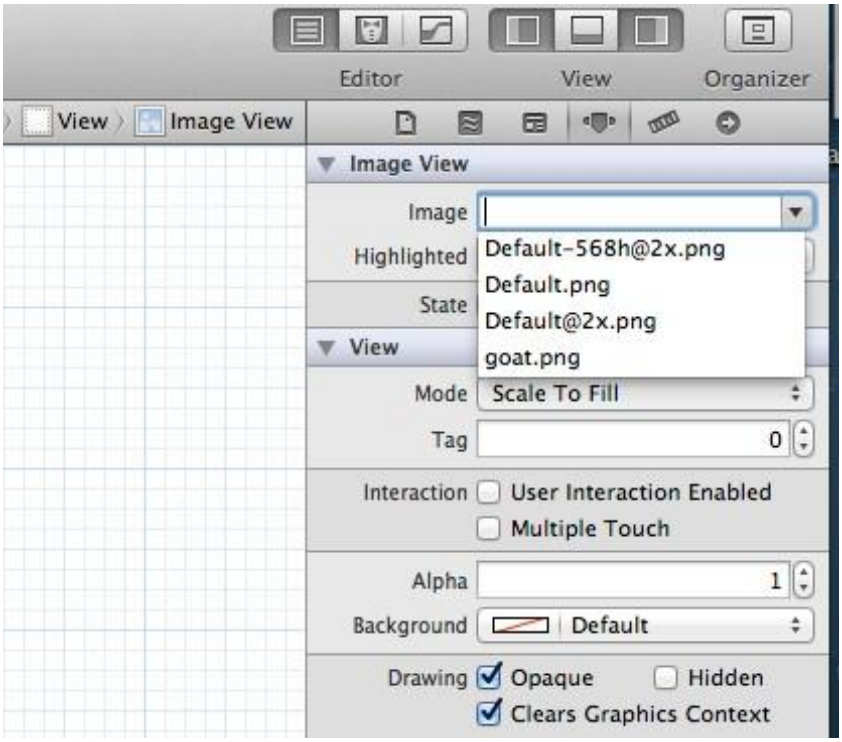


2. Drag and drop the image (goat.png) into the Supporting folder and make sure to COPY the image in the dialog box when you add it to the project.

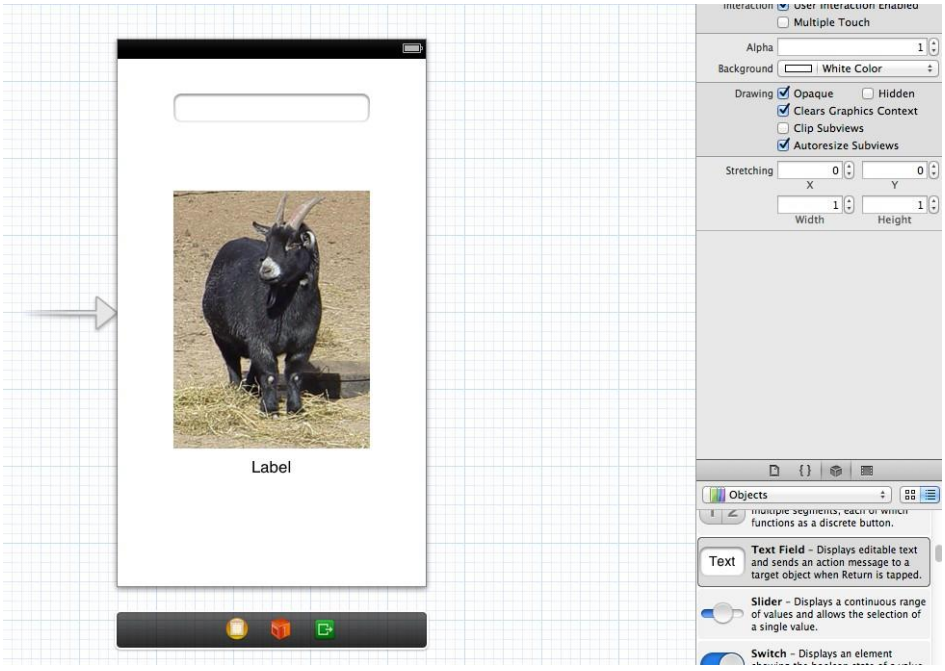


3. Go to MainStoryboard and add an Image View in the center of the scene. In attributes, use the Image dropdown and select the goat.png file. Use Command= to resize the Image View to fit the image.

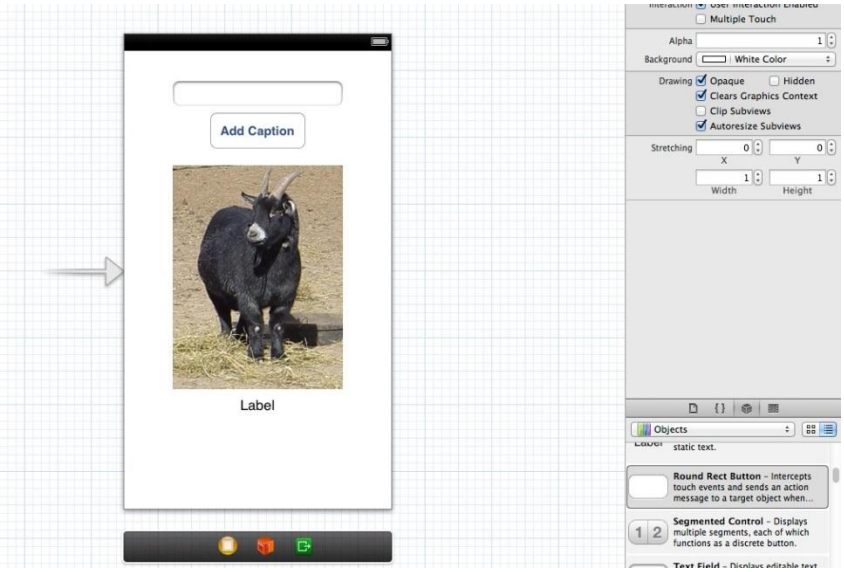




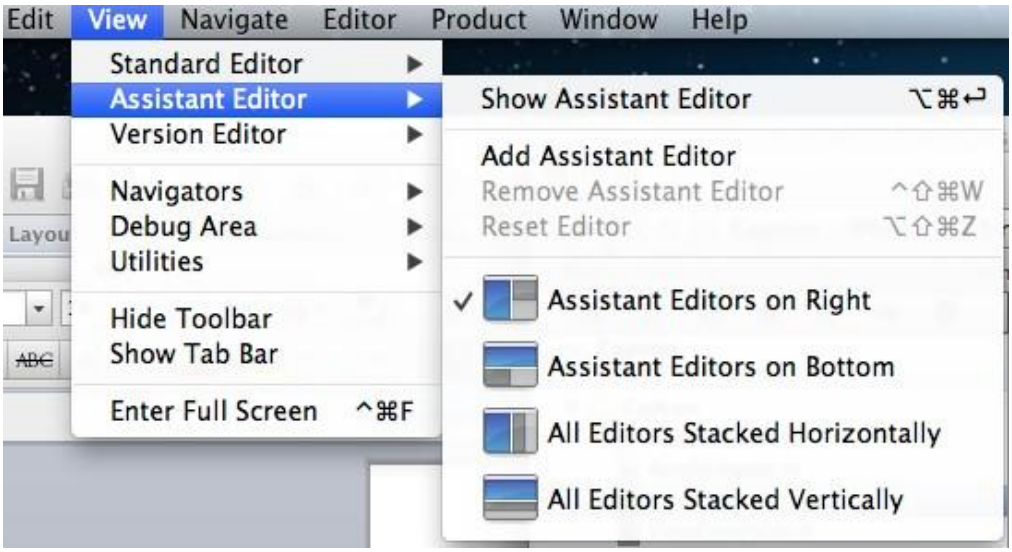
4. Under the image add a label and resize to match the width of the image.



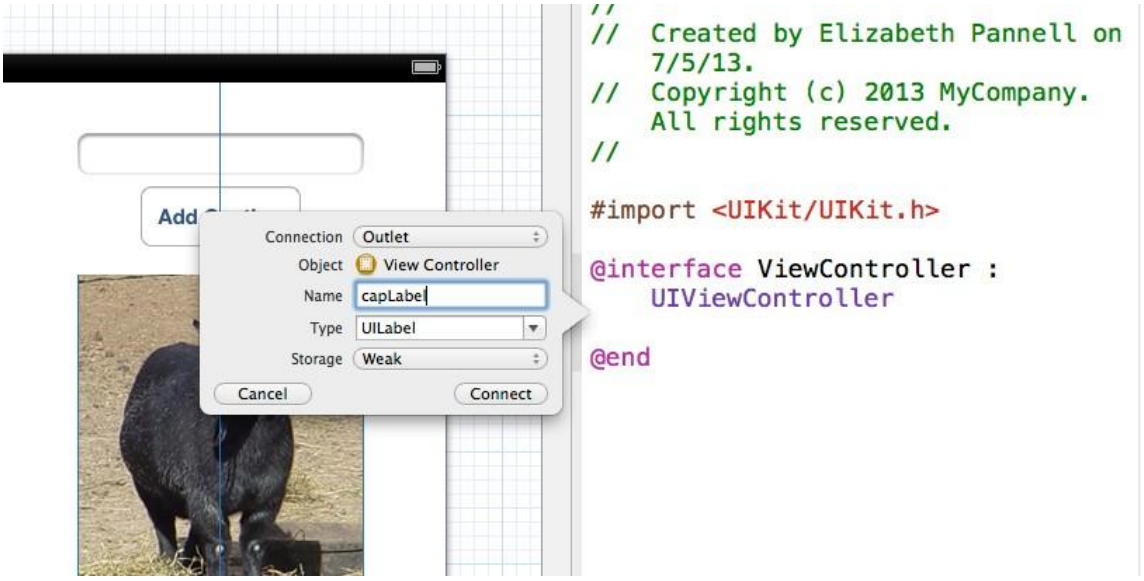
5. Above the image, add a text field. Under the text field, add a button and rename the button title to “Add Caption”.



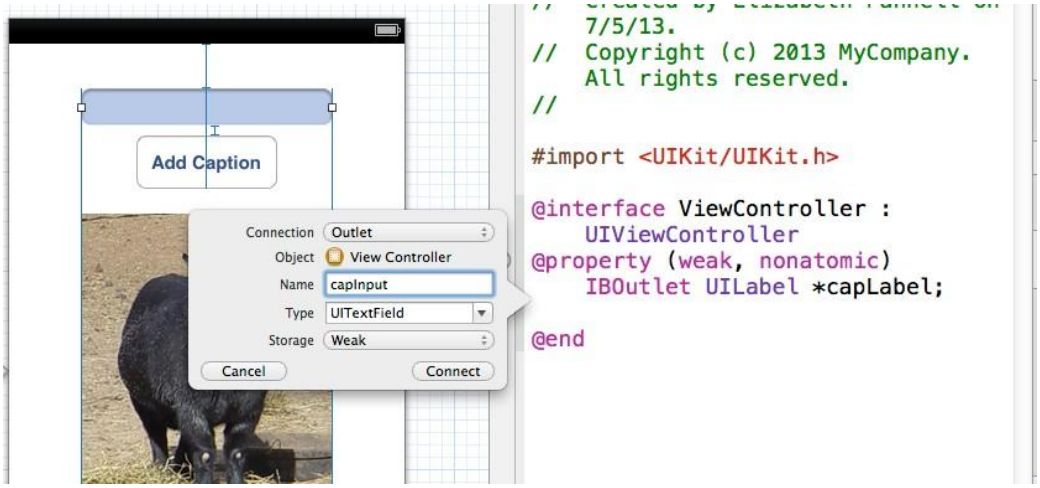
6. Switch to Assistant Editor View.



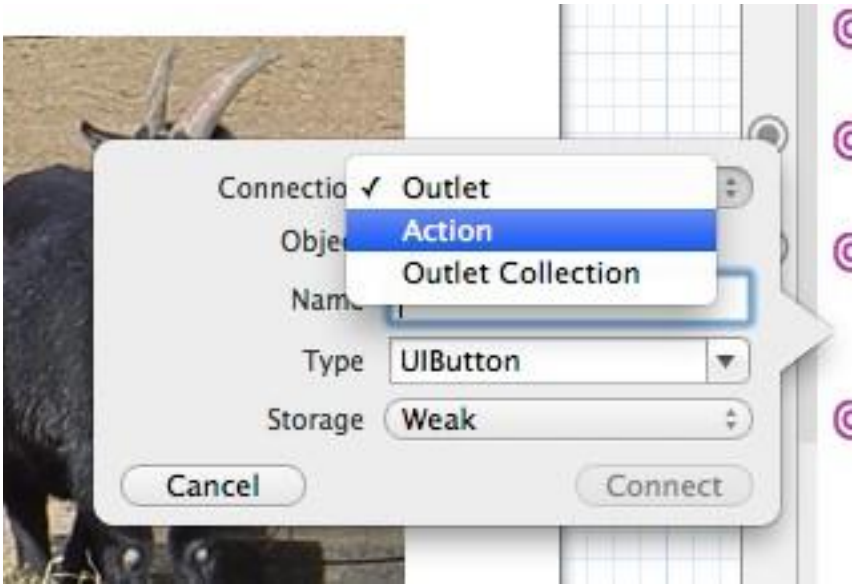
7. Go to the label and create an outlet named capLabel.



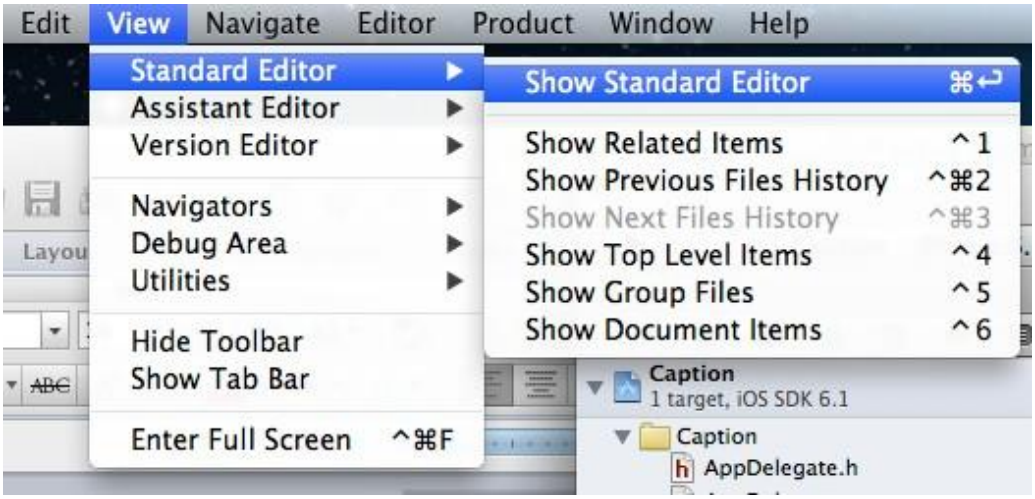
8. Go to the text field and create an outlet named capInput.



9. Go to the button and add an action named capButton.

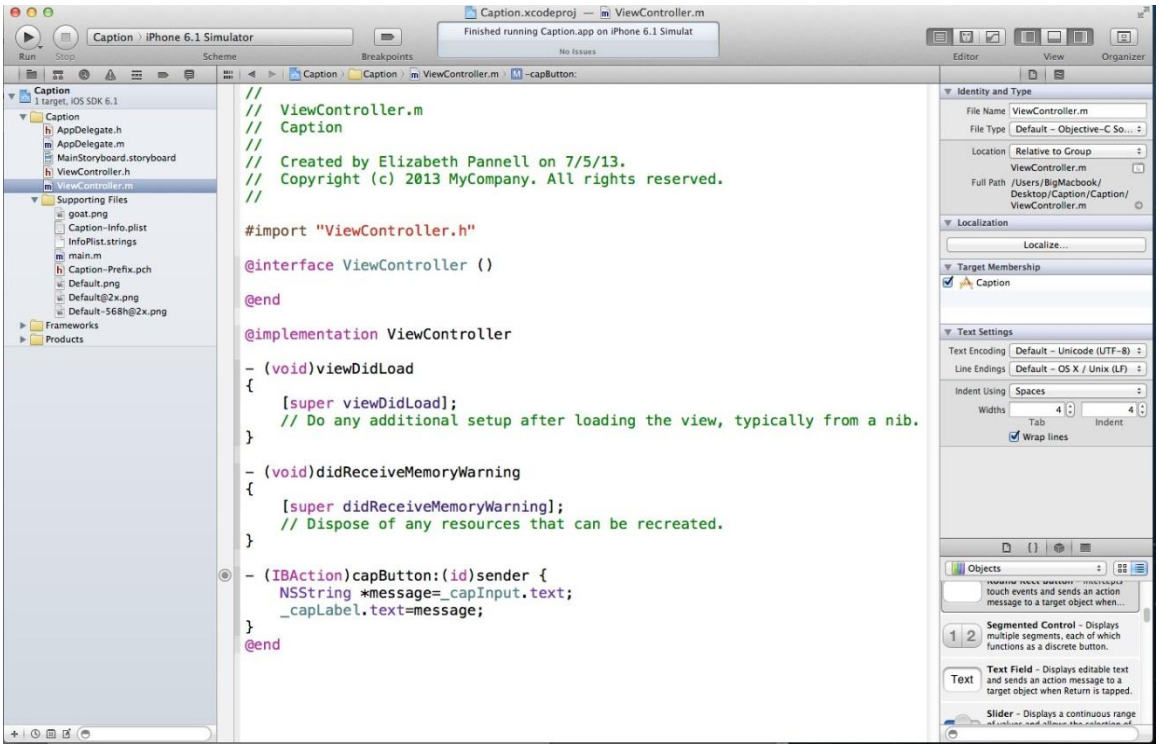


10. Switch to Standard Editor View.



11. Go to viewController.m and the method capButton and add code.

```
NSString  *message=_capInput.text;
_capLabel.text=message;
```

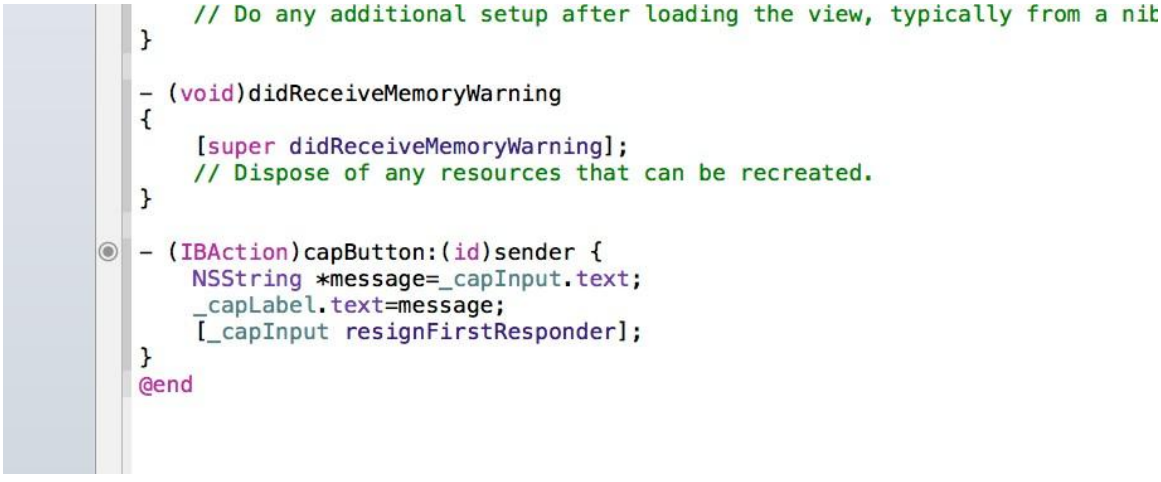


12. Save and Run.

Problem? Can't see the label for the keyboard! The keyboard should go away after being used.

13. Add this code at the end of the capButton method:

    [_capInput resignFirstResponder];



14. Save and run.