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Authoring Organization: Collin College

Written by: Original Author, Elizabeth Pannell; Edited Version, Susan Sands

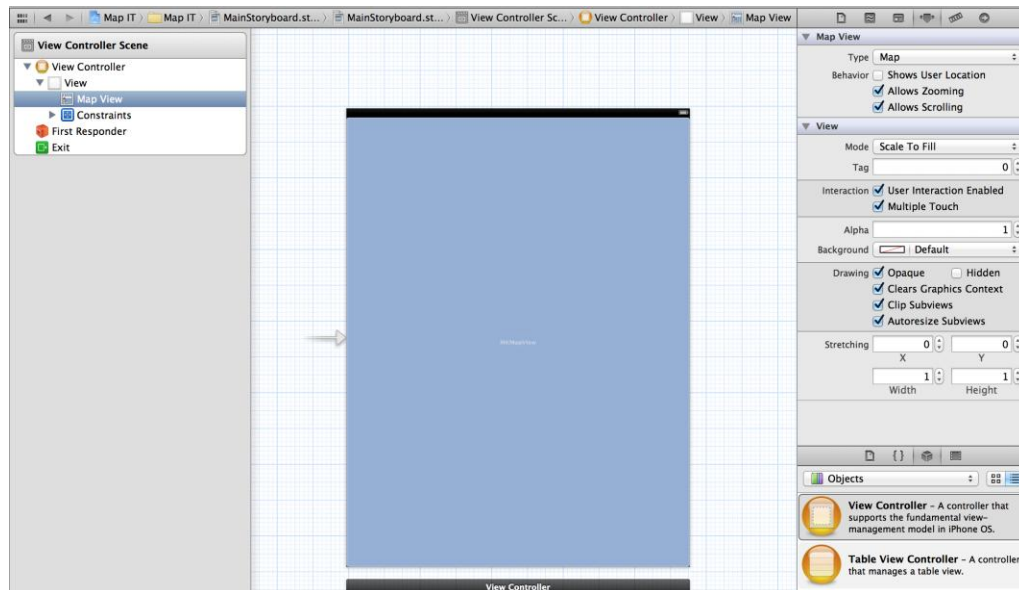
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Practice –Map It

1. Create a new project using Single View Application template, using iPad as the device.
2. Go to Storyboard and add a MapView to cover the entire scene. Go to the attribute inspector and check to make sure **User Interaction Enabled** is selected.



3. Create an outlet for the Map View and name it mapView.

```
#import <UIKit/UIKit.h>
#import <MapKit/MapKit.h>

@interface ViewController : UIViewController <MKMapViewDelegate>
@property (weak, nonatomic) IBOutlet MKMapView *mapView;

@end
```

4. Go to the ViewController.m file and add the following code under viewDidLoad:



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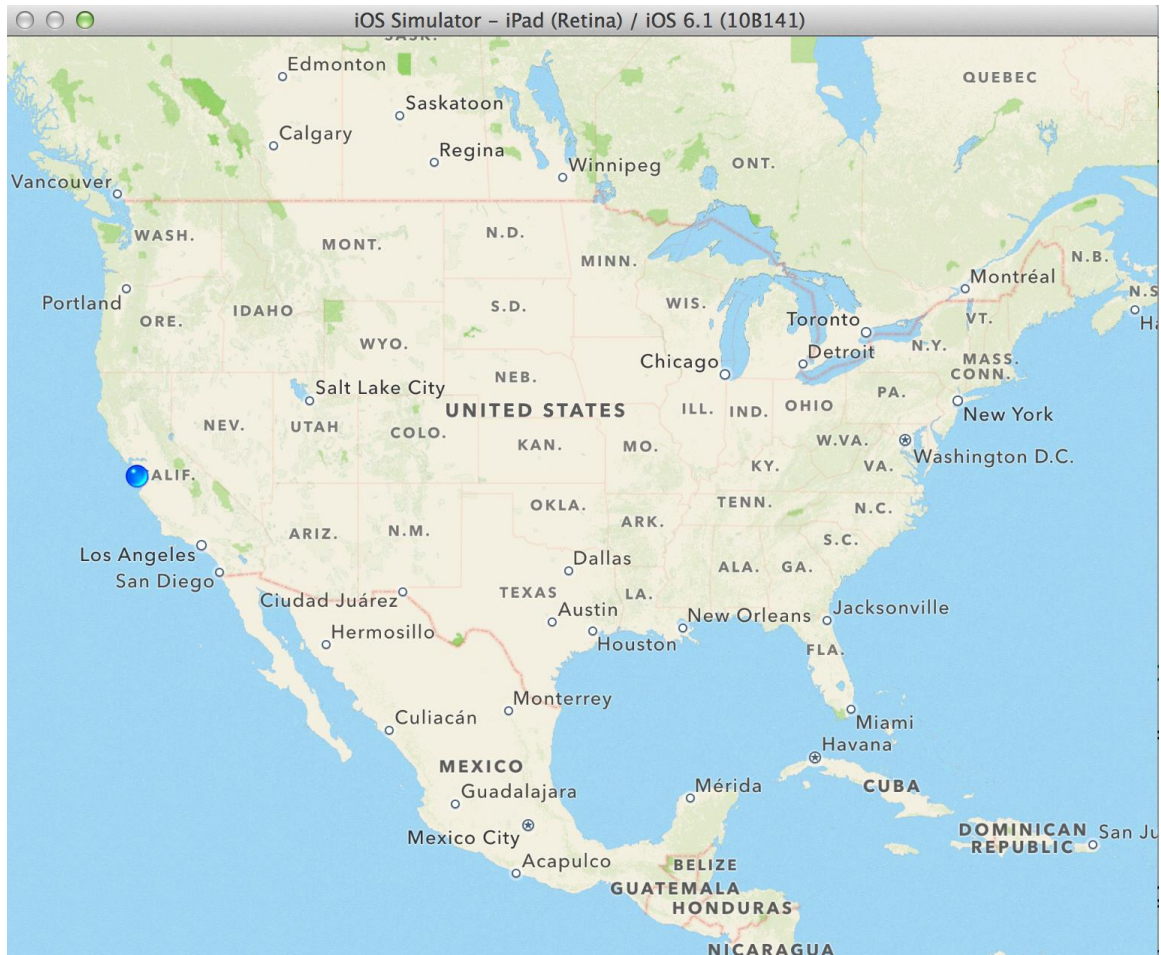
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```

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
    _mapView.showsUserLocation=YES;
    _mapView.mapType=MKMapTypeStandard;
}

```

5. Build and test to see the app display the current location. If this is tested in the simulator it will show the location of Apple's headquarters.



6. To change the default location in the simulator, go to Debug>Location and change the location. If you have the latitude and longitude of a location, use Custom to set the location. If you are testing on a device, then it will show the actual location.

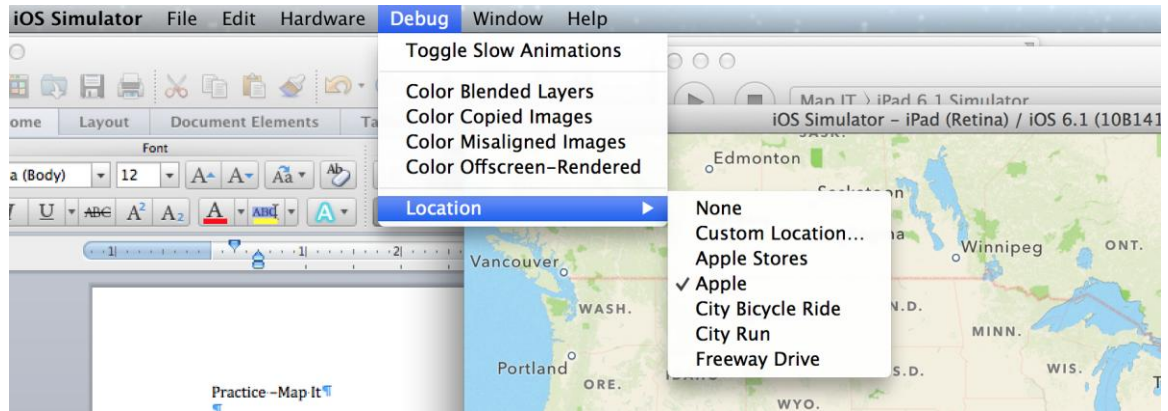


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Code Snippet

The following code was added in this project:

```
- (void)viewDidLoad
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    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from a nib.
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