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.

```swift
#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:
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.

![Map of the United States](image)

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.
**Code Snippet**

The following code was added in this project:

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