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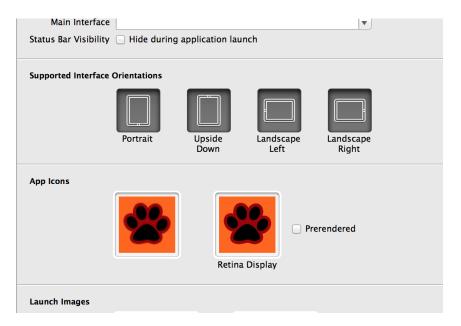
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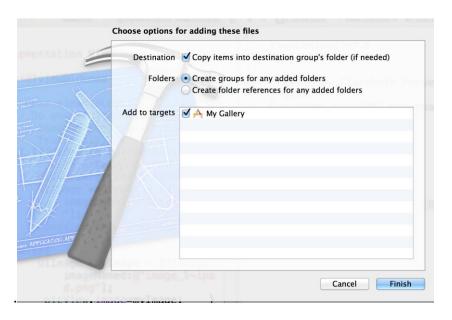
This workforce solution was funded by a grant awarded by the U.S. Department of Labor's Employment and Training Administration. The solution was created by the grantee and does not necessarily reflect the official position of the U.S. Department of Labor. The Department of Labor makes no guarantees, warranties or assurances of any kind, express or implied, with respect to such information, including any information on linked sites, and including, but not limited to accuracy of the information or its completeness, timeliness, usefulness, adequacy, continued availability or ownership.

Practice Example—My Gallery

- 1. Create a Universal app and name it My Gallery. Make sure to set device to Universal.
- 2. Add icons to the project.



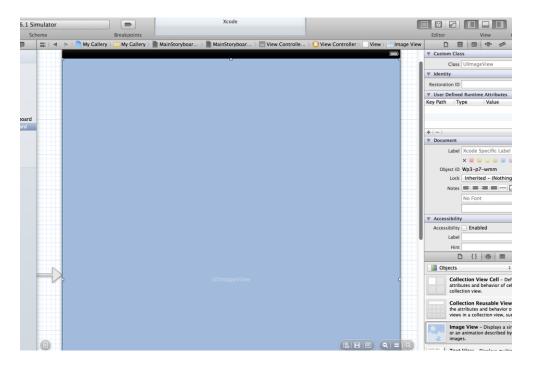
3. Add all 4 images to the project. Make sure to check COPY for each of the images.



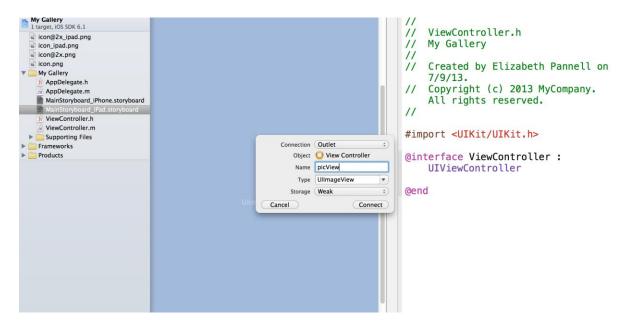
4. Select the storyboard for the iPad.



5. Add an image view that fills most of the view.



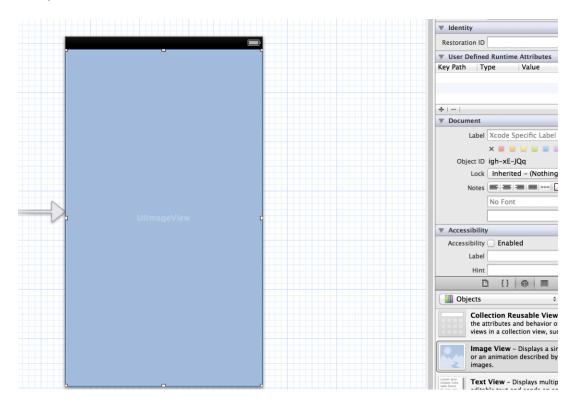
6. Create an outlet for it named picView.



7. Go to the iPhone storyboard.



8. Drag an UllmageView to fill most of the screen. Link to the same outlet named picView.



9. In ViewController.m add this code.

```
- (void)viewDidLoad
{
    [super viewDidLoad];
    if ([[UIDevice
        currentDevice]userInterfaceIdiom]==UIUserInterfaceIdiomPhone){
        UIImage *myImage = [UIImage imageNamed:@"image_1.png"];
        _picView.image=myImage;
    }else{
        UIImage *myImage = [UIImage
    imageNamed:@"image_1~ipad.png"];
        _picView.image=myImage;
}
```

10. Save and Build. Test the different Hardware-->Devices for iPad, iPad Retina, iPhone, iPhone retina.