

# «Colors»

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# As an introduction



## Goals of this work

- Second contact with the development environment
- Discovery of a second widget, the «stepper»
- Advance handling of the device orientation
  - ▶ Change of layout when changing orientation



## Just «play» for the second time



# «Colors», small demo





# Some useful stuff

## The stepper (UIStepper)

- «value» attribute (double)
- «maximumValue» and «minimalValue» attributes
- «continuous» attribute

## the View (UIView)

- Here, we only use its background
- «backgroundColor» attribute (type UIColor)
  - ▶ in Objective-C, access via setter/getter

## Difficulties

- Change the layout for each orientation
- More to discover in the documentation



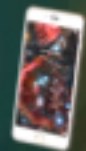
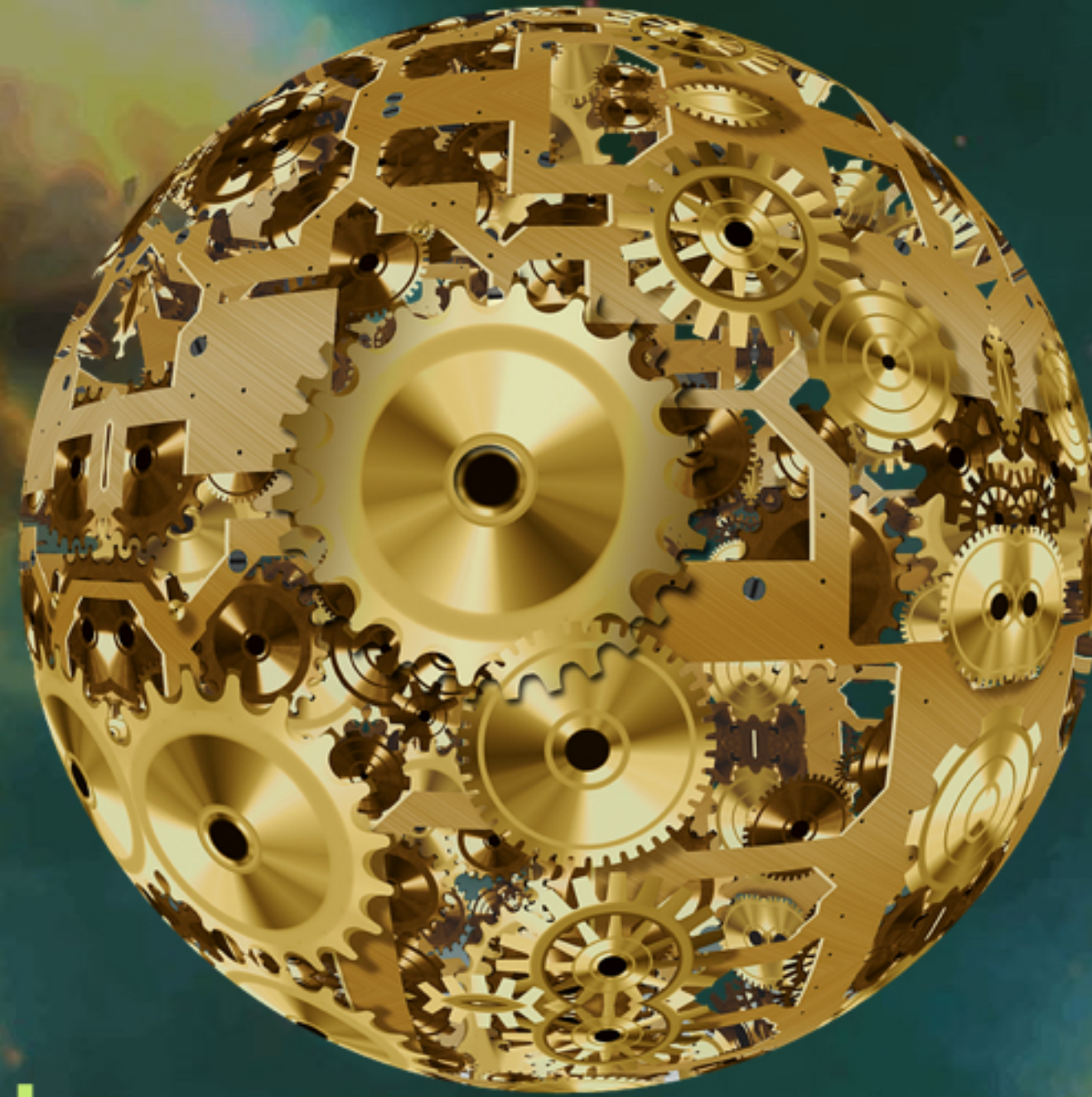
**RTFM!**



# As a conclusion...



Let's go!!!



Be courageous!

- Do it in Swift **AND** Objective-C

