# FingerPainter

## Lesson 6

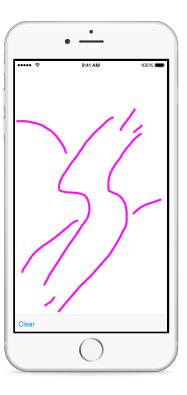


### **Description**

Enable a button that clears the image from the screen.

### **Learning Outcomes**

- Practice establishing an action connection from a view to a controller method.
- Replicate implementing button behaviors to add additional features to an app.



## Vocabulary

controller action	@IBAction	UIImageView
nil		

#### **Materials**

• FingerPainter Lesson 6 Xcode project

### **Opening**

How can we clear the image so we can start a new drawing?

### Agenda

- Using the Assistant Editor (\tau\varphi), Control-drag from the button to the ViewController class to create a controller action called clearImage:.

```
@IBAction func clearImage(sender: UIBarButtonItem) {
}
```

- Using the Xcode Documentation and API Reference (♠ %0), explore the UIImageView class reference, drawing attention to the image property.
- Implement the clearImage: method.

```
@IBAction func clearImage(sender: UIBarButtonItem) {
   canvas.image = nil
}
```

• Run the app (**\*R**), create a drawing, tap the Clear button, and observe the image disappear.

### Closing

How might you add buttons to change the color of the line? What about the thickness?

#### Modifications and Extensions

- Add the ability for the user to tweet or email the created image.
- Investigate algorithms for drawing smoother lines with the generated CGPoints, and implement a FingerPainter app that renders less jagged lines.

#### Resources

Interface Builder Help: Configuring Object Attributes https://developer.apple.com/library/ios/recipes/xcode\_help-IB\_objects\_media/Chapters/ObjectAttributes.html
Interface Builder Help: Creating an Action Connection https://developer.apple.com/library/ios/recipes/xcode\_help-IB\_connections/chapters/CreatingAction.html
Start Developing iOS Apps Today: Finding Information https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/FindingInformation.html

#### **Teaching App Development with Swift**

FingerPainter Lesson 6

UIKit User Interface Catalog: Image Views https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/UIKitUICatalog/UIImageView.html
UIImageView Class Reference https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIImageView\_Class/index.html