WatchKit

Hands-On Challenges

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Challenge B: More Actions

You've seen how to wire up an action to respond to user interaction; now it's time to give it another try and get some more practice!

There are three steps to this challenge:

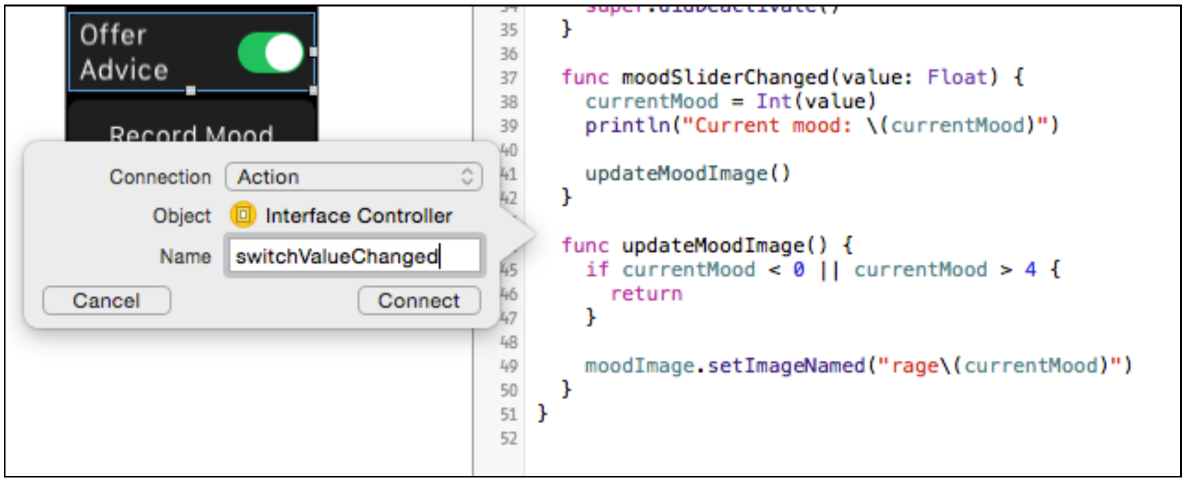
1. Wire up an action from the switch element
2. Add a property to store the value
3. Implement the action method

I encourage you to give this a try yourself! If you need some more hints or get stuck, just follow along with the solution below.

Creating the action

Open **Interface.storyboard** and select the assistant editor. Make sure **InterfaceController.swift** is displayed in the assistant.

Control-drag from the switch to a point inside the class. Select **Action** as the connection type and name it **switchValueChanged**.



Connection: Action
Object: Interface Controller
Name: switchValueChanged

```
  }

  func moodSliderChanged(value: Float) {
    currentMood = Int(value)
    println("Current mood: \(currentMood)")

    updateMoodImage()
  }

  func updateMoodImage() {
    if currentMood < 0 || currentMood > 4 {
      return
    }

    moodImage.setImageNamed("rage\(currentMood)")
  }
}
```

That will create a blank action method that you'll implement later.

If you see a compile error on the new method as in the demo, remove the `@IBAction` from the method declaration.

Adding a property

Open **InterfaceController.swift** and add a new property to the class:

```
var shouldShowAdvice = true
```

This will declare a new Boolean to store the value of the switch. Note that the switch is on by default in the storyboard, so you use the same default value for the property.

Implementing the action method

Here's where you tie it all together! Add the following implementation to `switchValueChanged`:

```
shouldShowAdvice = value
println("Current switch value: \(shouldShowAdvice)")
```

This will update the property with the new value of the switch and then log it to the console.

Build and run, and then scroll down in the app to toggle the switch a few times. You should see the messages in the console.

Now you're all set to move on to the next video, where you'll learn about segues and how to pass the data you've been saving to the next screen!