

IOS - ACCELEROMETER

http://www.tutorialspoint.com/ios/ios_accelerometer.htm

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Accelerometer is used for detecting the changes in the position of the device in the three directions x, y and z. We can know the current position of the device relative to the ground. For testing this example, you'll need to run it on a **device** and to doesn't work on simulator.

Accelerometer - Steps Involved

Step 1. Create a simple **View based application**.

Step 2. Add three labels in **ViewController.xib** and create IBOutlet naming them as xlabel, ylabel, and zlabel.

Step 3. Update ViewController.h as follows –

```
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController<UIAccelerometerDelegate>
{
    IBOutlet UILabel *xlabel;
    IBOutlet UILabel *ylabel;
    IBOutlet UILabel *zlabel;
}
@end
```

Step 4. Update **ViewController.m** as follows –

```
#import "ViewController.h"

@interface ViewController ()
@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    [[UIAccelerometer sharedAccelerometer] setDelegate:self];
    //Do any additional setup after loading the view, typically from a nib
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (void)accelerometer:(UIAccelerometer *)accelerometer didAccelerate:
(UIAcceleration *)acceleration{
    [xlabel setText:[NSString stringWithFormat:@"%f", acceleration.x]];
    [ylabel setText:[NSString stringWithFormat:@"%f", acceleration.y]];
    [zlabel setText:[NSString stringWithFormat:@"%f", acceleration.z]];
}

@end
```

Output

When we run the application in **iPhone** device, we'll get the following output –



-0.036697

-0.886536

-0.421844