IOS - BUTTONS

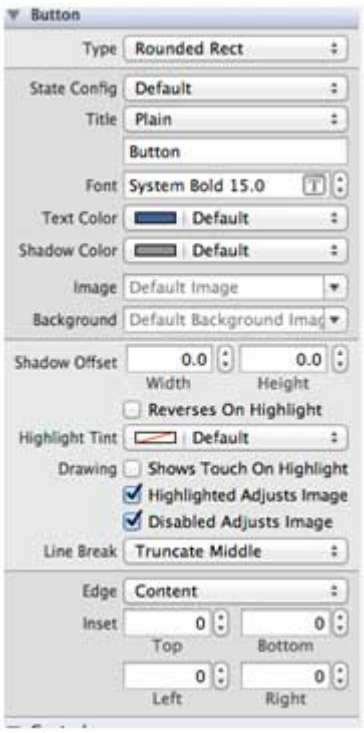
Use of Buttons

Buttons are used for handling user actions. It intercepts the touch events and sends message to the target object.

A Round Rect Button

Button Properties in xib

You can change the button properties in xib in the attributes inspector in the utilities area *rightsideoftheWindow*.



Buttons Types

- UIButtonTypeCustom
- UIButtonTypeRoundedRect
- UIButtonTypeDetailDisclosure
- UIButtonTypeInfoLight
- UIButtonTypeInfoDark
- UIButtonTypeContactAdd

Important Properties

- imageView
- titleLabel

Important Methods

```
+ (id)buttonWithType:(UIButtonType)buttonType
```

```
- (UIImage *)backgroundImageForState:(UIControlState)state
```

```
- (UIImage *)imageForState:(UIControlState)state
```

```
- (void)setTitle:(NSString *)title forState:(UIControlState)state
```

```
- (void)addTarget:(id)target action:(SEL)action forControlEvents: (UIControlEvents)
controlEvents
```

Add a Custom Method addDifferentTypesOfButton

```
-(void)addDifferentTypesOfButton
{
    // A rounded Rect button created by using class method
    UIButton *roundRectButton = [UIButton buttonWithType:
    UIButtonTypeRoundedRect];
    [roundRectButton setFrame:CGRectMake(60, 50, 200, 40)];
    // sets title for the button
    [roundRectButton setTitle:@"Rounded Rect Button" forState:
    UIControlStateNormal];
    [self.view addSubview:roundRectButton];

    UIButton *customButton = [UIButton buttonWithType: UIButtonTypeCustom];
    [customButton setBackgroundColor: [UIColor lightGrayColor]];
    [customButton setTitleColor:[UIColor blackColor] forState:
    UIControlStateHighlighted];
    //sets background image for normal state
    [customButton setBackgroundImage:[UIImage imageNamed:
    @"Button_Default.png"]
    forState:UIControlStateNormal];
    //sets background image for highlighted state
    [customButton setBackgroundImage:[UIImage imageNamed:
    @"Button_Highlighted.png"]
    forState:UIControlStateHighlighted];
    [customButton setFrame:CGRectMake(60, 100, 200, 40)];
    [customButton setTitle:@"Custom Button" forState:UIControlStateNormal];
    [self.view addSubview:customButton];

    UIButton *detailDisclosureButton = [UIButton buttonWithType:
    UIButtonTypeDetailDisclosure];
    [detailDisclosureButton setFrame:CGRectMake(60, 150, 200, 40)];
    [detailDisclosureButton setTitle:@"Detail disclosure" forState:
    UIControlStateNormal];
    [self.view addSubview:detailDisclosureButton];

    UIButton *contactButton = [UIButton buttonWithType:
    UIButtonTypeContactAdd];
    [contactButton setFrame:CGRectMake(60, 200, 200, 40)];
    [self.view addSubview:contactButton];

    UIButton *infoDarkButton = [UIButton buttonWithType:
    UIButtonTypeInfoDark];
    [infoDarkButton setFrame:CGRectMake(60, 250, 200, 40)];
    [self.view addSubview:infoDarkButton];

    UIButton *infoLightButton = [UIButton buttonWithType:
    UIButtonTypeInfoLight];
    [infoLightButton setFrame:CGRectMake(60, 300, 200, 40)];
    [self.view addSubview:infoLightButton];
}
```

Note –

We have to add two images named as "Button_Default.png" and "Button_Highlighted.png" to our

project, which can be done by dragging the images to our navigator area where our project files are listed.

Update viewDidLoad in ViewController.m as follows −

```
(void)viewDidLoad
{
 [super viewDidLoad];
 //The custom method to create our different types of button is called
 [self addDifferentTypesOfButton];
 //Do any additional setup after loading the view, typically from a nib
}
```

Output

When we run the application, we'll get the following output −