

# **UIAlertView Tutorial on Xcode4**

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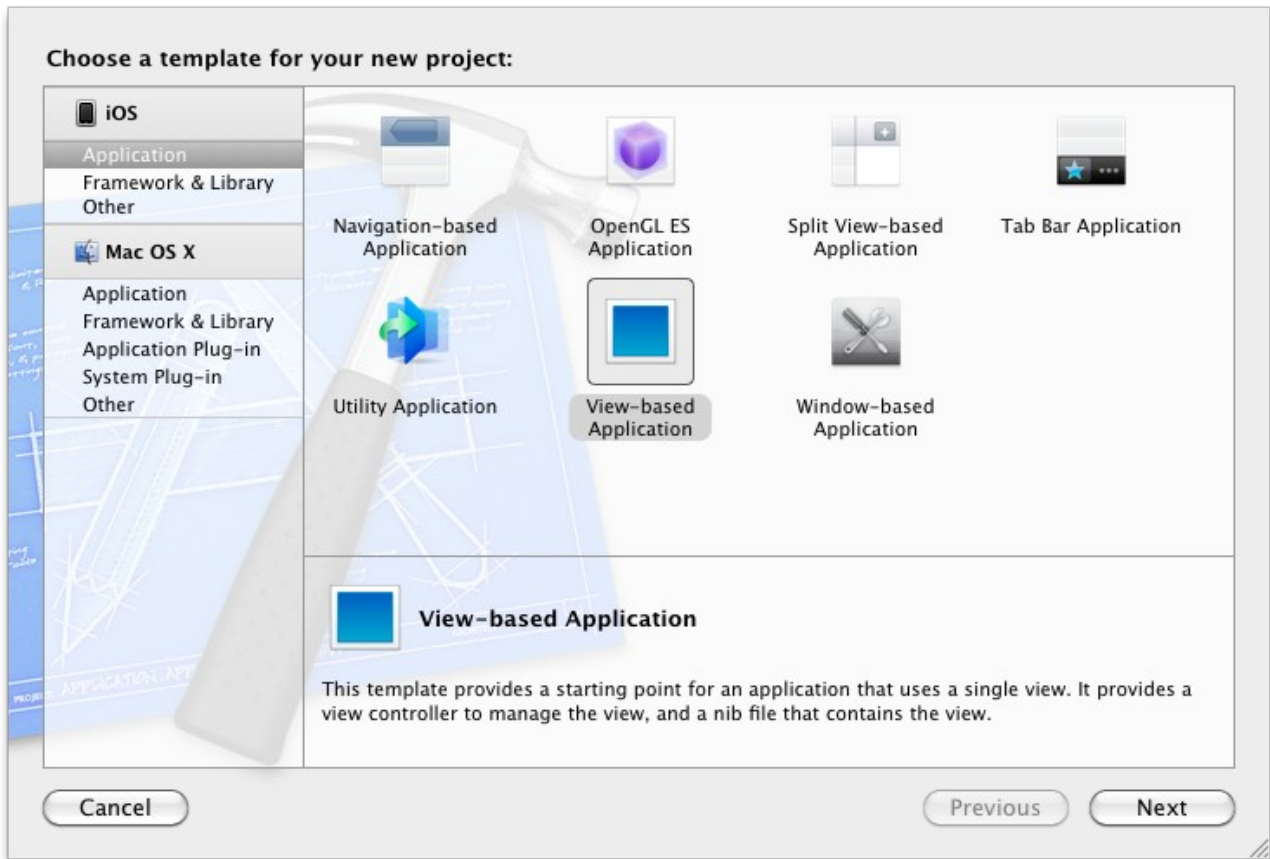
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## 1. Summary

The UIAlertView's are very useful and also very simple to use.  
In the following you will find a complete tutorial on how to use them.

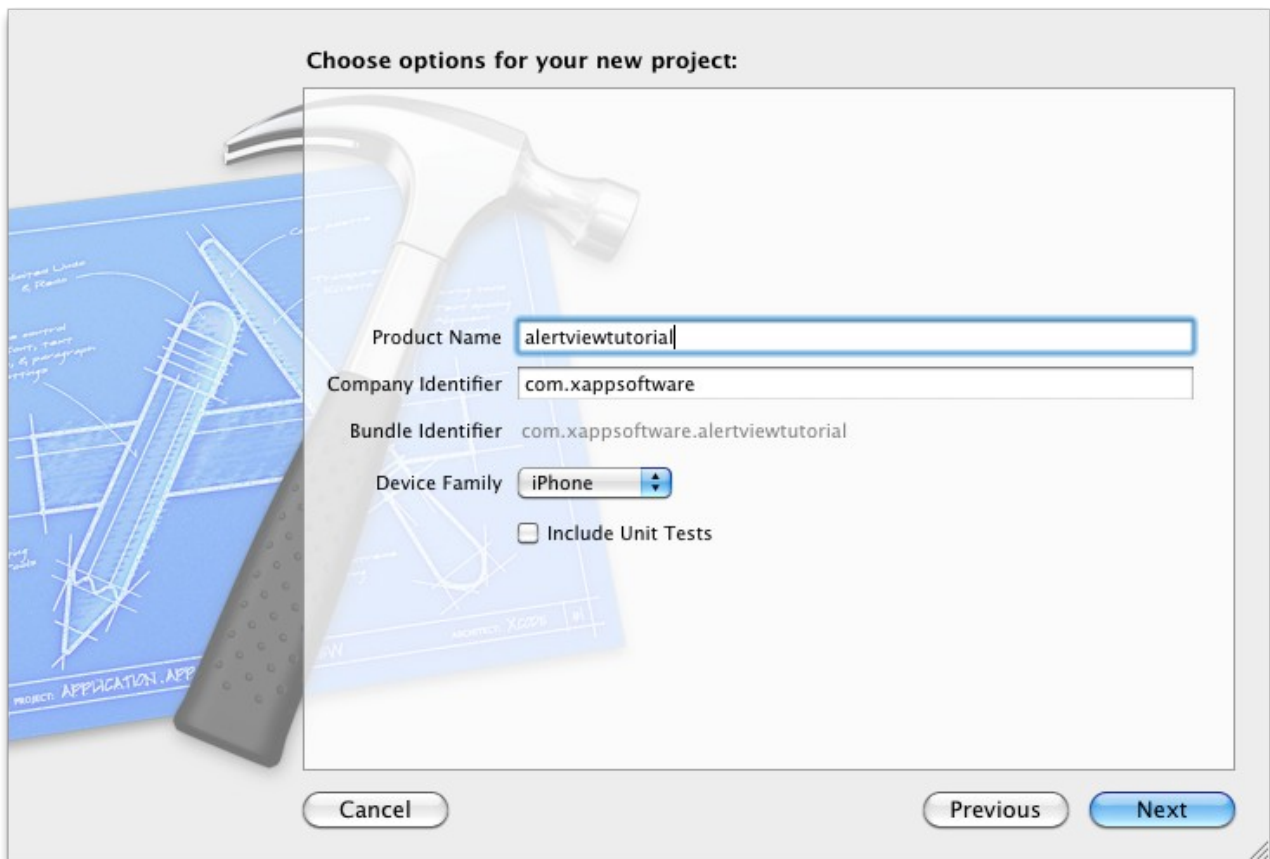
# 1. Tutorial

1. First of all, we need to create a new project; let's call it alertviewtutorial.
2. Hit Command-Shift-N to create a new project on the Xcode4



*Picture 1: Creating a new project*

3. Select the “View-based Application” item then click the “Next” button



*Picture 2: Setting the Product name*

4. Set the Product Name field then click on the “Next” button.
5. On the next window click “create” to store your project.
6. On the Project Navigator bar select the alertviewtutorialViewController.h file and edit it to obtain the following code:

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

@interface alertviewtutorialViewController : UIViewController
<UIAlertViewDelegate> {
    IBOutlet UIButton    *showAlertButton;
}

@property (assign, nonatomic) IBOutlet UIButton *showAlertButton;
- (IBAction) showAlertView:(id) sender;

@end
```

- First we add the UIAlertViewDelegate, this provides the capability to trap the events on the buttons in the UIAlertView.
- Then we add a button and an action which will show the UIAlertView; when we will push the button the alert will be shown.

7. On the Project Navigator bar select the alertviewtutorialViewController.c file and, after

```
@implementation alertviewtutorialViewController
```

8. Add the following code:

```
@synthesize showAlertButton;

- (IBAction)showAlertView:(id)sender
{
    UIAlertView *theAlert =[[UIAlertView alloc] initWithTitle:@"The Alert
View" message:@"Some infos" delegate:self cancelButtonTitle:@"Cancel"
otherButtonTitles:nil, nil];
    [theAlert addButtonWithTitle:@"First option"];
    [theAlert addButtonWithTitle:@"Second option"];
    [theAlert show];
    [theAlert release];
}

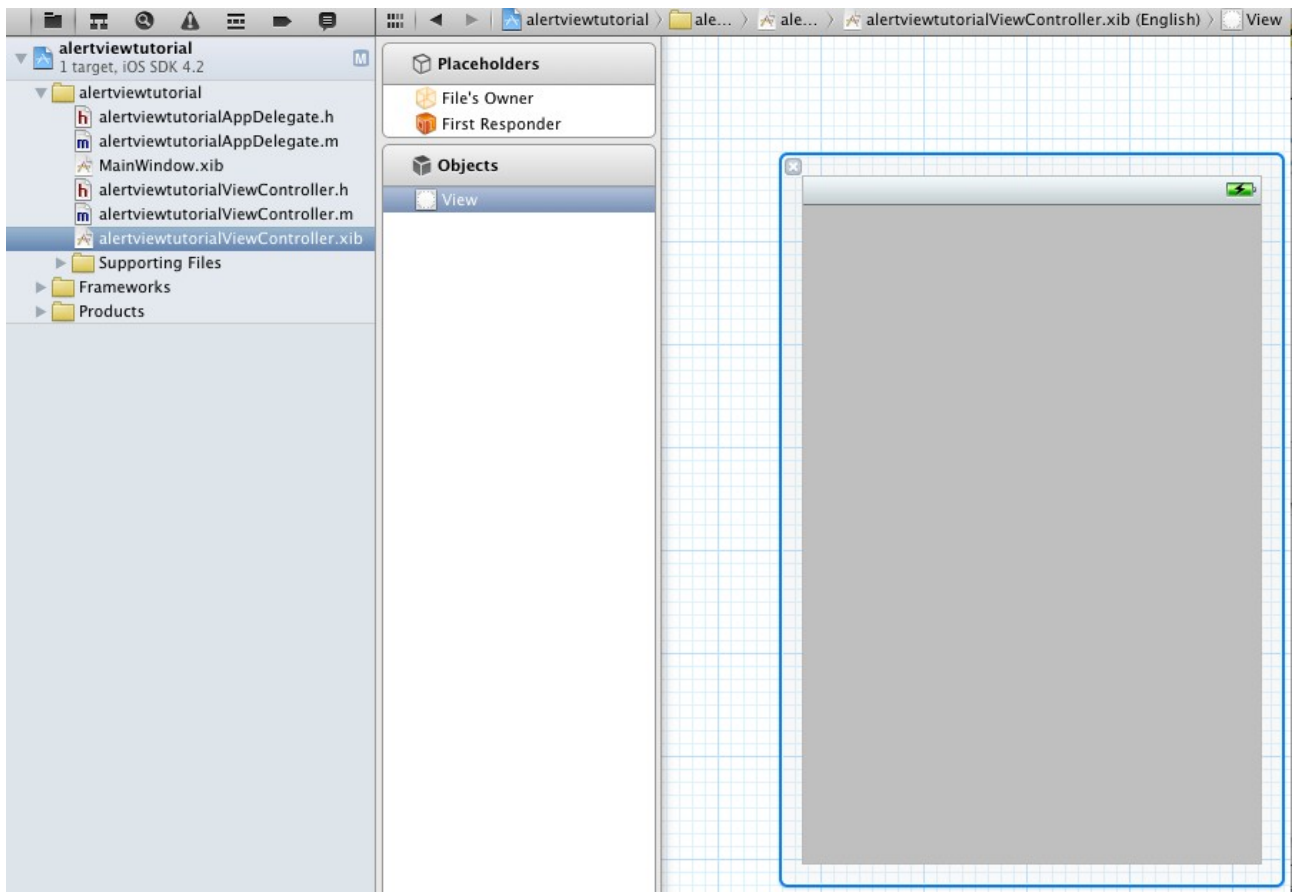
- (void)alertView:(UIAlertView *)alertView clickedButtonAtIndex:
(NSInteger)buttonIndex
{
    switch (buttonIndex) {
        case 0:
            printf("Cancel button pressed\n");
            break;

        case 1:
            printf("First button pressed\n");
            break;

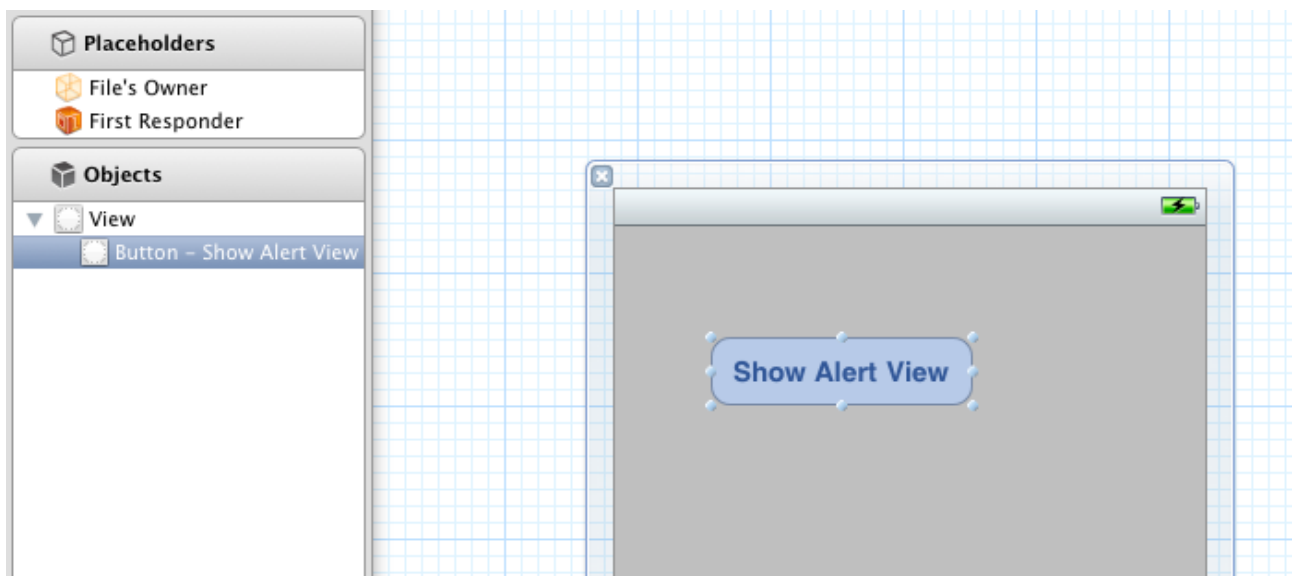
        case 2:
            printf("Second button pressed\n");
            break;

        default:
            break;
    }
}
```

9. On the Project Navigator bar select “alertviewtutorialViewController.xib”



10. Add a “Round Rect Button” the the .xib file let's give it “Show Alert View” label.



11. Now connect the button with the showAlertView action

12. hit command-R to run the program

It should work fine.

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