

Create a project with the following objects in the view:

- an image
- a button

Connect the following Outlets:

- myImage to the image

Connect the following methods to the Received Actions:

- buttonPressed – Button's Touch Up Inside action

Find two images and drag them into your Xcode project. Make sure to check the Copy into project.

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

@interface ImageViewController : UIViewController {
    UIImageView *myImage;
}
@property (nonatomic, retain) IBOutlet UIImageView *myImage;
- (IBAction)buttonPressed:(id)sender;
@end
```

```
//
//  ImageViewController.m
//  Image
//
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//
#import "ImageViewController.h"

@implementation ImageViewController
@synthesize myImage;

- (IBAction)buttonPressed:(id)sender{
    static int cycle = 0;
    cycle = 1 - cycle;

    if (cycle == 0) {
        myImage.image = [UIImage imageNamed:@"O.PNG"];
        // change the filename O.PNG to match your image file
    } else {
        myImage.image = [UIImage imageNamed:@"X.PNG"];
        // change the filename X.PNG to match your image file
    }
}
```