Interactive Color Buttons

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Create a new project with 2 text buttons
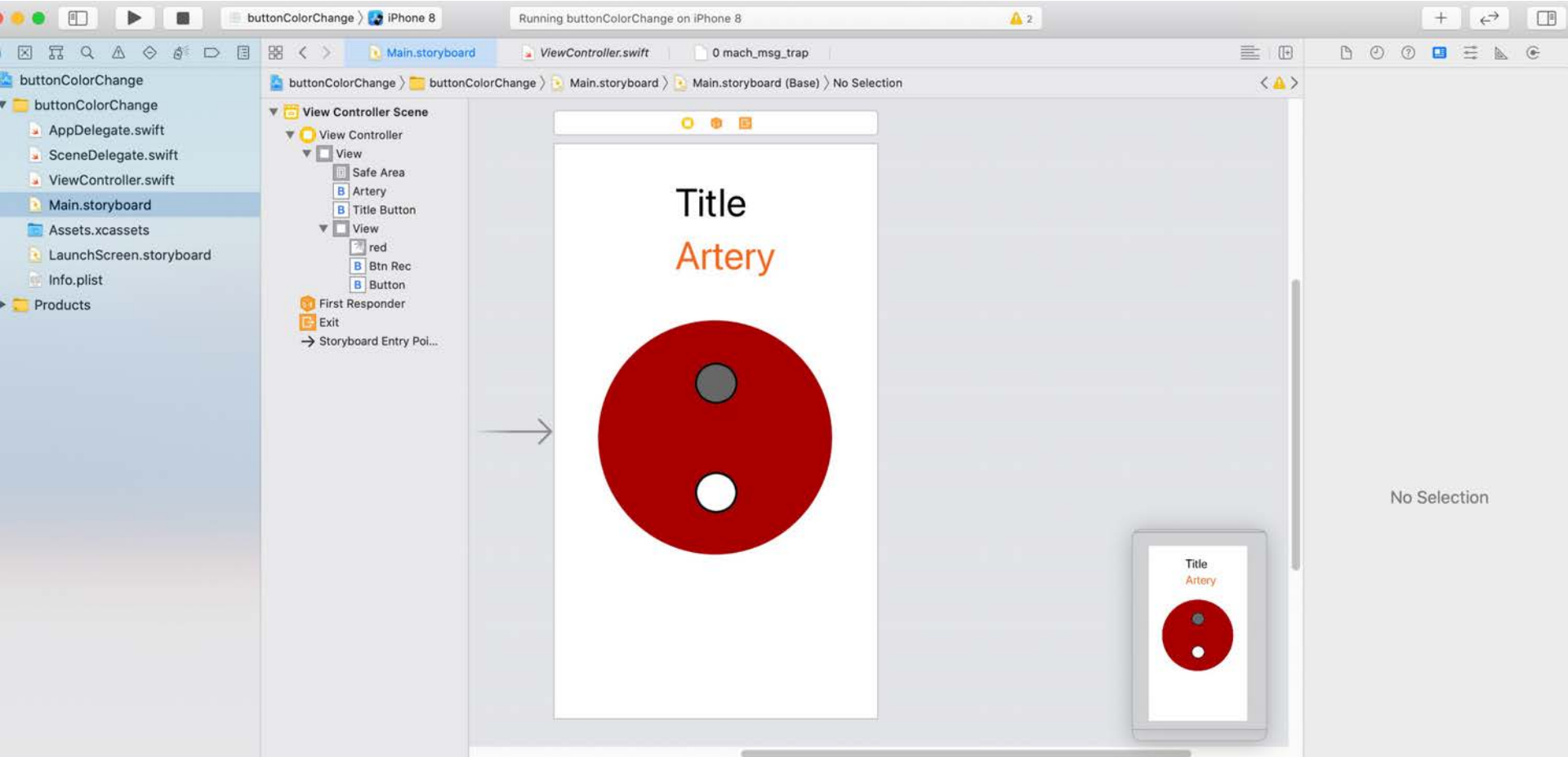- artery
- titleButton

View
    Large Heart image
    2 small color circle images (gray.png and white.png)

Add necessary constraints to center images horizontally in their respective containers

Test to make sure all images show up in iPhone 8 simulator

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Use option key to click on the ViewControler.swift file to open it in a separate window

ControlClick on the Artery button and create an outlet weak called artery (type UIButton)

@IBOutlet weak var artery: UIButton!

Change   override func viewDidLoad() to add color to artery button:

```
override func viewDidLoad() {
   super.viewDidLoad()

   // artery.backgroundColor = UIColor.orange
   artery.backgroundColor = UIColor(red: 0.0/255.0, green: 100.0/255.0, blue: 100.0/255.0, alpha: 1.0)

}
```

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ControlClick on the Artery button and create an action sender UI Buttons title: arteryChange:

@IBAction func arteryChange(_ sender: UIButton) {

}

Mobile App Development — DES 421　
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Add color change to the action

```swift
@IBAction func arteryChange(_ sender: UIButton) {
var r:CGFloat = 0
    var g:CGFloat = 0
    var b:CGFloat = 0
    var a:CGFloat = 0


    // This will be some red-ish color
    let color = UIColor(red: 200.0/255.0, green: 16.0/255.0, blue: 46.0/255.0, alpha: 1.0)


    if color.getRed(&r, green: &g, blue: &b, alpha: &a){
       artery.backgroundColor = UIColor(red: r, green: g, blue: b, alpha: a)

     }
  }
```

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Run and test color change

Control+Click on the Title button to create another outlet:

 @IBOutlet weak var titleButton: UIButton!

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Modify arteryChange function to change text and bg color for title button when use clicks on the artery button:

```
@IBAction func arteryChange(_ sender: UIButton) {
    var r:CGFloat = 0
    var g:CGFloat = 0
    var b:CGFloat = 0
    var a:CGFloat = 0
    // This will be some red-ish color
    let color = UIColor(red: 200.0/255.0, green: 16.0/255.0, blue: 46.0/255.0, alpha: 1.0)

    if color.getRed(&r, green: &g, blue: &b, alpha: &a){
        artery.backgroundColor = UIColor(red: r, green: g, blue: b, alpha: a)

        titleButton.backgroundColor = UIColor(red: r, green: g, blue: b, alpha: a)
        titleButton.tintColor = UIColor.purple
        titleButton.setTitleColor(UIColor.purple, for: .normal)
    }
}
```

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Run and text color and test color change in the title button

Add variable to control bg image change:

var bRec:Bool = true

Control+click on the small circle image buttons and add another outlet **btnRec:**

 @IBOutlet weak var btnRec: UIButton!

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Control+click on the small circle image button again and add another action **btnRec** :

@IBAction func btnRec(_ sender: Any) {

}

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Add image change script for this action:

```
@IBAction func btnRec(_ sender: Any) {
    bRec = !bRec
        if bRec {
            btnRec.setImage(UIImage(named: "buttongray.png"), for: .normal)
        } else {
            btnRec.setImage(UIImage(named: "buttonwhite.png"), for: .normal)
        }

    titleButton.backgroundColor = UIColor(red: 0/255.0, green: 200.0/255.0, blue: 100.0/255.0, alpha: 1.0)

}
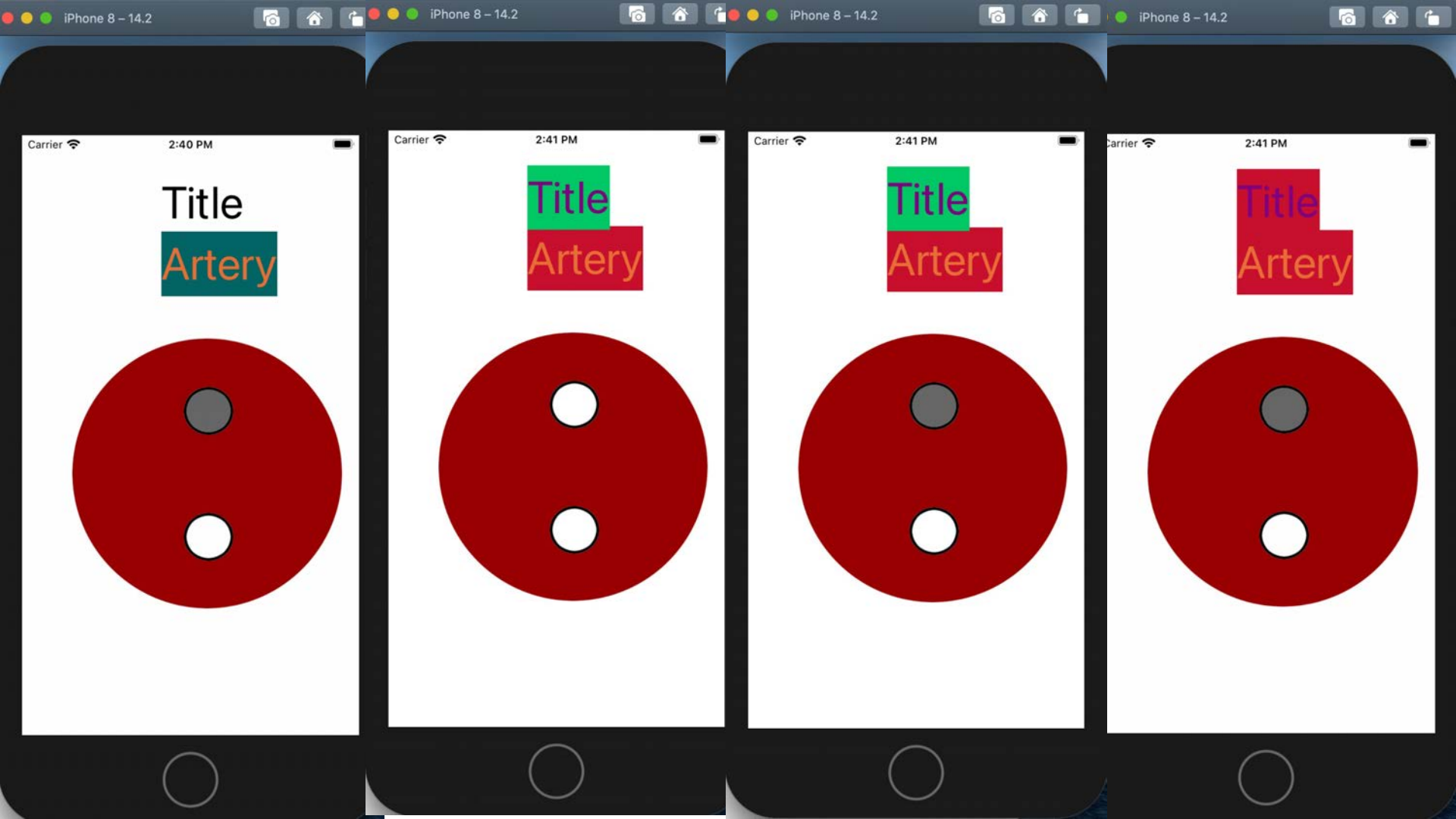```

# Interactive Color Buttons

Run and test to see

The background image change when use clicks on the small circle button

Also the title button change test color

When user clicks artery button, the artery and title buttons change bg color

# Interactive Color Buttons

Use this example to modify your Stent Diagram:

You will have to create two bg images for each of the Stent locations (ex. Gray.png and white.png) depending on your storyboard design

Create outlet for each interactive button

Create function for each button we need to press

Coy and Paste the script from this example into your Storyboard and modify according to your UX functionality.