Create a project with the following objects in the view:
- a switch
- a label
- a button

Connect the following Outlets:
- mySwitch to the switch
- myLabel to the label

Connect the following methods to the Received Actions:
- buttonPressed – Button’s Touch Up Inside action
- switchChanged – Switch’s Value Changed action

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

@interface SwitchViewController : UIViewController {
    IBOutlet UISwitch *mySwitch;
    IBOutlet UILabel *myLabel;
}
@property (nonatomic, retain) UISwitch *mySwitch;
@property (nonatomic, retain) UILabel *myLabel;
- (IBAction)switchChanged:(id)sender;
- (IBAction)buttonPressed:(id)sender;
@end

// SwitchViewController.m
// Switch
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//
#import "SwitchViewController.h"

@implementation SwitchViewController
@synthesize mySwitch;
@synthesize myLabel;

- (IBAction)switchChanged:(id)sender{
    BOOL setting = mySwitch.isOn; // get the current switch setting
    printf("Switch setting is %i\n",setting);
    if(setting == 0)
        myLabel.text = @"Switch is off";
    else
```
myLabel.text = @"Switch is on";

- (IBAction)buttonPressed:(id)sender{
    BOOL setting = mySwitch.isOn;  // get the current switch setting
    setting = 1 - setting;
    [mySwitch setOn:setting animated:YES]; // change the switch setting in code

    if(setting == 0)
        myLabel.text = @"Switch is off";
    else
        myLabel.text = @"Switch is on";
}