

```
//  
//  outputNameVi ewControl l er. h  
//  outputName  
//  
//  Created by BongoLLP on 04/08/2010.  
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//  
  
#i mport <UI Ki t/UI Ki t. h>  
  
@i nterface outputNameVi ewControl l er : UI Vi ewControl l er {  
    IBOutl et UI TextFi el d *txtName;  
    IBOutl et UI Label *l bl Message;  
}  
  
@property (nonatomi c, retain) IBOutl et UI TextFi el d *txtName;  
@property (nonatomi c, retain) IBOutl et UI Label *l bl Message;  
  
- (IBActi on) btnCl i cked;  
- (IBActi on) removeKeyboard;  
  
@end
```



RECOGNISING ACHIEVEMENT

```
//
//  outputNameViewController.m
//  outputName
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//

#import "outputNameViewController.h"

@implementation outputNameViewController

@synthesize txtName;
@synthesize lblMessage;

- (IBAction) btnClicked {
    [txtName resignFirstResponder];
    NSString *msg = [[NSString alloc] initWithFormat:@"%Hello,
%@", txtName.text];
    [lblMessage setText:msg];
    [msg release];
}

- (IBAction) removeKeyboard {
    [txtName resignFirstResponder];
}

- (BOOL)textFieldShouldReturn: (UITextField *)textField
{
    [textField resignFirstResponder];
    return YES;
}

/*
// The designated initializer. Override to perform setup that is
required before the view is loaded.
- (id)initWithNibName: (NSString *)nibNameOrNil bundle: (NSBundle *)
nibBundleOrNil {
    if (self = [super initWithNibName:nibNameOrNil
bundle:nibBundleOrNil]) {
        // Custom initialization
    }
    return self;
}
*/

/*
// Implement loadView to create a view hierarchy programmatically,
without using a nib.
- (void)loadView {
}
*/

/*
// Implement viewDidLoad to do additional setup after loading the view,
```

typically from a nib.

```
- (void)viewDidLoad {
    [super viewDidLoad];
}
*/

/*
// Override to allow orientations other than the default portrait
orientation.
-
(BOOL)shouldAutorotateToInterfaceOrientation: (UIInterfaceOrientation)in
terfaceOrientation {
    // Return YES for supported orientations
    return (interfaceOrientation == UIInterfaceOrientationPortrait);
}
*/

- (void)didReceiveMemoryWarning {
    // Releases the view if it doesn't have a superview.
    [super didReceiveMemoryWarning];

    // Release any cached data, images, etc that aren't in use.
}

- (void)viewDidLoad {
    // Release any retained subviews of the main view.
    // e.g. self.myOutlet = nil;
}

- (void)dealloc {
    [super dealloc];
}

@end
```

