

# *Adding Buttons to Your App*

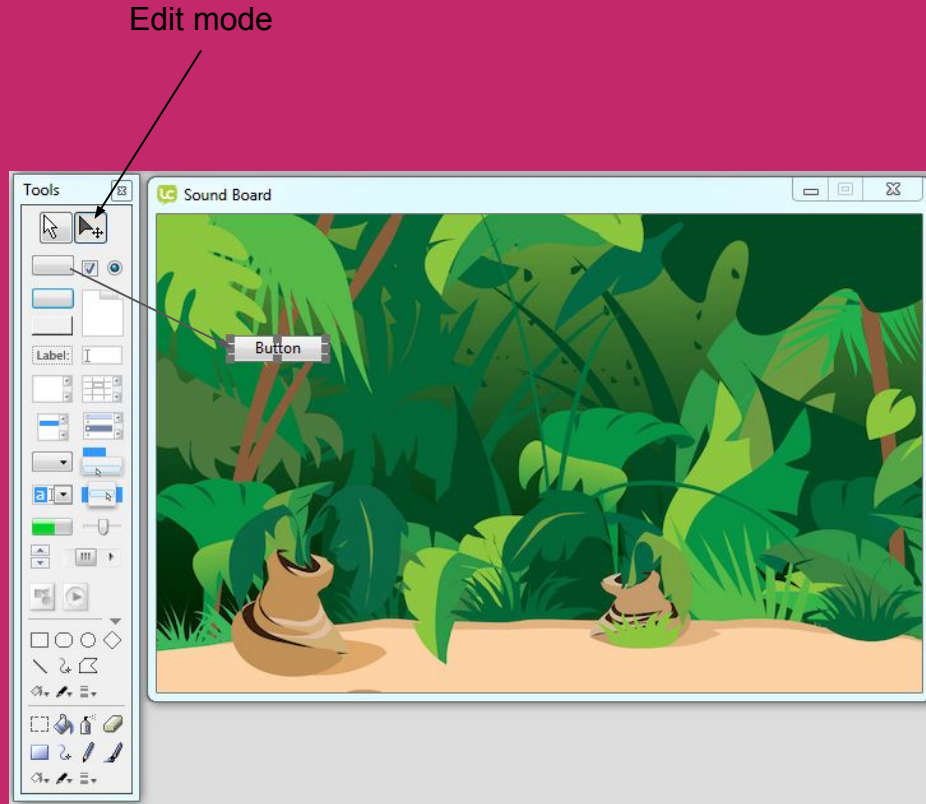
Now that you have the app set up, you can start adding some controls that will make your app actually do something!

In this step, we will complete the UI (User Interface) for the app.



# *Adding Buttons*

Making sure that you are in **Edit mode** in the tools palette, drag out a button from the tools palette and drop it anywhere on the app.

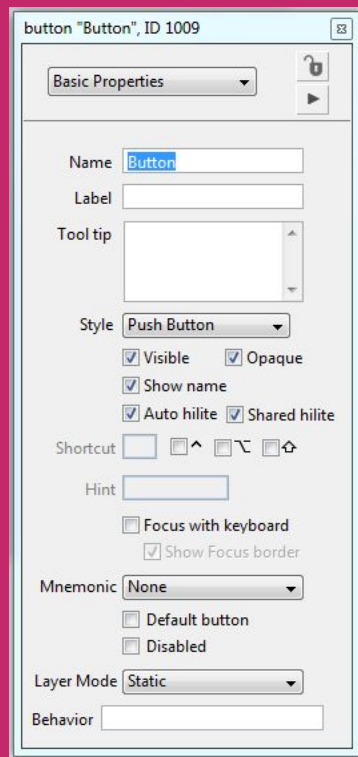


# Setting the Button Properties

Next, we want to set some properties of the button.  
The button should be:

- the right size
- transparent
- 2 dimensional
- not have a label on it
- display an image

Make sure the button is selected. Then open its **Property Inspector** by selecting *Object Inspector* from the *Object* menu.

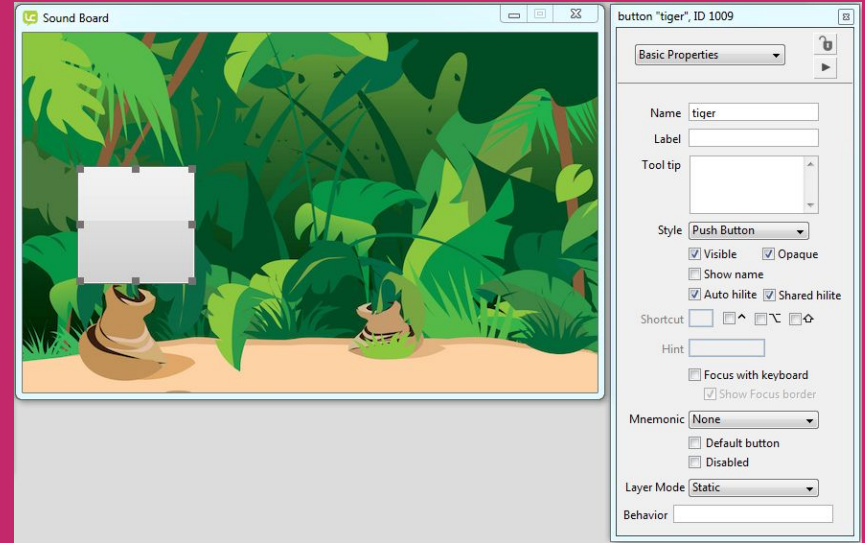


# Setting the Basic Properties

Make sure you are in the **Basic Properties** pane of the Property Inspector by choosing **Basic Properties** from the menu at the top of the Property Inspector.

We want the button to have a sensible, unique, descriptive name so set the **Name** to tiger.

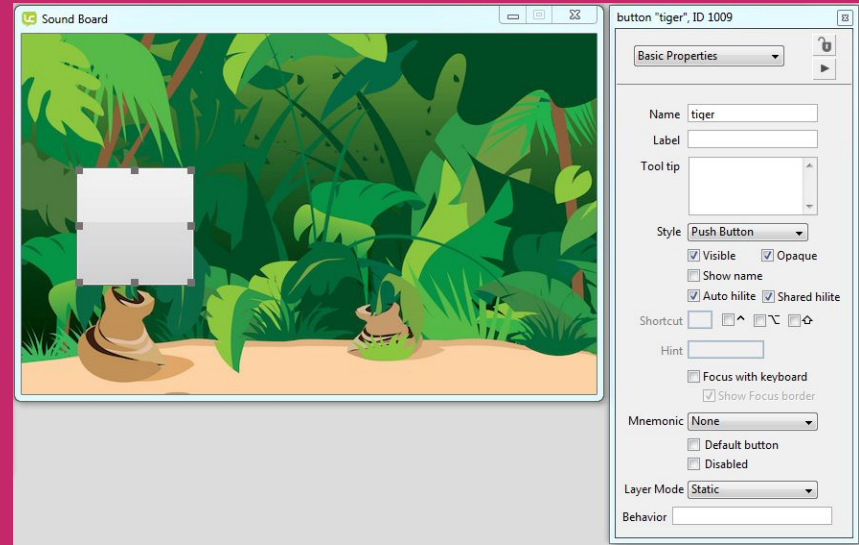
We don't want the name of the button to be displayed so turn off **Show name**.



# Setting the Size of the button

We know we want the button to be 125 x 125 as that is the size of the tiger image.

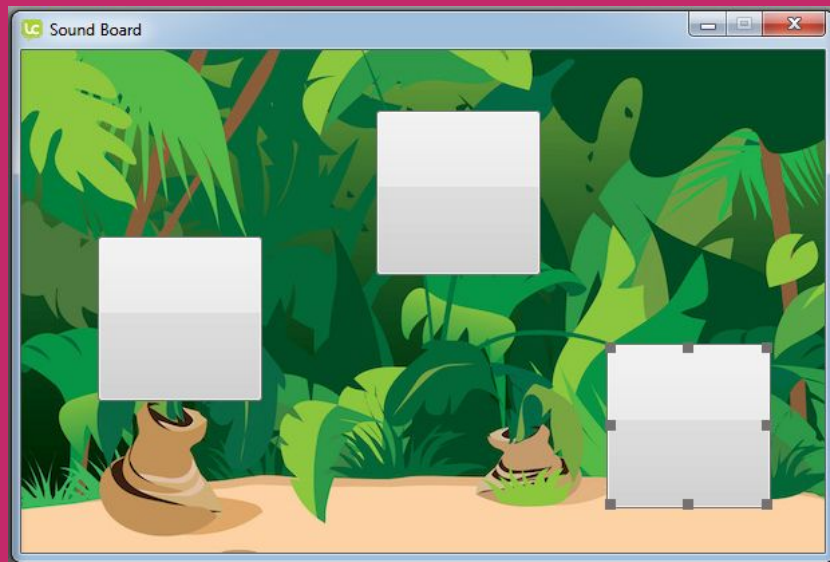
Switch to the **Size & Position** pane of the Property Inspector and set the **Width** to 125 and the **Height** to 125.



# Adding More Buttons

We now need to add two more buttons. Do this by selecting the button that was just added. Then copy it and paste it twice. We can copy and paste from the *Edit* menu or use the usual keyboard shortcuts.

Once we have pasted the two new buttons, we can drag them anywhere on the app. The two new buttons will have been pasted directly on top of the original button, move the 3 buttons around until you are happy with the layout.

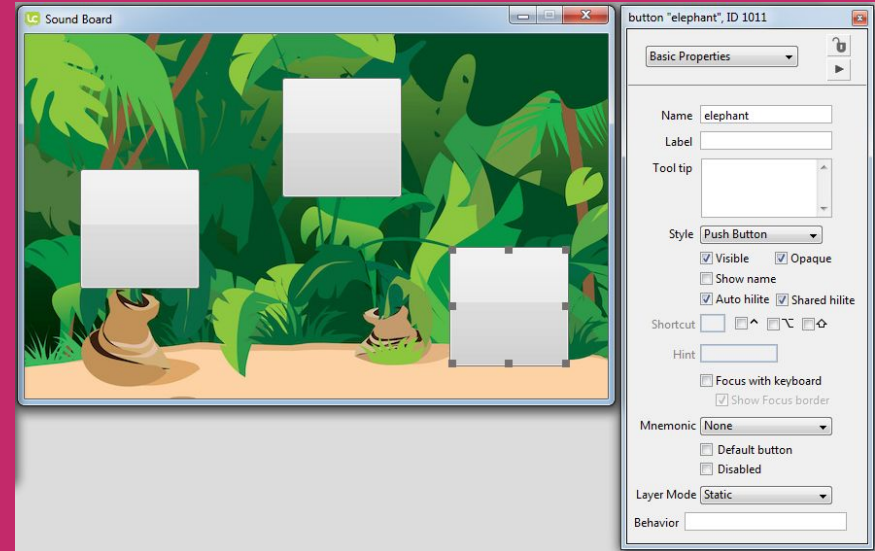


# Naming the Buttons

At the moment, all three buttons are named **tiger**. We want one button to be named **tiger**, one to be named **monkey** and one to be named **elephant**.

To change the names of the buttons:

1. Select the second button.
2. Open the *Object Inspector* from the *Object* menu.
3. In the **Basic Properties** pane, set the **Name** to **monkey**.
4. Select the third button.
5. The Property Inspector will update to show the properties of the selected button
6. Set the **Name** to **elephant**.

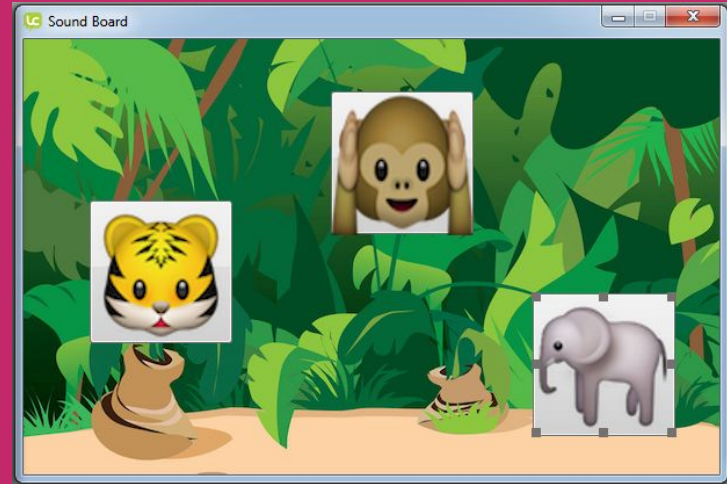


# Setting the Icon

We want to change the icon of each button so that it shows the animal that it is named after:

1. Select the **tiger** button.
2. Open the *Object Inspector* from the *Object* menu
3. Go to the **Icons & Borders** pane.
4. Select the wand next to the **Icon** field This shows us a picker that allows us to choose an image to show on the button.
5. Select **This Stack** from the drop down menu, so we can choose one of the images we imported onto our stack.
6. Select the tiger image.

Now do the same for the **monkey** and **elephant** buttons.





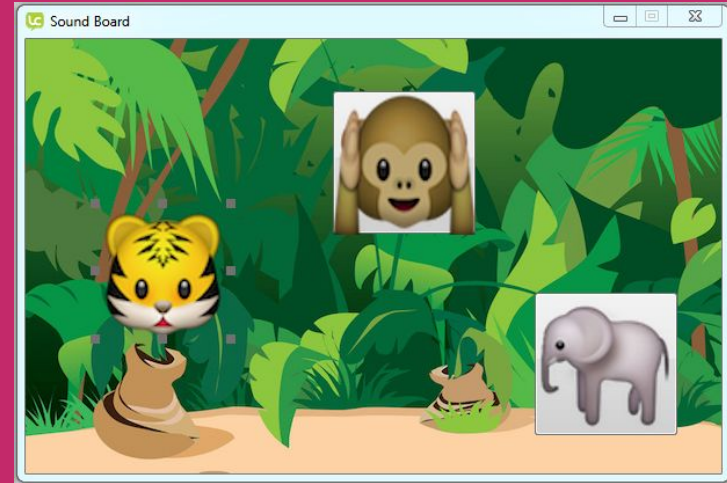
# Setting the Background

You will see that our buttons have a grey background on them. We really want them to have a transparent background.

To make the **tiger** button transparent:

1. Select the **tiger** button.
2. Open the *Object Inspector* from the *Object* menu.
3. Go to the **Basic Properties** pane.
4. Set the **Style** to *Transparent button*.
5. Go to the **Icons & Border** pane.
6. Set the **Border width** to 0.

Repeat this for the **monkey** and **elephant** buttons.



# *Your App so Far*

Congratulations, you have now finished setting up the User Interface (UI) of your soundboard app! Only two more steps to go until you have a finished app!

At the moment, your app won't actually do anything... Switch into **Run** mode in the tools palette and try clicking on the buttons. You can see that the buttons are being clicked, but there is no sound.

In the next step, you will start adding some code so that your app actually does something when it's clicked!





**Well Done**



# Section Complete



*Save Your Work*



*Pawns Swap*