

This tutorial will show you how to display a web page on an iphone. It's very easy to use in any application.

Step 1: Create a Single-View application using the template. Name the project "WebPage." Select "Automatic Reference Counting" but do NOT select to use the storyboard feature.

Step 2: Open ViewController.xib and drag a WebView from the library to the window. Don't fill up the whole window with the WebView object. Leave some room at the top for a button. Add three buttons to the top of the window. Label the buttons "ITU," "PDF" and "Back."

Step 3: Click on the "tuxedo" looking icon and Control + drag the "Touch Up Inside" connection to the ViewController.h file. Select UIButton for the type and give it a label like "ituButton." Do the same for the "PDF" button and call it "pdfButton." The finished source code should look like the following:

```
- (IBAction)ituButton:(UIButton *)sender;
```

Repeat for the "Back" button and this code looks like:

```
- (IBAction)backButton:(UIButton *)sender;
```

Repeat for the "PDF" button and this code looks like:

```
- (IBAction)pdfButton:(UIButton *)sender;
```

Step 4: Control + drag the WebView to the ViewController.h file and give it a name like "webDisplay." The added code should look like the following:

```
@property (strong, nonatomic) IBOutlet UIWebView *webDisplay;
```

The final ViewController.h file looks like this:

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

```
@interface ViewController : UIViewController
```

```
- (IBAction)ituButton:(UIButton *)sender;
```

```
@property (strong, nonatomic) IBOutlet UIWebView *webDisplay;
```

```
- (IBAction)backButton:(UIButton *)sender;
```

```
- (IBAction)pdfButton:(UIButton *)sender;
```

```
@end
```

Step 5: In viewDidLoad method (ViewController.m) we create a URL object, URL request object and load the request in the UIWebView.

```
- (void)viewDidLoad {
    NSString *urlAddress = @"http://www.google.com";
    NSURL *url = [NSURL URLWithString:urlAddress];
    NSURLRequest *requestObj = [NSURLRequest requestWithURL:url];
    [webDisplay loadRequest:requestObj];
    [super viewDidLoad];
}
```

Step 6: Add the following code to the IBAction method for the "ITU" button in ViewController.m:

```
NSString *urlAddress = @"http://www.itu.edu";
NSURL *url = [NSURL URLWithString:urlAddress];
NSURLRequest *requestObj = [NSURLRequest requestWithURL:url];
[webDisplay loadRequest:requestObj];
```

Add the following code to the IBAction method for the "PDF" button in ViewController.m:

```
NSString *urlAddress = @"http://www.bhecker.com/12principles.pdf";
NSURL *url = [NSURL URLWithString:urlAddress];
NSURLRequest *requestObj = [NSURLRequest requestWithURL:url];
[webDisplay loadRequest:requestObj];
```

```
// this enables pinching and zooming to work.
webDisplay.scalesPageToFit = YES;
```

Step 7: Add the following code to the "Back" button method in ViewController.m:

```
- (IBAction)backButton:(UIButton *)sender {
    [webDisplay goBack];
}
```

Step 8: Download an image (back.png) and drag it into the project folder in Xcode. Add the image to the button properties and set the button type to "custom." Adjust the button size to look good.

Step 9: Compile your application and run it!