Unit 4 - Coding For Your App

Copy and Paste the code below exactly where the tutorials tell you.
DO NOT COPY TEXT IN RED.

Building the App - Part 5 - Adding a Link

XCODE 7

```
@IBAction func Button1(_ sender: AnyObject)

{
        if let url = URL(string: "http://www.doctorwho.tv/events/doctor-who-experience/") {
            UIApplication.shared.openURL(url)}


func viewDidLoad() {
    super.viewDidLoad()
// Do any additional setup after loading the view, typically from a nib.

}

    func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.

}
}
}
```

XCODE 8

@IBAction func Button1(_ sender: AnyObject)

```
{
        if let url = URL(string: "https://cardiffcityhospitality.com/news/") {
            UIApplication.shared.open(url, options: [:]) {
                boolean in
                // do something with the boolean
            }
        }

    func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
    }

    func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


    /*
    // MARK: - Navigation

    // In a storyboard-based application, you will often want to do a little preparation before
navigation
    override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
        // Get the new view controller using segue.destinationViewController.
        // Pass the selected object to the new view controller.
    }
    */

}
}
```

Building the App - Part 6 - Inserting Video

XCODE 7 & 8

@IBOutlet weak var videoView: UIWebView!

```
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.

        let youtubeURL = "https://www.youtube.com/embed/EHcZQDKMbkw"

        videoView.allowsInlineMediaPlayback = true

        videoView.loadHTMLString("<iframe width=\"\(videoView.frame.width)\" height=\"\
(videoView.frame.height)\" src=\"\(youtubeURL)?&playsinline=1\" frameborder=\"0\"
allowfullscreen></iframe>", baseURL: nil)

    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.

    }
}
```

Building the App - Part 7 - Inserting Map

XCODE 7 & 8

```
import UIKit
import MapKit
import CoreLocation

class FoodViewController: UIViewController {

@IBOutlet weak var Map: MKMapView!

  override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.

        let location = CLLocationCoordinate2DMake(51.480148, -3.178594)

        let span = MKCoordinateSpanMake(0.2, 0.2)

        let region = MKCoordinateRegion(center: location, span: span)

        Map.setRegion(region, animated: true)

        let annotation = MKPointAnnotation()
        annotation.coordinate = location
        annotation.title = "Cardiff Market"
        annotation.subtitle = "Start Your Shop Here"

        Map.addAnnotation(annotation)

        self.Map.showsUserLocation = true;


}

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
}
}
```

Building the App - Part 8 - Building a Quiz

XCODE 7 & 8

```
@IBOutlet weak var Answer1: UIButton!
@IBOutlet weak var Answer2: UIButton!
@IBOutlet weak var Answer3: UIButton!
@IBOutlet weak var Answer4: UIButton!
@IBOutlet weak var Outcome: UILabel!
@IBOutlet weak var Next: UIButton!

var CorrectAnswer = String()

override func viewDidLoad() {
    super.viewDidLoad()
    // Do any additional setup after loading the view, typically from a nib.

    Hide()
    Random()
}

override func didReceiveMemoryWarning() {
    super.didReceiveMemoryWarning()
    // Dispose of any resources that can be recreated.
}

func Random() {
    var RandomNumber = arc4random() % 4
    RandomNumber += 1

    switch(RandomNumber){
    case 1:
        Question.text = "What colour is the Dragon on the Welsh flag?"
        Answer1.setTitle("Blue", for: UIControlState())
        Answer2.setTitle("Red", for: UIControlState())
        Answer3.setTitle("Green", for: UIControlState())
        Answer4.setTitle("Yellow", for: UIControlState())
        CorrectAnswer = "2"
        break
    case 2:
        Question.text = "What does this mean in Welsh - Araf?"
        Answer1.setTitle("Fast", for: UIControlState())
        Answer2.setTitle("Slow", for: UIControlState())
        Answer3.setTitle("Up", for: UIControlState())
        Answer4.setTitle("Down", for: UIControlState())
        CorrectAnswer = "2"
        break
    case 3:
        Question.text = "What is the capital of Wales?"
        Answer1.setTitle("Cardiff", for: UIControlState())
        Answer2.setTitle("Kent", for: UIControlState())
        Answer3.setTitle("Chester", for: UIControlState())
        Answer4.setTitle("Wrexham", for: UIControlState())
        CorrectAnswer = "1"
```

```
        break
    case 4:
        Question.text = "What are Wales famous for?"
        Answer1.setTitle("Rugby", for: UIControlState())
        Answer2.setTitle("Meat", for: UIControlState())
        Answer3.setTitle("Beans", for: UIControlState())
        Answer4.setTitle("TARDIS", for: UIControlState())
        CorrectAnswer = "1"
        break
    default:
        break
    }

}

func Hide(){
    Outcome.isHidden = true
}

func Unhide(){
    Outcome.isHidden = false

}

@IBAction func Answer1Action(_ sender: Any) {
    Unhide()
    if (CorrectAnswer == "1"){
        Outcome.text = "Correct!"
    }
    else {
        Outcome.text = "Try Again..."

}

}

@IBAction func Answer2Action(_ sender: Any) {
    Unhide()
    if (CorrectAnswer == "2"){
        Outcome.text = "Correct!"
    }
    else {
        Outcome.text = "Try Again..."
    }
}

@IBAction func Answer3Action(_ sender: Any) {
    Unhide()
    if (CorrectAnswer == "3"){
        Outcome.text = "Correct!"
    }
    else {
        Outcome.text = "Try Again..."
    }
}
```

```
    @IBAction func Answer4Action(_ sender: Any) {
        Unhide()
        if (CorrectAnswer == "4"){
            Outcome.text = "Correct!"
        }
        else {
            Outcome.text = "Try Again..."
        }
    }

    @IBAction func Next(_ sender: Any) {
        Random()
        Hide()
    }

}
```