Assignment-3

MODEL CLASSES:

Addimageviewcontroller:

//

// addImageViewController.swift

// Assignment3\_Riddhi

//

// Created by Riddhi Kaila on 14/11/21.

//

**import** UIKit

**protocol** AddingImageProtocol {

**func** controllerDidFinishWithNewImage(Il: ImageInfo)

**func** controllerDidCancel()

}

**class** addImageViewController: UIViewController {

**@IBOutlet** **weak** **var** imageName: UITextField!

**@IBOutlet** **weak** **var** imageURL: UITextField!

**var** delegate: AddingImageProtocol?

**@IBAction** **func** cancelPressed(**\_** sender: **Any**) {

delegate?.controllerDidCancel()

dismiss(animated: **true**, completion: **nil**)

}

**@IBAction** **func** savePressed(**\_** sender: **Any**) {

**if** **let** name = imageName.text {

**if** **let** url = imageURL.text {

**if** !name.isEmpty && !url.isEmpty {

**let** new = ImageInfo(n: name, url: url)

delegate?.controllerDidFinishWithNewImage(Il: new)

dismiss(animated: **true**, completion: **nil**)

}

}

}

}

**override** **func** viewDidLoad() {

**super**.viewDidLoad()

// Do any additional setup after loading the view.

}

/\*

// 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.destination.

// Pass the selected object to the new view controller.

}

\*/

}

**Imageinfo:**

//

// ImageInfo.swift

// Assignment3\_Riddhi

//

// Created by Riddhi Kaila on 14/11/21.

//

**import** Foundation

**import** UIKit

**class** ImageInfo {

**var** name : String = ""

**var** imageurl : String = ""

**init**(n: String, url: String) {

name = n

imageurl = url

}

}

**Imagemanager:**

//

// ImageManager.swift

// Assignment3\_Riddhi

//

// Created by Riddhi Kaila on 14/11/21.

//

**import** Foundation

**class** ImageManager {

**private** **var** imagelist = [ImageInfo]()

**func** addNewImage(ni: ImageInfo) {

imagelist.append(ni)

}

**func** getAllImages() -> [ImageInfo]{

**return** imagelist

}

}

**ViewController Class:**

//

// ViewController.swift

// Assignment3\_Riddhi

//

// Created by Riddhi Kaila on 14/11/21.

//

**import** UIKit

**class** ViewController: UIViewController,

UIPickerViewDelegate,

UIPickerViewDataSource,

AddingImageProtocol {

**func** numberOfComponents(in pickerView: UIPickerView) -> Int {

**return** 1

}

**func** pickerView(**\_** pickerView: UIPickerView, numberOfRowsInComponent component: Int) -> Int {

**return** manager.getAllImages().count

}

**func** pickerView(**\_** pickerView: UIPickerView, titleForRow row: Int, forComponent component: Int) -> String? {

**return** manager.getAllImages()[row].name

}

**func** pickerView(**\_** pickerView: UIPickerView, didSelectRow row: Int, inComponent component: Int) {

**let** imageurl = URL(string: manager.getAllImages()[row].imageurl)

load(url: imageurl!)

}

**@IBOutlet** **weak** **var** imageSlider: UIImageView!

**@IBOutlet** **weak** **var** imagePicker: UIPickerView!

**var** manager: ImageManager = ImageManager()

**override** **func** viewDidLoad() {

**super**.viewDidLoad()

// Do any additional setup after loading the view.

}

**override** **func** prepare(for segue: UIStoryboardSegue, sender: **Any**?) {

**let** aVC = segue.destination **as**! addImageViewController

aVC.delegate = **self**

}

**func** controllerDidFinishWithNewImage(Il: ImageInfo) {

manager.addNewImage(ni: Il)

imagePicker.reloadAllComponents()

**let** imageurl = URL(string: manager.getAllImages()[0].imageurl)

load(url: imageurl!)

}

**func** controllerDidCancel() {

}

**func** load(url: URL) {

DispatchQueue.global().async {

**if** **let** data = **try**? Data(contentsOf: url) {

**if** **let** image = UIImage(data: data) {

DispatchQueue.main.async {

**self**.imageSlider.image = image

}

}

}

}

}

}

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