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Link for GIT : <https://github.com/2021-fall-ITE-5330-RNB/Ios-Assignment2>

HistoryModel:

//

// HistoryModel.swift

// CashRegister\_Jigar

//

// Created by user202348 on 10/25/21.

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import Foundation

class HistoryModel

{

var itemName : String

var itemQuantity : Int

var totalPrice: Double

var pcDate: String

init(name : String, quantity: Int, total: Double, date: String)

{

itemName = name

itemQuantity = quantity

totalPrice = total

pcDate = date

}

}

ItemModel:

//

// ItemModel.swift

// CashRegister\_Jigar

//

// Created by user202348 on 10/25/21.

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//

import Foundation

class ItemModel{

var itemName : String

var itemQuantity : Int

var itemPrice: Float

init(name : String, quantity: Int, price: Float)

{

itemName = name

itemQuantity = quantity

itemPrice = price

}

}

ManagerModel:

//

// ManagerModel.swift

// CashRegister\_Jigar

//

// Created by user202348 on 10/25/21.

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import Foundation

class ManagerModel{

var item = [ItemModel]()

var history = [HistoryModel]()

func addItem(newItem :ItemModel)

{

item.append(newItem)

}

func getItems()->[ItemModel]

{

return item

}

func addHistory(newhistory :HistoryModel)

{

history.append(newhistory)

}

func getHistory()->[HistoryModel]

{

return histor

}

}

ItemHistoryViewController:

//

// ItemHistoryViewController.swift

// CashRegister\_Jigar

//

// Created by user202348 on 10/25/21.

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import UIKit

class ItemHistoryViewController: UIViewController {

@IBOutlet weak var ItemName: UILabel!

@IBOutlet weak var ItemQty: UILabel!

@IBOutlet weak var TotalPrice: UILabel!

@IBOutlet weak var Date: UILabel!

var history : HistoryModel?

override func viewDidLoad() {

super.viewDidLoad()

ItemName.text = history?.itemName

ItemQty.text = String(history!.itemQuantity)

TotalPrice.text = "Total Amount: " + String(history!.totalPrice)

Date.text = history?.pcDate

self.title = history?.itemName

}

}

ManagerViewController:

//

// ManagerViewController.swift

// CashRegister\_Jigar

//

// Created by user202348 on 10/25/21.

// Copyright © 2021 user202348. All rights reserved.

//

import UIKit

class ManagerViewController: UIViewController {

var manager: ManagerModel?

override func viewDidLoad() {

super.viewDidLoad()

}

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

{

if(segue.identifier == "tohistory")

{

let HTVC = segue.destination as? HistoryTableViewController

HTVC?.manager = manager

}

if(segue.identifier == "torestock")

{

let RVC = segue.destination as? RestockViewController

RVC?.manager = manager

}

}

}

RestockViewController:

//

// RestockViewController.swift

// CashRegister\_Jigar

//

// Created by user202348 on 10/25/21.

// Copyright © 2021 user202348. All rights reserved.

import UIKit

class RestockViewController: UIViewController, UITableViewDelegate, UITableViewDataSource {

@IBOutlet weak var editText: UITextField!

@IBOutlet weak var itemTable: UITableView!

var manager : ManagerModel?

var index = 0

var flag = 0

override func viewDidLoad() {

super.viewDidLoad()

}

func tableView(\_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {

return manager!.getItems().count

}

func tableView(\_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell {

let cell = tableView.dequeueReusableCell(withIdentifier: "cell", for: indexPath)

cell.textLabel?.text = (manager?.getItems()[indexPath.row].itemName)

cell.detailTextLabel?.text = String((manager?.getItems()[indexPath.row].itemQuantity)!)

return cell

}

func tableView(\_ tableView: UITableView, didSelectRowAt indexPath: IndexPath)

{

flag = 1;

index = indexPath.row

}

@IBAction func RestockClicked(\_ sender: Any) {

if flag == 1 {

if editText.text != "" {

if let \_ = Int(editText.text!)

{

manager?.getItems()[index].itemQuantity = Int(editText.text!)!

itemTable.reloadData()

}

else{

let alert = UIAlertController(title: "Error", message: "Please Enter only numbers in the Quantity", preferredStyle: .alert)

let action = UIAlertAction(title: "Okay", style: .default, handler: nil)

alert.addAction(action)

present(alert, animated: true, completion: nil)

}

}

else{

let alert = UIAlertController(title: "Error", message: "Please Enter Quantity to Restock", preferredStyle: .alert)

let action = UIAlertAction(title: "Okay", style: .default, handler: nil)

alert.addAction(action)

present(alert, animated: true, completion: nil)

}

}

else{

let alert = UIAlertController(title: "Error", message: "Please Select an Item before Restocking", preferredStyle: .alert)

let action = UIAlertAction(title: "Okay", style: .default, handler: nil)

alert.addAction(action)

present(alert, animated: true, completion: nil)

}

}

@IBAction func CancelClicked(\_ sender: UIButton) {

\_ = navigationController?.popViewController(animated: true)

}

}

HistoryTableViewController:

//

// HistoryTableViewController.swift

// CashRegister\_Jigar

//

// Created by user202348 on 10/25/21.

// Copyright © 2021 user202348. All rights reserved.

import UIKit

class HistoryTableViewController: UITableViewController {

var manager : ManagerModel?

var index = 0

override func viewDidLoad() {

super.viewDidLoad()

// Uncomment the following line to preserve selection between presentations

// self.clearsSelectionOnViewWillAppear = false

// Uncomment the following line to display an Edit button in the navigation bar for this view controller.

// self.navigationItem.rightBarButtonItem = self.editButtonItem

}

// MARK: - Table view data source

override func numberOfSections(in tableView: UITableView) -> Int {

// #warning Incomplete implementation, return the number of sections

return 1

}

override func tableView(\_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {

// #warning Incomplete implementation, return the number of rows

return (manager?.getHistory().count)!

}

override func tableView(\_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell {

let cell = tableView.dequeueReusableCell(withIdentifier: "cell", for: indexPath)

cell.textLabel?.text = manager?.getHistory()[indexPath.row].itemName

cell.detailTextLabel?.text = "\( manager?.getHistory()[indexPath.row].itemQuantity ?? 0)"

return cell

}

override func tableView(\_ tableView: UITableView, didSelectRowAt indexPath: IndexPath)

{

index = indexPath.row

}

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

{

let IHVC = segue.destination as? ItemHistoryViewController

IHVC!.history = manager?.getHistory()[index]

}

}

ViewController:

//

// ViewController.swift

// CashRegister\_Jigar

//

// Created by user202348 on 10/25/21.

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import UIKit

class ViewController: UIViewController ,

UITableViewDelegate,

UITableViewDataSource{

@IBOutlet weak var type: UILabel!

@IBOutlet weak var total: UILabel!

@IBOutlet weak var quantity: UILabel!

@IBOutlet weak var tableView: UITableView!

var manager: ManagerModel = ManagerModel()

var itemName:[String] = ["Pants","Shoes","Hats","Tshirts","Dresses"]

var itemQuantity: [Int] = [20,50,10,10,24]

var itemPrice: [Float] = [50.9,90,20.5,21.75,69.53]

var index = 0

var counter = 0

override func viewDidLoad() {

super.viewDidLoad()

for i in 0..<itemName.count

{

manager.addItem(newItem: ItemModel(name: itemName[i], quantity: itemQuantity[i], price: itemPrice[i]))

}

}

override func viewWillAppear(\_ animated: Bool) {

tableView.reloadData()

}

func tableView(\_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {

return manager.getItems().count

}

func numberOfSections(in tableView: UITableView) -> Int{

return 1

}

func tableView(\_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell {

let cell = tableView.dequeueReusableCell(withIdentifier: "cell")! as! myCustomTableViewCell

cell.itemName.text = manager.getItems()[indexPath.row].itemName

cell.itemQty.text = String(manager.getItems()[indexPath.row].itemQuantity)

cell.itemPrice.text = String(manager.getItems()[indexPath.row].itemPrice)

return cell

}

func tableView(\_ tableView: UITableView, didSelectRowAt indexPath: IndexPath)

{

index = indexPath.row

let name = manager.getItems()[indexPath.row].itemName

type.text? = name

quantity.text = ""

total.text = ""

}

@IBAction func btnNumberPressed(\_ sender: UIButton) {

var qty:Float;

var ttlPrice : Float;

let unitPrice = manager.getItems()[index].itemPrice

counter += 1

let number = sender.titleLabel?.text

if(counter == 1)

{

quantity.text = number!

}

else

{

quantity.text?.append(number!)

}

qty = Float(quantity.text!)!

ttlPrice = qty \* unitPrice

total.text = String(ttlPrice)

}

@IBAction func btnBuyPressed(\_ sender: UIButton)

{

let qtyEntered = Int(quantity.text!)!

let QtyLeft = manager.getItems()[index].itemQuantity

if qtyEntered > QtyLeft {

let alert = UIAlertController(title: "Error", message: "Item out of stock", preferredStyle: .alert)

let action = UIAlertAction(title: "Okay", style: .default, handler: nil)

alert.addAction(action)

present(alert, animated: true, completion: nil)

quantity.text = "Quantity"

total.text = "Total"

type.text = "Type"

counter = 0

}

else

{

manager.getItems()[index].itemQuantity = QtyLeft - qtyEntered

let date = Date()

let dateformatter = DateFormatter()

dateformatter.dateFormat = "MM/dd/yyyy, HH:mm:ss"

manager.addHistory(newhistory: HistoryModel(name: type.text!, quantity: qtyEntered,total: Double(total.text!)!,date: dateformatter.string(for: date)!))

quantity.text = "Quantity"

total.text = "Total"

type.text = "Type"

counter = 0

}

tableView.reloadData() }

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

let MVC = segue.destination as? ManagerViewController

MVC!.manager = manager

}

}