

LAB 03

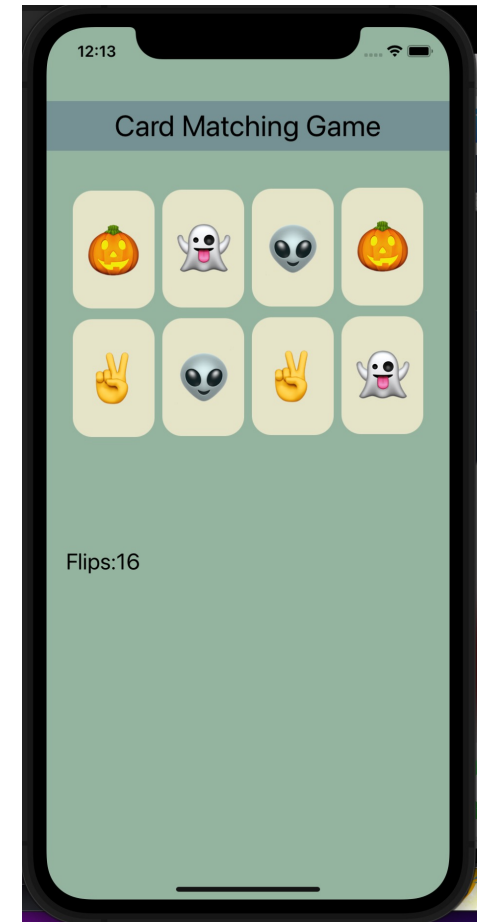
FLIP CARDS - BACK

iOS App development

Flipping cards - back

Attributed String title

- 8 Buttons
 - Enlarge your emojis to fit the size of the card
 - Each card should be able to flip
 - Count how many times cards are flipped
- Your cards should face down when the app starts.
- Reset button
 - Turn all cards face down
 - Shuffle cards (Different Emojis)



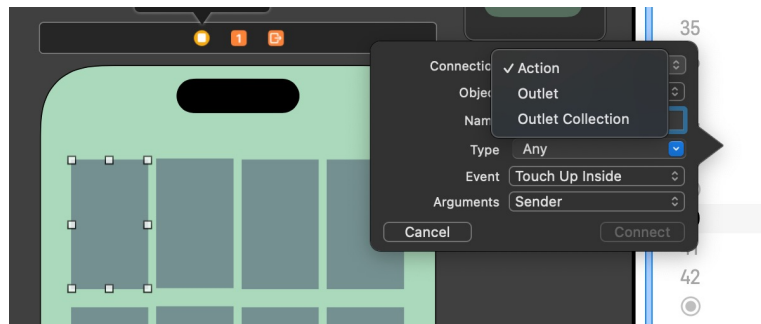
ID

```
let emojiChoices = ["👻", "🎃", "🐥", "🐵"]
```

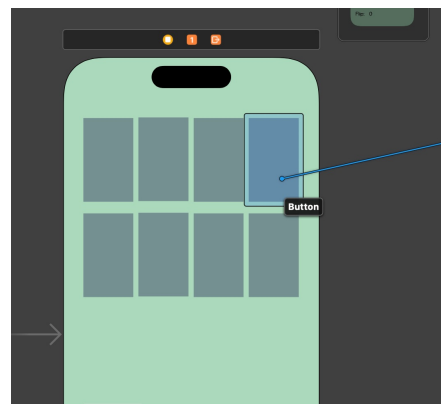
```
@IBOutlet var cards: [UIButton]!
```

```
if let id = cards.firstIndex(of: sender){  
    print(id)  
    title = emojiChoices[id]  
}
```

```
let randomIndex = arc4random_uniform(8))
```



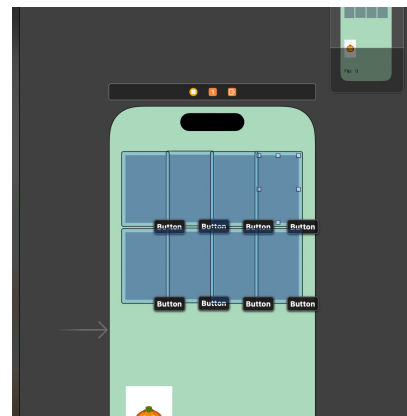
Outlet Collection



```

34 }
35
36 let emojiChoices = ["🍌", "🍌", "🍌",
37                    "🍌", "🍌"]
38
39 @IBOutlet var cards: [UIButton]!
40
41
42
43
44
45
46 @IBAction func touchCardTest(_
47     sender: UIButton) { // button
48     without attributed string
49
50     let labelText =
51         sender.titleLabel!.text!
52
53     if(sender.currentTitle == nil)
54     {
55         sender.setTitle(labelText,
56             for:

```



```

31 didSet{
32     flipLabel.text = "Flips:
33         \("\(flipCount)"
34     }
35 }
36
37 let emojiChoices = ["🍌", "🍌", "🍌",
38                    "🍌", "🍌"]
39
40 @IBOutlet var cards: [UIButton]!
41
42
43
44
45
46 @IBAction func touchCardTest(_
47     sender: UIButton) { // button
48     without attributed string
49
50     let labelText =
51         sender.titleLabel!.text!
52
53     if(sender.currentTitle == nil)
54     {
55         sender.setTitle(labelText,
56             for:
57             UIControl.State.normal)
58     }
59 }

```