Sign.swift

//

// Sign.swift

// Guessor

//

// Created by apple27 on 2019/9/26.

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//

import Foundation

import GameplayKit

let randomChoice = GKRandomDistribution(lowestValue: 0, highestValue: 2)

func randomSign() -> String {

let sign = randomChoice.nextInt()

if sign == 0 {

return "👊"

}

else if sign == 1 {

return "🖐️"

}

else {

return "✌️"

}

}

ViewController

//

// ViewController.swift

// Guessor

//

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//

import UIKit

class ViewController: UIViewController {

@IBOutlet weak var Robot: UILabel!

@IBOutlet weak var Hint: UILabel!

@IBOutlet weak var Play: UIButton!

@IBOutlet weak var PlayAgain: UIButton!

@IBOutlet weak var Scissora: UIButton!

@IBOutlet weak var Mux: UIButton!

@IBOutlet weak var Paoer: UIButton!

override func viewDidLoad() {

super.viewDidLoad()

// Do any additional setup after loading the view, typically from a nib.

PlayAgain.isHidden = true

Mux.frame = CGRect(x: 0, y: 0, width: 75, height: 176)

}

func Init(){

Robot.text = "🤖️"

Scissora.isHidden = false

Mux.isHidden = false

Paoer.isHidden = false

PlayAgain.isHidden = true

view.backgroundColor = .white

Hint.text = "Scissors, rock and paper. "

//Enable all the choice in the game starting view

Mux.isEnabled = true

Scissora.isEnabled = true

Paoer.isEnabled = true

}

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

var gameSign = randomSign()

Scissora.isHidden = true

Paoer.isHidden = true

PlayAgain.isHidden = false

Robot.text = gameSign

//The Rock can't be clicked in the game running view

Mux.isEnabled = false

if gameSign == "🖐️" {

Hint.text = "You lose!"

view.backgroundColor = .red

}

else if gameSign == "✌️"{

Hint.text = "You win!"

view.backgroundColor = .green

}

else{

Hint.text = "In equal!"

view.backgroundColor = .yellow

}

print("Mux")

print(Mux.frame)

}

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

var gameSign = randomSign()

print(Scissora.isHidden)

Mux.isHidden = true

Paoer.isHidden = true

PlayAgain.isHidden = false

Robot.text = gameSign

if gameSign == "👊" {

Hint.text = "You lose!"

view.backgroundColor = .red

}

else if gameSign == "🖐️"{

Hint.text = "You win!"

view.backgroundColor = .green

}

else{

Hint.text = "In equal!"

view.backgroundColor = .yellow

}

//The Scissora can't be clicked in the game running view

Scissora.isEnabled = false

//print("Scissora")

//print(Scissora.frame)

}

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

var gameSign = randomSign()

Mux.isHidden = true

Scissora.isHidden = true

PlayAgain.isHidden = false

Robot.text = gameSign

if gameSign == "✌️" {

Hint.text = "You lose!"

view.backgroundColor = .red

}

else if gameSign == "👊"{

Hint.text = "You win!"

view.backgroundColor = .green

}

else{

Hint.text = "In equal!"

view.backgroundColor = .yellow

}

//The Paper can't be clicked in the game running view

Paoer.isEnabled = false

print(Paoer.frame)

}

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

// Init()

// print("Paoer")

// print(Paoer.frame)

// print("Scissora")

// print(Scissora.frame)

// print("Mux")

// print(Mux.frame)

// print(Mux.isHidden)

}

override func didReceiveMemoryWarning() {

super.didReceiveMemoryWarning()

// Dispose of any resources that can be recreated.

}

}