Exercise: Create the player

Introduction

At this stage of the lesson, you should be familiar with the steps required to create a video player. This exercise asks you to apply your knowledge of this concept.

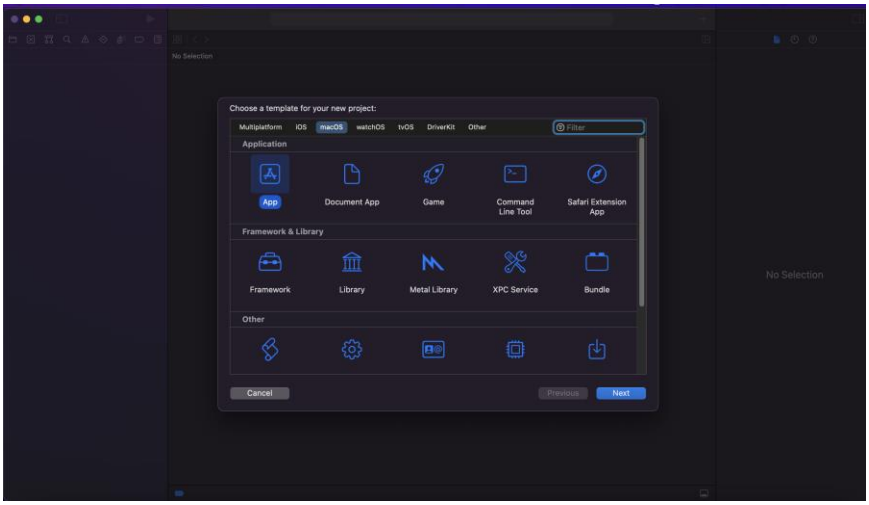
By completing this exercise, you'll demonstrate your ability to:

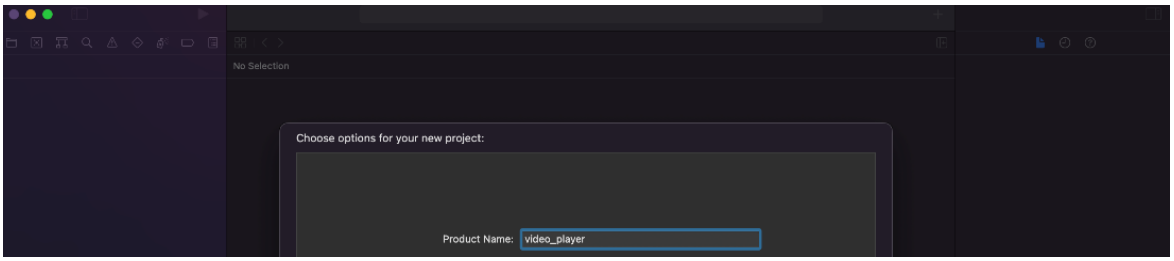
- Create an iOS project and add an mp4 video file to it.
- Add import statements and override functions to ViewController
- Create and call a play function to play the video file

Instructions

Step 1: Create an iOS project

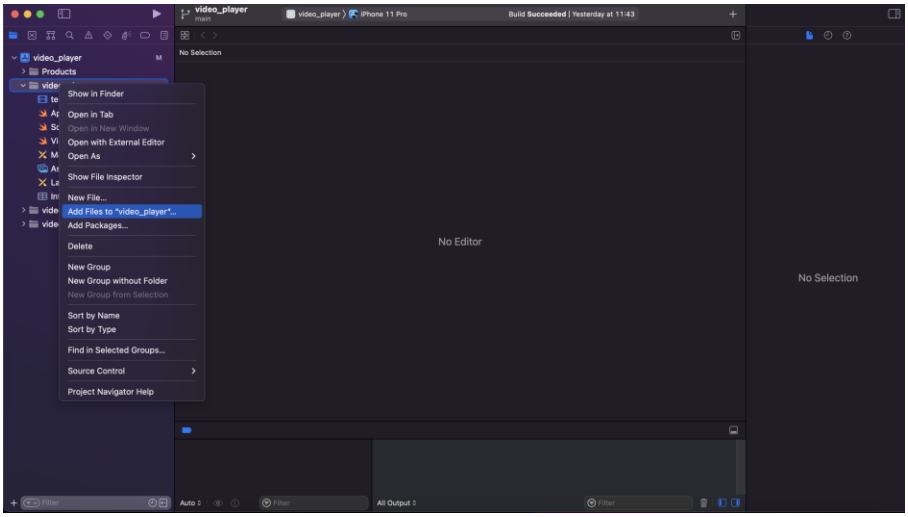
Create a new project using the Xcode App Template and call it video_player

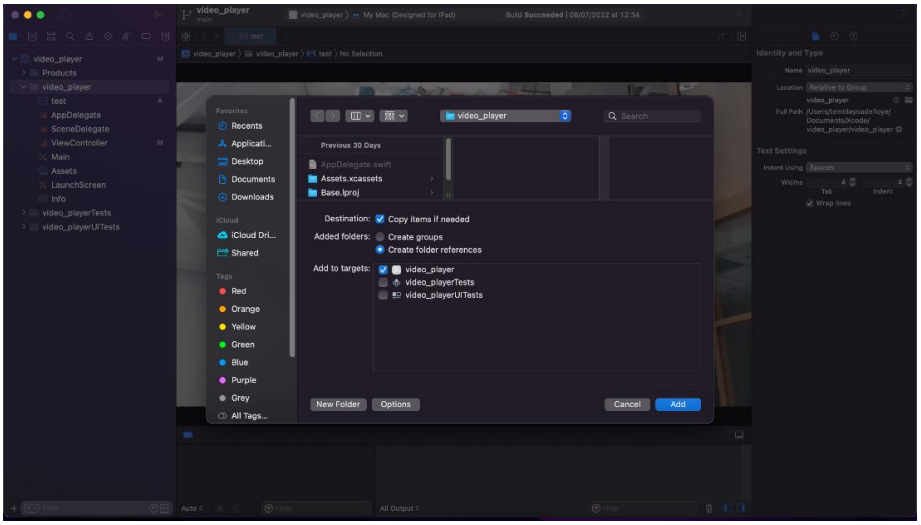


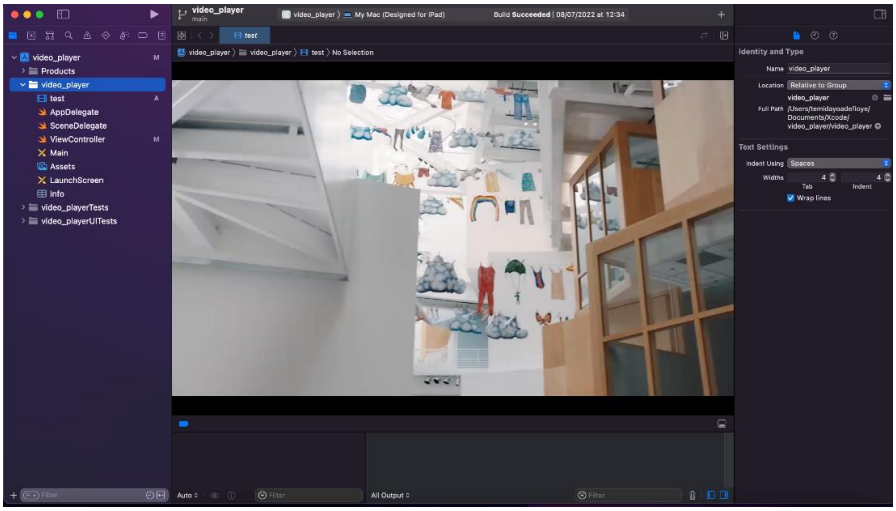


Step 2: Add an mp4

Add an mp4 video file to the video_player module in the project







Step 3: Create an override function

In the **ViewController** file, create an override function as indicated below:

```
override func viewDidAppear(_ animated: Bool) {
    super.viewDidAppear(animated)
}
```

Step 4: Add import statements

Add the following import statements at the top of the file if they don't exist:

```
import UIKit
import AVKit
import AVFoundation
```

Step 5: Create a private function

Create a private function called **playVideo**:

```
private func playVideo(){
}
```

Step 6: Locate the video

In the **playVideo** function, add this code snippet to get the location of the video file you added initially.

```
guard let path=Bundle.main.path(forResource: "test", ofType:"mp4") else {
        debugPrint("test.mp4 not found")
        return
    }
```

Step 7: Play the video

In the **playVideo** function, add this code snippet to play the video file.

```
let player = AVPlayer(url: URL(fileURLWithPath: path))
let playerController = AVPlayerViewController()
playerController.player=player
```

```
    present(playerController, animated: true) {
player.play()
        }
```

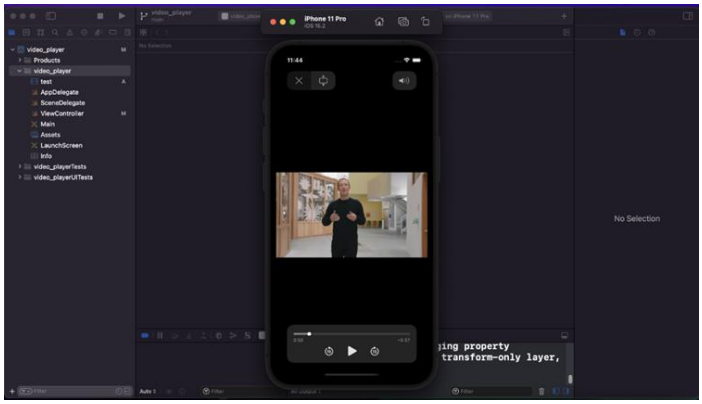
Step 8: Call the function

Call the **playVideo** function in the override function initially created.

```
override func viewDidAppear(_ animated: Bool) {
    super.viewDidAppear(animated)
    playVideo()
  }
```

Step 9: Run the app

Run the app on either a simulator or a physical device. You should see something like the image below:



Tip: Ensure you add the video to the project before running the app. The app should have a controller with features such as play, pause, and volume, as shown in the screenshot above. You should be able to control the playback of the video. If you want to choose a simulator, ensure that you setup your simulator properly. You can learn more about simulators in the Simulators section of this course.

Conclusion

In this exercise, you carried out the steps required to create a video player. You should now be able to create a video player for an iOS mobile application.