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// Created on: Jan-2017
// Created by: Mr. Coxall
// Created for: ICS3U
// This program is the UIKit solution for displaying school name and
    mascot
// this will be commented out when code moved to Xcode
import PlaygroundSupport

import UIKit

class ViewController : UIViewController {
    // this is the main view controller, that will show the UIKit
    elements

    // properties
    var schoolNameLabel : UILabel!
    var mascotLabel : UILabel!
    var motherTeresaButton : UIButton!
    var stJoeButton : UIButton!
    var stMarkButton : UIButton!

    override func viewDidLoad() {
        // UI
        super.viewDidLoad()

        let view = UIView()
        view.backgroundColor = 
        self.view = view

        motherTeresaButton = UIButton()
        motherTeresaButton.setTitle("Mother Teresa HS", for: .normal)
        motherTeresaButton.setTitleColor(.blue, for: .normal)
    }
}

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motherTeresaButton.addTarget(self, action:
    #selector(showTextMotherTeresa), for: .touchUpInside)
view.addSubview(motherTeresaButton)
motherTeresaButton.translatesAutoresizingMaskIntoConstraints =
    false
motherTeresaButton.topAnchor.constraint(equalTo:
    view.topAnchor, constant: 20).isActive = true
motherTeresaButton.leadingAnchor.constraint(equalTo:
    view.leadingAnchor, constant: 20).isActive = true

stJoeButton = UIButton()
stJoeButton.setTitle("St. Joe HS", for: .normal)
stJoeButton.setTitleColor(.blue, for: .normal)
stJoeButton.addTarget(self, action: #selector(showTextStJoe),
    for: .touchUpInside)
view.addSubview(stJoeButton)
stJoeButton.translatesAutoresizingMaskIntoConstraints = false
stJoeButton.topAnchor.constraint(equalTo: view.topAnchor,
    constant: 20).isActive = true
stJoeButton.trailingAnchor.constraint(equalTo:
    view.trailingAnchor, constant: -20).isActive = true

stMarkButton = UIButton()
stMarkButton.setTitle("St. Mark HS", for: .normal)
stMarkButton.setTitleColor(.blue, for: .normal)
stMarkButton.titleLabel?.textAlignment = .center
stMarkButton.addTarget(self, action:
    #selector(showTextStMark), for: .touchUpInside)
view.addSubview(stMarkButton)
stMarkButton.translatesAutoresizingMaskIntoConstraints = false
stMarkButton.topAnchor.constraint(equalTo: view.topAnchor,
    constant: 20).isActive = true
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stMarkButton.centerXAnchor.constraint(equalTo:
    view.centerXAnchor).isActive = true

schoolNameLabel = UILabel()
//helloWorldLabel.text = "Hello, World!"
schoolNameLabel.textAlignment = .center
view.addSubview(schoolNameLabel)
schoolNameLabel.translatesAutoresizingMaskIntoConstraints =
    false
schoolNameLabel.topAnchor.constraint(equalTo:
    motherTeresaButton.bottomAnchor, constant: 20).isActive =
    true
schoolNameLabel.centerXAnchor.constraint(equalTo:
    view.centerXAnchor).isActive = true

mascotLabel = UILabel()
//helloWorldLabel.text = "Hello, World!"
mascotLabel.textAlignment = .center
view.addSubview(mascotLabel)
mascotLabel.translatesAutoresizingMaskIntoConstraints = false
mascotLabel.topAnchor.constraint(equalTo:
    schoolNameLabel.bottomAnchor, constant: 20).isActive = true
mascotLabel.centerXAnchor.constraint(equalTo:
    view.centerXAnchor).isActive = true
}

@objc func showTextMotherTeresa() {
    // show Hello, World!
    schoolNameLabel.text = "Mother Teresa HS"
    mascotLabel.text = "Titans"
}

@objc func showTextStJoe() {

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    // show Hello, World!
    schoolNameLabel.text = "St. Joe HS"
    mascotLabel.text = "Jaguars"
}
```

```
@objc func showTextStMark() {
    // show Hello, World!
    schoolNameLabel.text = "St. Mark HS"
    mascotLabel.text = "Lions"
}
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override var prefersStatusBarHidden: Bool {
    return true
}
}
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// this will be commented out when code moved to Xcode
PlaygroundPage.current.liveView = ViewController()
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