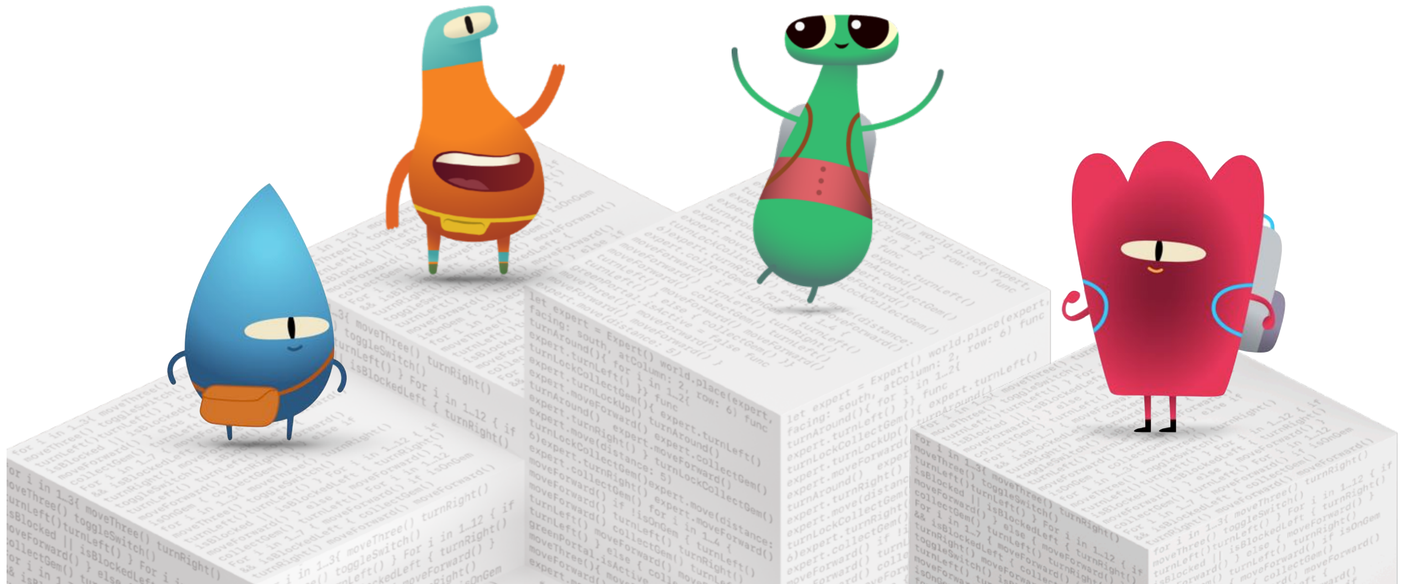
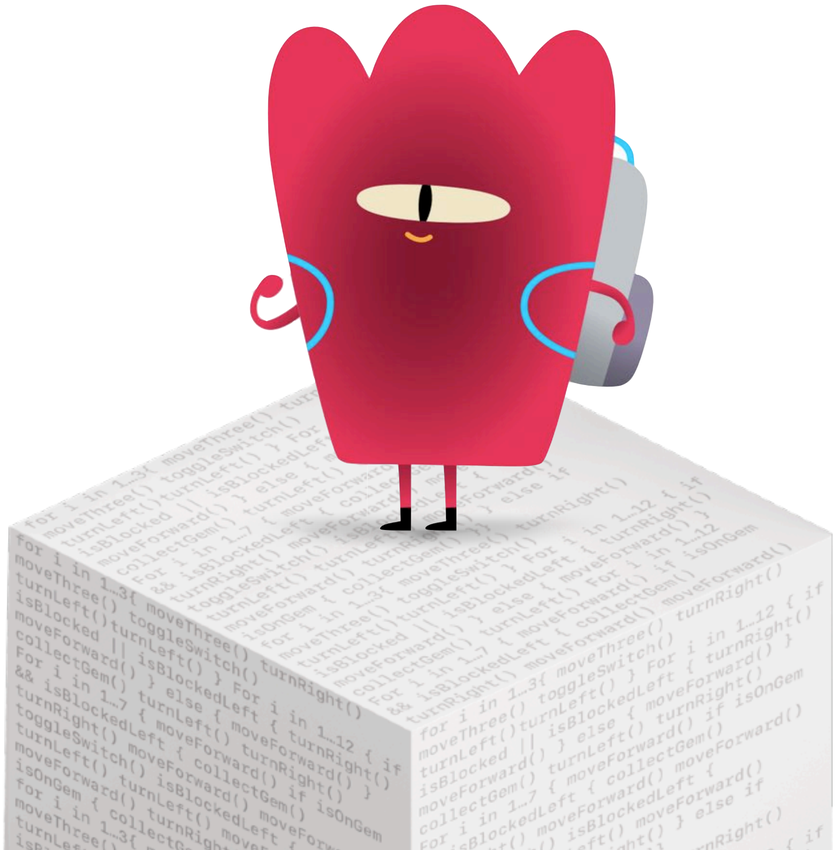
Swift Coding Club

Special Session



Session 4

Let’s do Alerts for our Maths Game!
+ Consulting Session



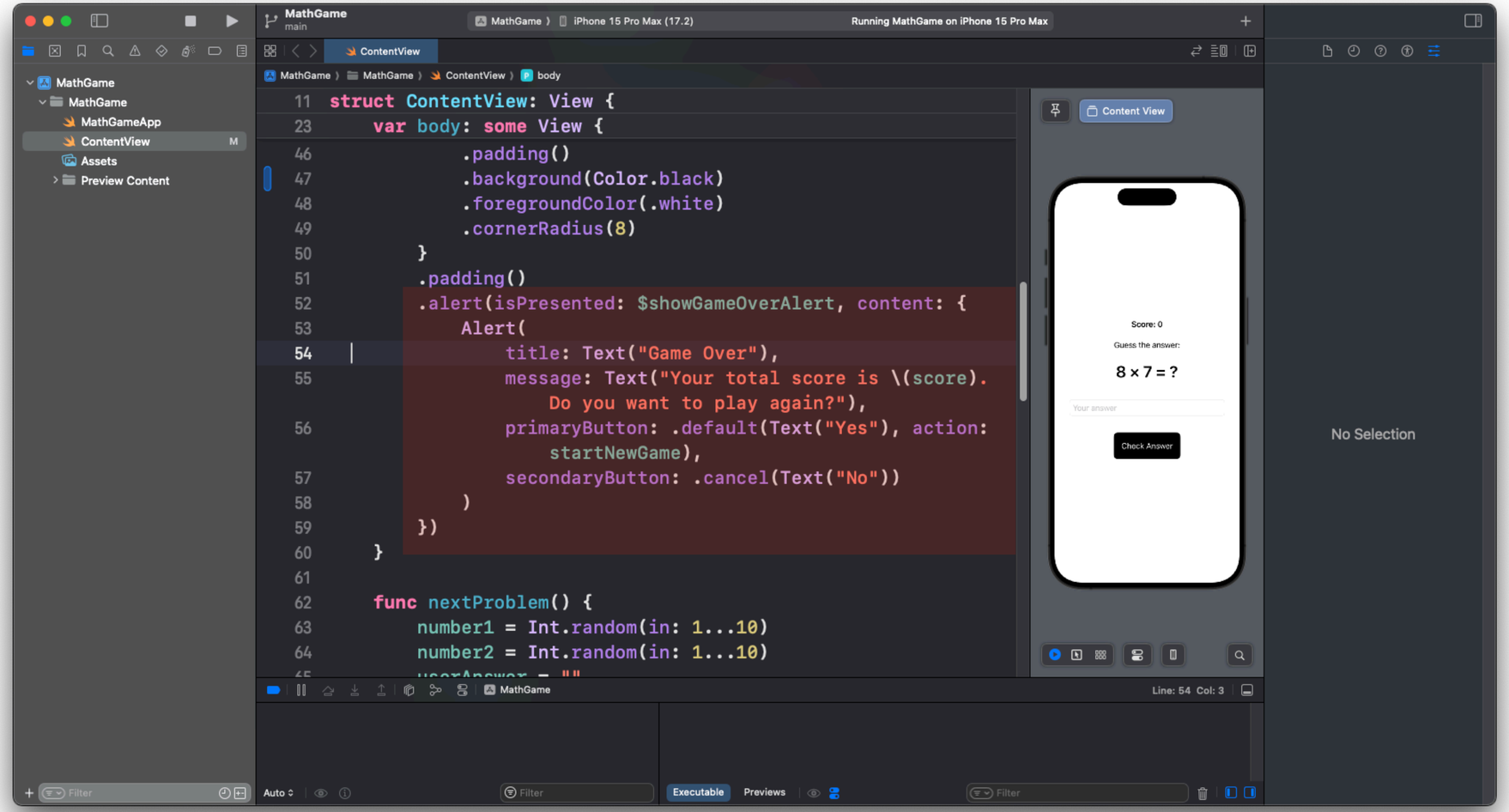
Math x game 🎮✖

Math Game - ***ADVANCE***

Step 5

Alert

The alert shows "Game Over", the player's score, and asks if they want to play again with "Yes" and "No" buttons. "Yes" restarts the game, while "No" just closes the alert.



Math x game 🎮✖

Math Game - ***ADVANCE***

```
 .alert(isPresented: $showGameOverAlert, content: {
            Alert(
                title: Text("Game Over"),
                message: Text("Your total score is \(score). Do you want to play again?"),
                primaryButton: .default(Text("Yes"), action: startNewGame),
                secondaryButton: .cancel(Text("No"))
            )
        })
```

Step 5 - .alert - Explain

- **.alert(isPresented: $showGameOverAlert, content: {...})**: This is a modifier applied to a SwiftUI view. It displays an alert dialog when the condition specified by **showGameOverAlert** becomes true. The **$** before **showGameOverAlert** indicates that this variable is a **@State** variable, meaning it's a source of truth for the view and changing its value will cause the view to update.

Follow the highlight

Math x game 🎮✖

Math Game - ***ADVANCE***

```
.alert(isPresented: $showGameOverAlert, content: {
            Alert(
                title: Text("Game Over"),
                message: Text("Your total score is \(score). Do you want to play again?"),
                primaryButton: .default(Text("Yes"), action: startNewGame),
                secondaryButton: .cancel(Text("No"))
            )
        })
```

Step 5 - Alert - Explain

- **Alert(...)**: Inside the **alert** modifier, an **Alert** structure is being created. This defines the content and behavior of the alert dialog.

Follow the highlight

Math x game 🎮✖

Math Game - ***ADVANCE***

```
.alert(isPresented: $showGameOverAlert, content: {
            Alert(
                title: Text("Game Over"),
                message: Text("Your total score is \(score). Do you want to play again?"),
                primaryButton: .default(Text("Yes"), action: startNewGame),
                secondaryButton: .cancel(Text("No"))
            )
        })
```

Step 5 - title - Explain

- **title: Text("Game Over")**: This sets the title of the alert to "Game Over".

Follow the highlight

Math x game 🎮✖

Math Game - ***ADVANCE***

```
.alert(isPresented: $showGameOverAlert, content: {
            Alert(
                title: Text("Game Over"),
                message: Text("Your total score is \(score). Do you want to play again?"),
                primaryButton: .default(Text("Yes"), action: startNewGame),
                secondaryButton: .cancel(Text("No"))
            )
        })
```

Step 5 - message - Explain

- **message: Text("Your total score is (score). Do you want to play again?")**: This sets the message in the alert. It includes dynamic text showing the **score** variable, presumably representing the user's score in the game.

Follow the highlight

Math x game 🎮✖

Math Game - ***ADVANCE***

```
    .alert(isPresented: $showGameOverAlert, content: {
            Alert(
                title: Text("Game Over"),
                message: Text("Your total score is \(score). Do you want to play again?"),
                primaryButton: .default(Text("Yes"), action: startNewGame),
                secondaryButton: .cancel(Text("No"))
            )
        })
```

Step 5 - primaryButton - Explain

- **primaryButton: .default(Text("Yes"), action: startNewGame)**: This defines the primary button in the alert. It's labeled "Yes", and when tapped, it triggers the **startNewGame** function, which likely resets the game to its initial state.

Follow the highlight

Math x game 🎮✖

Math Game - ***ADVANCE***

```
    .alert(isPresented: $showGameOverAlert, content: {
            Alert(
                title: Text("Game Over"),
                message: Text("Your total score is \(score). Do you want to play again?"),
                primaryButton: .default(Text("Yes"), action: startNewGame),
                secondaryButton: .cancel(Text("No"))
            )
        })
```

Step 5 - secondaryButton - Explain

- **secondaryButton: .cancel(Text("No"))**: This defines a secondary, or cancel button, with the label "No". Tapping this button will simply dismiss the alert without performing any additional action.

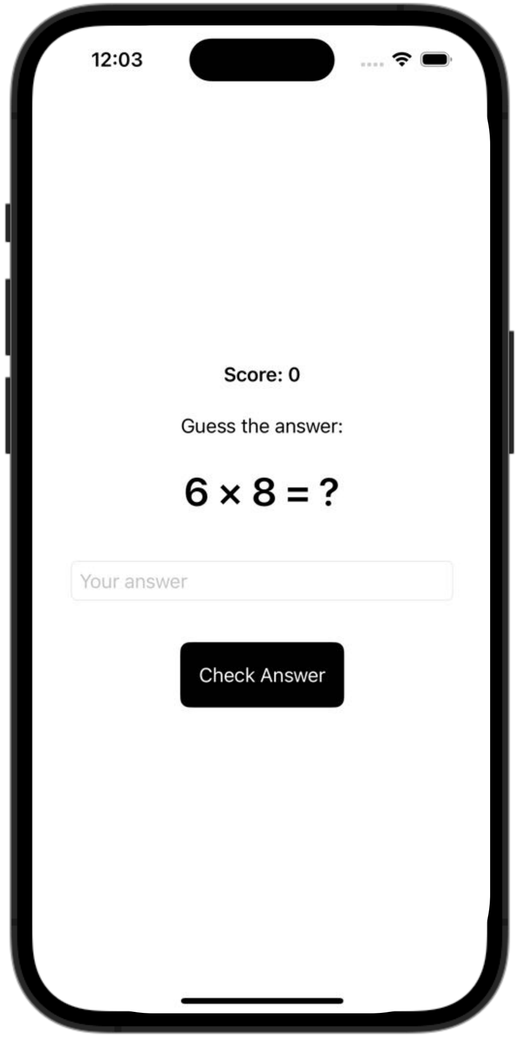
Follow the highlight

Swift Coding Club *Thailand*

Math Game - ***ADVANCE***

Done 🥳 -

Math x game



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