

Intro to Object-Oriented Programming: Part 2

LAB 12X: Fortune Teller

Just look at this diagram.

We'll use it as a basis for extension.

We're going to use this code to build a few features into the fortune teller app.

- 1) create an NSArray to hold a list of our fortunes
- 2) select the fortunes at random

The code for this project is available on GitHub.

<https://github.com/AgencyAgency/FortuneTeller>

Files and screens.

Header Files (.h)

AAViewController.h

AAFortuneVC.h

AAFortuneMaker.h

Implementation Files (.m)

AAViewController.m

AAFortuneVC.m

AAFortuneMaker.m

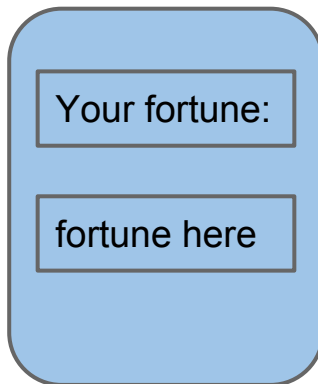
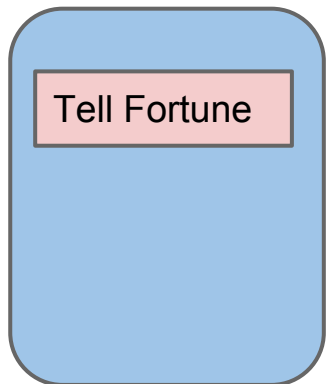
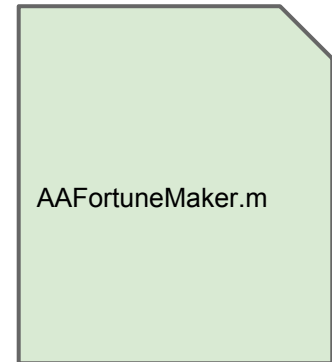
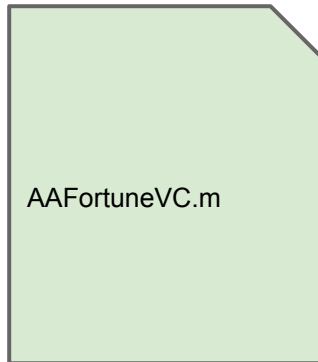
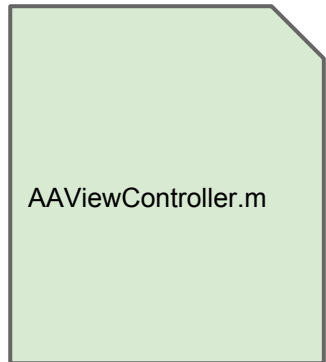
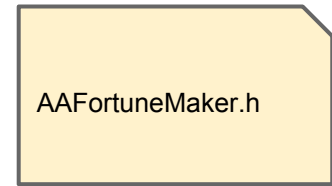
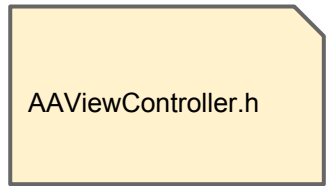
Screens

Tell Fortune

Your fortune:

fortune here

Custom Class

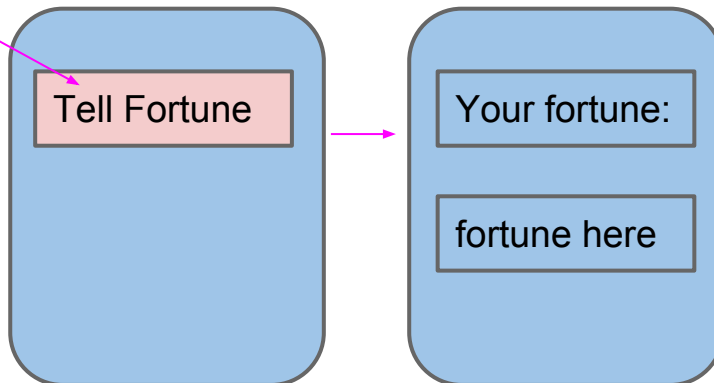


Press button...

AAViewController.h

AAViewController.m

1. Press button.



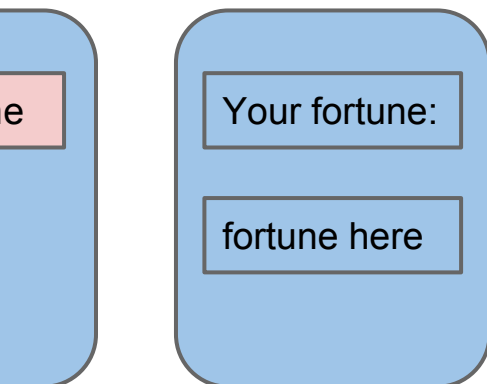
Fortune screen loads.

1. View loads...

AAFortuneVC.m

- (void)viewDidLoad

```
- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view.
    self.fortuneMaker = [[AAFortuneMaker alloc] init];
    self.fortuneLabel.text = [self.fortuneMaker tellFortune];
}
```



Create fortune maker.

AAFortuneVC.m
- (void)viewDidLoad

```
- (void)viewDidLoad  
{  
    [super viewDidLoad];  
    // Do any additional setup after loading the view.  
    self.fortuneMaker = [[AAFortuneMaker alloc] init];  
    self.fortuneLabel.text = [self.fortuneMaker tellFortune];  
}
```

AAFortuneMaker.h

AAFortuneMaker.m

Your fortune:

fortune here

FortuneMaker generates a fortune.

AAFortuneMaker.h

```
//  
// AAFortuneMaker.h  
// FortuneThing  
//  
// Created by Kyle Oba on 10/8/13.  
// Copyright (c) 2013 Kyle Oba. All rights reserved.  
//
```

```
#import <Foundation/Foundation.h>
```

```
@interface AAFortuneMaker : NSObject
```

```
- (NSString *)tellFortune; ← method made public
```

```
@end
```

AAFortuneMaker.m

```
//  
// AAFortuneMaker.m  
// FortuneThing  
//  
// Created by Kyle Oba on 10/8/13.  
// Copyright (c) 2013 Kyle Oba. All rights reserved.  
//
```

```
#import "AAFortuneMaker.h"
```

```
@implementation AAFortuneMaker
```

```
- (NSString *)tellFortune ← method implemented here
```

```
{  
    return @"You will buy a cat.";  
}
```

```
@end
```

Display fortune.

AAFortuneMaker.h

AAFortuneMaker.m

AAFortuneVC.m
- (void)viewDidLoad

```
- (void)viewDidLoad  
{  
    [super viewDidLoad];  
    // Do any additional setup after loading the view.  
    self.fortuneMaker = [[AAFortuneMaker alloc] init];  
    self.fortuneLabel.text = [self.fortuneMaker tellFortune];  
}
```

Your fortune:

fortune here


```
//
// AAFortuneVC.h
// FortuneThing
//
// Created by Kyle Oba on 10/8/13.
// Copyright (c) 2013 Kyle Oba. All rights reserved.
//
```

AAFortuneVC.h

```
#import <UIKit/UIKit.h>
```

```
@interface AAFortuneVC : UIViewController
```

```
@end
```

```
//
// AAFortuneVC.m
// FortuneThing
//
// Created by Kyle Oba on 10/8/13.
// Copyright (c) 2013 Kyle Oba. All rights reserved.
//
```

AAFortuneVC.m

```
#import "AAFortuneVC.h"
#import "AAFortuneMaker.h"
```

```
@interface AAFortuneVC ()
@property (weak, nonatomic) IBOutlet UILabel *fortuneLabel;
@property (strong, nonatomic) AAFortuneMaker *fortuneMaker;
@end
```

```
@implementation AAFortuneVC
```

```
- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view.
    self.fortuneMaker = [[AAFortuneMaker alloc] init];
    self.fortuneLabel.text = [self.fortuneMaker tellFortune];
}
```

```
@end
```

```
//
// AAFortuneMaker.h
// FortuneThing
//
// Created by Kyle Oba on 10/8/13.
// Copyright (c) 2013 Kyle Oba. All rights reserved.
//
```

AAFortuneMaker.h

```
#import <Foundation/Foundation.h>
```

```
@interface AAFortuneMaker : NSObject
```

```
- (NSString *)tellFortune;
```

```
@end
```

```
//
// AAFortuneMaker.m
// FortuneThing
//
// Created by Kyle Oba on 10/8/13.
// Copyright (c) 2013 Kyle Oba. All rights reserved.
//
```

AAFortuneMaker.m

```
#import "AAFortuneMaker.h"
```

```
@implementation AAFortuneMaker
```

```
- (NSString *)tellFortune
{
    return @"You will buy a cat.";
}
```

```
@end
```

AAViewController.h

AAFortuneVC.h

AAViewController.m

AAFortuneVC.m

Navigation Controller

Tell me my fortune.

This is your fortune...

Fortune goes here.

Navigation Controller

View Controller

FortuneVC