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//
// ViewController.swift
//
// Created by Patrick Coxall on 2016-10-05.
// This program shows basic UIKit elements working in an iPad
  Playground
// Code calculates area and perimeter of a rectangle
// Modified on October 2017 by Andre
//
//
// shows name, city, and province
// modified by Raymond Octavious on october 2017
import UIKit
import Foundation

// comment out line below and one at bottom, to make code work in
  Xcode
import PlaygroundSupport

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

    // properties
    var instructionLabel : UILabel!

    var Name : UILabel!
    var City : UILabel!
    var Address : UILabel!
    var Click : UIButton!

    override func viewDidLoad() {
        // create the UIView

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

// create all the UIElements
Name = UILabel(frame: CGRect(x: 150, y: 50, width: 500,
    height: 50))
Name.text = nil
view.addSubview(Name)

City = UILabel(frame: CGRect(x: 150, y: 90, width: 500,
    height: 50))
City.text = nil
view.addSubview(City)

Address = UILabel(frame: CGRect(x: 150, y: 130, width: 500,
    height: 50))
Address.text = nil
view.addSubview(Address)

Click = UIButton(frame: CGRect(x: 120, y: 200, width: 150,
    height: 50))
Click.setTitle("CLICK ME!!!", for: UIControlState.normal)
Click.setTitleColor(UIColor.blue, for: UIControlState.normal)
Click.addTarget(self, action: #selector(ClickButton), for:
    UIControlEvents.touchUpInside)
view.addSubview(Click)
}

@objc func ClickButton() {
    // displays city, name, and province
    Name.text = "Raymond Octavious"
    City.text = "Ottawa"
}

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Address.text = "Ontario"
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}
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}
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// need to also comment this out to make work in Xcode
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PlaygroundPage.current.liveView = ViewController()
```