```swift
//
//  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 school and its mascot
// 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 school : UILabel!
    var MotherTeresa : UIButton!
    var SaintJoe : UIButton!
    var SaintMark : UIButton!
    var mascot : UILabel!
```

```swift
override func viewDidLoad() {
    // create the UIView

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

    // create all the UIElements
    instructionLabel = UILabel(frame: CGRect(x: 100, y: 10, width:
     500, height: 50))
    instructionLabel.text = "Pick School"
    view.addSubview(instructionLabel)

    school = UILabel(frame: CGRect(x: 300, y: 50, width: 500,
     height: 50))
    school.text = nil
    view.addSubview(school)




    MotherTeresa = UIButton(frame: CGRect(x: 120, y: 50, width:
     150, height: 50))
    MotherTeresa.setTitle("Mother Teresa", for:
     UIControlState.normal)
    MotherTeresa.setTitleColor(UIColor.blue, for:
     UIControlState.normal)
    MotherTeresa.addTarget(self, action:
     #selector(MotherTeresaButton), for:
     UIControlEvents.touchUpInside)
    view.addSubview(MotherTeresa)
```

```swift
        SaintJoe = UIButton(frame: CGRect(x: 120, y: 90, width: 150,
         height: 50))
        SaintJoe.setTitle("Saint Joe", for: UIControlState.normal)
        SaintJoe.setTitleColor(UIColor.blue, for:
         UIControlState.normal)
        SaintJoe.addTarget(self, action: #selector(SaintJoeButton),
         for: UIControlEvents.touchUpInside)
        view.addSubview(SaintJoe)

        SaintMark = UIButton(frame: CGRect(x: 120, y: 130, width: 150,
         height: 50))
        SaintMark.setTitle("Saint Mark", for: UIControlState.normal)
        SaintMark.setTitleColor(UIColor.blue, for:
         UIControlState.normal)
        SaintMark.addTarget(self, action: #selector(SaintMarkButton),
         for: UIControlEvents.touchUpInside)
        view.addSubview(SaintMark)

        mascot = UILabel(frame: CGRect(x: 300, y: 80, width: 500,
         height: 50))
        mascot.text = nil
        view.addSubview(mascot)


    }

    @objc func MotherTeresaButton() {
        // show school and mascot
        school.text = "Mother Teresa"
        mascot.text = "Titans"
}
```

```swift
    @objc func SaintJoeButton() {
        // this shows the school and mascot
        school.text = "Saint Joe"
        mascot.text = "Jaguars"
    }
    @objc func SaintMarkButton() {
        // show school and mascot
        school.text = "Saint Mark"
        mascot.text = "Lions"
    }
    // this is for when code is moved to Xcode, the Status bar will be
     removed
    override var prefersStatusBarHidden: Bool {
        return true
    }
}


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