```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
//
//
// Program sets a mysterynumber which the user has to guess
// 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 guess : UITextField!
    var Check : UIButton!
    var answer : UILabel!
    let MysteryNum:Int = 5

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

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

        // create all the UIElements
        instructionLabel = UILabel(frame: CGRect(x: 150, y: 50, width:
          500, height: 50))
        instructionLabel.text = "guess a number from 1-7"
        view.addSubview(instructionLabel)

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

        guess = UITextField(frame: CGRect(x: 250, y: 200, width: 200,
          height: 50))
        guess.borderStyle = UITextBorderStyle.roundedRect
        guess.placeholder = nil
        view.addSubview(guess)

        Check = UIButton(frame: CGRect(x: 120, y: 200, width: 150,
          height: 50))
        Check.setTitle("Check", for: UIControlState.normal)
        Check.setTitleColor(UIColor.blue, for: UIControlState.normal)
        Check.addTarget(self, action: #selector(CheckButton), for:
          UIControlEvents.touchUpInside)
        view.addSubview(Check)
    }
    @objc func CheckButton() {
        // checks if user input is the mysterynumber

        if Int(guess.text!) == MysteryNum {
```

```
            answer.text = "correct"

        }


}
}


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