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//
// MapViewController.swift
// Blendr
//
// Created by Caleb R Harrington on 11/29/21.
//

import UIKit
import MapKit

class MapViewController: UIViewController {

    @IBOutlet weak var mapView: MKMapView!

    override func viewDidLoad() {
        super.viewDidLoad()

        let annotation = MKPointAnnotation()
        annotation.coordinate = CLLocationCoordinate2D(latitude: 42.283178,
longitude: -85.615219) // Make the latitude that of the restaraunt
        annotation.title = "Western Michigan" // Make this the name of the restaraunt
        mapView.addAnnotation(annotation)

        let region = MKCoordinateRegion(center: annotation.coordinate,
latitudinalMeters: 500, longitudinalMeters: 500)
        // Do any additional setup after loading the view.
    }

    /*
    // MARK: - Navigation

    // In a storyboard-based application, you will often want to do a little preparation
before navigation
    override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
        // Get the new view controller using segue.destination.
        // Pass the selected object to the new view controller.
    }
    */
}

```

