MEALTABLEVIEWCONTROLLER.swift

mport UIKit

class MealTableViewController: UITableViewController {

//MARK: Properties

var meals = [Meal]()

override func viewDidLoad() {

super.viewDidLoad()

// Load the sample data.

loadSampleMeals()

}

override func didReceiveMemoryWarning() {

super.didReceiveMemoryWarning()

// Dispose of any resources that can be recreated.

}

//MARK: - Table view data source

override func numberOfSections(in tableView: UITableView) -> Int {

return 1

}

override func tableView(\_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {

return meals.count

}

override func tableView(\_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell {

// Table view cells are reused and should be dequeued using a cell identifier.

let cellIdentifier = "MealTableViewCell"

guard let cell = tableView.dequeueReusableCell(withIdentifier: cellIdentifier, for: indexPath) as? MealTableViewCell else {

fatalError("The dequeued cell is not an instance of MealTableViewCell.")

}

// Fetches the appropriate meal for the data source layout.

let meal = meals[indexPath.row]

cell.nameLabel.text = meal.name

cell.photoImageView.image = meal.photo

cell.ratingControl.rating = meal.rating

return cell

}

/\*

// Override to support conditional editing of the table view.

override func tableView(\_ tableView: UITableView, canEditRowAt indexPath: IndexPath) -> Bool {

// Return false if you do not want the specified item to be editable.

return true

}

\*/

/\*

// Override to support editing the table view.

override func tableView(\_ tableView: UITableView, commit editingStyle: UITableViewCellEditingStyle, forRowAt indexPath: IndexPath) {

if editingStyle == .delete {

// Delete the row from the data source

tableView.deleteRows(at: [indexPath], with: .fade)

} else if editingStyle == .insert {

// Create a new instance of the appropriate class, insert it into the array, and add a new row to the table view

}

}

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// Override to support rearranging the table view.

override func tableView(\_ tableView: UITableView, moveRowAt fromIndexPath: IndexPath, to: IndexPath) {

}

\*/

/\*

// Override to support conditional rearranging of the table view.

override func tableView(\_ tableView: UITableView, canMoveRowAt indexPath: IndexPath) -> Bool {

// Return false if you do not want the item to be re-orderable.

return true

}

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//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.destinationViewController.

// Pass the selected object to the new view controller.

}

\*/

//MARK: Private Methods

private func loadSampleMeals() {

let photo1 = UIImage(named: "meal1")

let photo2 = UIImage(named: "meal2")

let photo3 = UIImage(named: "meal3")

guard let meal1 = Meal(name: "Caprese Salad", photo: photo1, rating: 4) else {

fatalError("Unable to instantiate meal1")

}

guard let meal2 = Meal(name: "Chicken and Potatoes", photo: photo2, rating: 5) else {

fatalError("Unable to instantiate meal2")

}

guard let meal3 = Meal(name: "Pasta with Meatballs", photo: photo3, rating: 3) else {

fatalError("Unable to instantiate meal2")

}

meals += [meal1, meal2, meal3]

}

}