

```
//  
// CardGameViewController.swift  
// Matchismo1  
//  
// Created by Steve Liddle on 9/10/14.  
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//  
  
import UIKit  
  
class CardGameViewController : UIViewController {  
    var cardDeck = playingCardDeck();  
  
    @IBOutlet weak var flipLabel: UILabel!  
  
    var flipCount: Int = 0 {  
        didSet {  
            flipLabel.text = "Flips: \(flipCount)"  
        }  
    }  
  
    @IBAction func flipCard(sender: UIButton) {  
        sender.setTitle(cardDeck.drawRandomCard()?.contents, forState: .Selected)  
        sender.selected = !sender.selected  
        ++flipCount  
    }  
}
```