CISC-4400 / 5410 MOBILE DEVICE PROGRAMMING FORDHAM UNIVERSITY

Prof. Kounavelis LINCOLN CENTER

LAB#3

Random playing cards for UI. Sample code is provided and you must finish the LAB as instructed by the professor.

Email swiftUI, Swift programming code and a screenshot of the simulator display to Michael Kocovic, the TA for this class. His email will be given in the Bb -> Announcements. Thank you.

//

// ContentView.swift

// randomCards

//

// Created by Nick Kounavelis on 9/20/22.

//

**import** SwiftUI

**struct** ContentView: View {

@State **private** **var** card1:String = "card1"

@State **private** **var** card2:String = "card2"

@State **private** **var** card3:String = "card3"

@State **private** **var** card4:String = "card4"

@State **private** **var** resultMessage:String = ""

**var** body: **some** View {

VStack {

HStack {

Image(card1)

.resizable()

Image(card2)

.resizable()

} // end HStack

HStack {

Image(card3)

.resizable()

Image(card4)

.resizable()

} // end HStack

Button(action: {

//

// Swift Code-generate random number between 1 and 13

//

**var** randomNumber:Int = 0

**for** i **in** 1...4 {

**if** i == 1 {

randomNumber = Int.random(in: 1...13)

card1 = "card" + String(randomNumber)

}

**else** **if** i == 2 {

randomNumber = Int.random(in: 1...13)

card2 = "card" + String(randomNumber)

}

**else** **if** i == 3 {

randomNumber = Int.random(in: 1...13)

card3 = "card" + String(randomNumber)

}

**else** **if** i == 4 {

randomNumber = Int.random(in: 1...13)

card4 = "card" + String(randomNumber)

}

resultMessage = "High :" + "\n" +

"Low :" + "\n" +

"Freq :"

} // end for loop

}, label: {

Text("RANDOM")

.padding()

.foregroundColor(Color.green)

.font(.largeTitle)

}) // end button

Text(resultMessage)

.frame(width: 275, height: 70, alignment: .leading)

.background(Color.green)

.foregroundColor(Color.black)

} // end VStack

} // end body

} // end struct

**struct** ContentView\_Previews: PreviewProvider {

**static** **var** previews: **some** View {

ContentView()

}

}

5 images on each side

High Card: Low Card:

Sum: Freq (Most):

Pos# of High: Pos# of Low:

Average: Range (High - Low):

1

2

3

4

5

6

7

8

9

10

RANDOM