

```
import UIKit

var currentSongTitle = songTitle[myIndex]
var currentArtist = artist[myIndex]
var currentLyrics = ""
var uniquePosts = [String]()

class MainViewController: UIViewController {

    @IBOutlet weak var songTitleLabel: UILabel!
    @IBOutlet weak var artistLabel: UILabel!
    @IBOutlet weak var lyricsArea: UITextView!

    @IBAction func editButton(_ sender: UIButton) {
        let addSongController = self.storyboard?.instantiateViewController
            (withIdentifier: "AddSongController") as! AddSongViewController
        addSongController.importedTitle = songTitleLabel.text!
        addSongController.importedArtist = artistLabel.text!
        addSongController.importedTab = lyricsArea.text

        self.navigationController?.pushViewController(addSongController,
            animated: true)
    }

    override func viewDidLoad() {
        super.viewDidLoad()

        songTitleLabel.text = songTitle[myIndex]
        artistLabel.text = artist[myIndex]

        //finding files directory and saving location in variables
        let fileName = songTitleLabel.text!
        let DocumentDirURL = try! FileManager.default.url(for: .
            documentDirectory, in: .userDomainMask, appropriateFor: nil,
            create: true)
        let fileURL = DocumentDirURL.appendingPathComponent(fileName).
            appendingPathExtension("txt")
        var readString = ""

        //read content of file
        do {
            readString = try String(contentsOf: fileURL)
            lyricsArea.text = readString
            currentLyrics = readString
        } catch let error as NSError {
            print("Error: \(error)")
        }

        //select all the chords in the tab to add to the song file
        var arrayOfChords = [String]()
        var chordBegin = lyricsArea.text.startIndex
        //select all the chords in the tab to add to the song file
        for i in 0..
```

```

let end1 = lyricsArea.text.index(start1, offsetBy: 1)
let range1 = start1..

```

```
                                range: NSRange(location: position1 +
                                                1, length: lenght))
    currentCharacterIndex = currentCharacterIndex + 1
}

for j in 0..
```