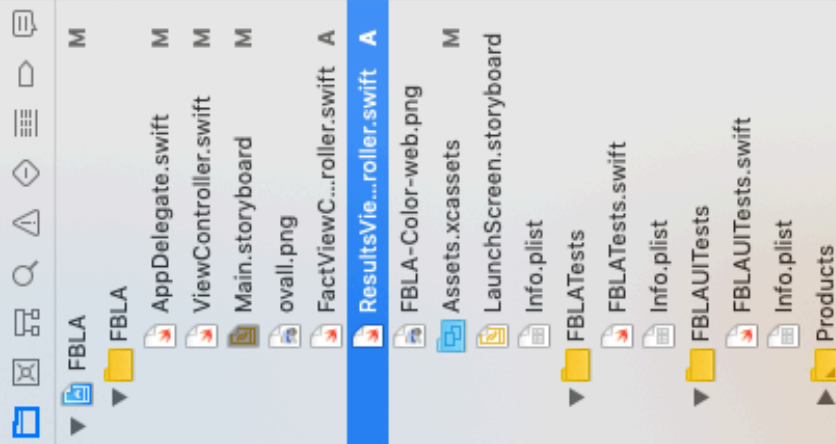




FBLA > Generic iOS Device

FBLA | Build FBLA: Succeeded | Yesterday at 3:06 PM



FBLA > FBLA > ResultsViewController.swift > No Selection



```
1 //
2
3
4
5
6
7
8 import UIKit
9
10
11 class ResultsViewController: UIViewController {
12
13
14 //IBOutlets for result page to change the number correct
15 @IBOutlet weak var resultsMessageLabel: UILabel!
16 @IBOutlet weak var scoreLabel: UILabel!
17
18 //variables to keep track of the number of questions answered correctly as well as the total
19   number of questions
20   var noCorrect: Int = 0
21   var total: Int = 0
22
23   override func viewDidLoad() {
24       super.viewDidLoad()
25
26       scoreLabel.text = "You got \((noCorrect) out of \((total))"
27       resultsMessageLabel.text = "Great Job!!"
28
29       // Do any additional setup after loading the view.
30   }
31
32
33   /*
34   // MARK: - Navigation
35
36   // In a storyboard-based application, you will often want to do a little preparation before
37   navigation
38   override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
39       // Get the new view controller using segue.destination.
40       // Pass the selected object to the new view controller.
41   }
42   */
43 }
```

