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//
// ViewController.swift
// IfStatementApp
//
// Created by Derek Fitzer on 9/7/23.
//

import UIKit

class ViewController: UIViewController {

    var loginAttempt = 3

    @IBOutlet weak var passcodeInput: UITextField!

    @IBOutlet weak var loginButton: UIButton!
    @IBOutlet weak var highScore: UIButton!

    @IBOutlet weak var buckeyeColor: UIButton!

    @IBOutlet weak var checkHundred: UIButton!

    @IBOutlet weak var diceRoll: UIButton!
    @IBOutlet weak var passCodeTextOutput: UILabel!

    override func viewDidLoad() {
        super.viewDidLoad()
        highScore.isHidden = true
        buckeyeColor.isHidden = true
        checkHundred.isHidden = true
        diceRoll.isHidden = true
    }

    @IBAction func passCodeTapped(_ sender: UIButton) {
        if let passCodeEnter = Int(passcodeInput.text!){
            if passCodeEnter == 1234 {
                passCodeTextOutput.text = "Passcode Correct"
                highScore.isHidden = false
                buckeyeColor.isHidden = false
                checkHundred.isHidden = false
                diceRoll.isHidden = false

            } else {
                loginAttempt -= 1
                passCodeTextOutput.text = "Password Incorrect \(loginAttempt)
                Tries Remaining"
                if loginAttempt == 0 {
                    passCodeTextOutput.text = "Login Locked Restart App"
                    loginButton.isHidden = true
                }
            }
        }
    }
}

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        }  
    }  
}else {  
    passCodeTextOutput.text = "Enter a Valid Password"  
}  
}  
}
```