//

// SpikeStatus.swift

// Spike Hopper

//

// Created by Sevan Productions on 8/22/15.

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//

import Foundation

//Class for the spike randomizer

class SpikeStatus {

//Boolean for whether the spike randomizer is running or not

var isRunning = false

//Unsigned Integer 32 for how long before the next spike runs

var timeGapForNextRun = UInt32(0)

//Unsigned Integer 32 for how long it has been since the last spike ran

var currentInterval = UInt32(0)

init(isRunning:Bool, timeGapForNextRun:UInt32, currentInterval:UInt32) {

self.isRunning = isRunning

self.timeGapForNextRun = timeGapForNextRun

self.currentInterval = currentInterval

}

func shouldRunBlock() -> Bool {

return self.currentInterval > self.timeGapForNextRun

}

}