

```
//  
// VideoTableViewController.swift  
// MyVideoApp  
//  
// Created by Charles Konkol on 2016-05-06.  
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// Green highlights: Comments,  
// Yellow highlights: code changes/additions
```

```
import UIKit
```

```
//1 Imports  
import MediaPlayer  
import MobileCoreServices  
import AVFoundation  
import CoreData  
import Foundation
```

```
class VideoTableViewController: UITableViewController {
```

```
    //2) Add variable to hold NSManagedObject  
    var photoArray = [NSManagedObject]()
```

```
    override func viewDidLoad() {  
        super.viewDidLoad()
```

```
    }
```

```
    //3 Create viewDidLoad with loaddb()  
    override func viewWillAppear(animated: Bool)
```

```
    {  
        super.viewWillAppear(animated)
```

```
        loaddb()
```

```
    }
```

```
//4 Create action of btnBack with code to go back
```

```
@IBAction func btnBack(sender: AnyObject) {  
    self.dismissViewControllerAnimated(false, completion: nil)  
}
```

```
//5) Add func loadddb to load database and refresh table
```

```
func loadddb()  
{  
    let appDelegate =  
        UIApplication.sharedApplication().delegate as! AppDelegate  
    let managedContext = appDelegate.managedObjectContext  
    let fetchRequest = NSFetchRequest(entityName:"Video")  
    //return contactArray.count  
    do {  
        let fetchedResults = try managedContext.executeFetchRequest(fetchRequest) as? [NSManagedObject]  
        if let results = fetchedResults {  
            photoArray = results  
            tableView.reloadData()  
        } else {  
            print("Could not fetch")  
        }  
    } catch let error as NSError {  
        // failure  
        print("Fetch failed: \(error.localizedDescription), \(error.userInfo)")  
    }  
}
```

```
override func didReceiveMemoryWarning() {  
    super.didReceiveMemoryWarning()  
    // Dispose of any resources that can be recreated.  
}  
// MARK: - Table view data source
```

```
override func numberOfSectionsInTableView(tableView: UITableView) -> Int {  
    // #warning Potentially incomplete method implementation.  
    // Return the number of sections.
```

```
//6 Change to 1
```

```
    return 1
```

```
}
```

```
override func tableView(tableView: UITableView, numberOfRowsInSection section: Int) -> Int {  
    // #warning Incomplete method implementation.  
    // Return the number of rows in the section.
```

```
//7 Change to return photoArray.count
```

```
    return photoArray.count
```

```
}
```

//8) Uncomment func tabelView & Change to below to load rows

```
override func tableView(tableView: UITableView, cellForRowAtIndexPath indexPath: NSIndexPath) -> UITableViewCell {  
    let cell =  
        tableView.dequeueReusableCellWithIdentifier("Cell")  
        as UITableViewCell!  
    let person = photoArray[indexPath.row]  
    cell.textLabel?.text = person.valueForKey("name") as! String?  
  
    return cell  
}
```

//9) Add func tableView to show row clicked (debug view only)

```
override func tableView(tableView: UITableView, didSelectRowAtIndexPath indexPath: NSIndexPath)  
{  
    print("You selected cell #\(indexPath.row)")  
}
```

//10) Uncomment func tabelView to allow for row deletion

```
// Override to support conditional editing of the table view.  
override func tableView(tableView: UITableView, canEditRowAtIndexPath indexPath: NSIndexPath) -> Bool {  
    // Return NO if you do not want the specified item to be editable.  
    return true  
}
```

//11 Uncomment func tableView

// Override to support editing the table view.

```
override func tableView(tableView: UITableView, commitEditingStyle editingStyle: UITableViewCellEditingStyle,  
forRowAtIndexPath indexPath: NSIndexPath) {
```

//12 Replace existing code with this code

```
if editingStyle == .Delete {  
    let appDelegate =  
        UIApplication.sharedApplication().delegate as! AppDelegate  
    let context = appDelegate.managedObjectContext  
    context.deleteObject(photoArray[indexPath.row])  
    var error: NSError? = nil  
    do {  
        try context.save()  
        loaddb()  
    } catch let error1 as NSError {  
        error = error1  
        print("Unresolved error \(error)")  
        abort()  
    }  
}
```

```
}
```

```

/*
// Override to support rearranging the table view.
override func tableView(tableView: UITableView, moveRowAtIndexPath fromIndexPath: NSIndexPath, toIndexPath:
NSIndexPath) {
}
*/

/*
// Override to support conditional rearranging of the table view.
override func tableView(tableView: UITableView, canMoveRowAtIndexPath indexPath: NSIndexPath) -> Bool {
    // Return NO if you do not want the item to be re-orderable.
    return true
}
*/

// MARK: - Navigation

//13) Uncomment override func prepareForSegue

// In a storyboard-based application, you will often want to do a little preparation before navigation
override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {
    // Get the new view controller using [segue destinationViewController].
    // Pass the selected object to the new view controller.
//14 Go to proper record on proper Viewcontroller
    if segue.identifier == "video" {
        if let destination = segue.destinationViewController as?
            ViewController {
            if let SelectIndex = tableView.indexPathForSelectedRow?.row {
                let selectedDevice:NSManagedObject = photoArray[SelectIndex] as NSManagedObject
                destination.videodb = selectedDevice
            }
        }
    }
}
}
}

```