//

// VideoTableViewController.swift

// MyVideoApp

//

// Created by Charles Konkol on 2016-05-06.

// Copyright (c) 2016 Rock Valley College. All rights reserved.

// 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 viewDidAppea with loaddb()

override func viewDidAppear(animated: Bool)

{

super.viewDidAppear(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 loaddb to load database and refresh table

func loaddb()

{

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 ViewController].

// 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

}

}

}

}

}