//

// ViewController.swift

// TimesTable

//

// Created by Mohammad Kiani on 2019-10-30.

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//

import UIKit

class ViewController: UIViewController, UITableViewDelegate, UITableViewDataSource {

@IBOutlet weak var tableView: UITableView!

@IBOutlet weak var numberField: UITextField!

var numbers: [Int]?

override func viewDidLoad() {

super.viewDidLoad()

// Do any additional setup after loading the view.

}

func tableView(\_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {

return numbers?.count ?? 0

}

func tableView(\_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell {

guard numbers != nil else {return UITableViewCell()}

let cell = UITableViewCell(style: .value1, reuseIdentifier: "")

cell.textLabel?.text = "\(numbers![indexPath.row])"

return cell

}

@IBAction func calculate(\_ sender: UIButton) {

let number = Int(numberField.text!) ?? 0

timesTable(number: number)

numberField.text = nil

numberField.resignFirstResponder()

}

func tableView(\_ tableView: UITableView, didSelectRowAt indexPath: IndexPath) {

let number = numbers![indexPath.row]

timesTable(number: number)

}

func timesTable(number: Int) {

numbers = [Int]()

for item in 1...10 {

numbers?.append(number \* item)

}

tableView.reloadData()

}

}