//

// ViewController.swift

// food Table

//

// Created by MacStudent on 2019-10-29.

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//

import UIKit

class ViewController: UIViewController, UITableViewDelegate, UITableViewDataSource {

var foods: [String]?

var healthyFoods: [String]?

var unhealthyFoods: [String]?

override func viewDidLoad() {

super.viewDidLoad()

// Do any additional setup after loading the view.

foods = ["Apple", "Banana", "Burger", "Fries", "Orange", "Pizza"]

healthyFoods = ["Apple", "Banana", "Orange"]

unhealthyFoods = ["Burger", "Fries", "Pizza"]

}

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

// guard foods != nil else {return 0}

// return foods!.count

guard healthyFoods != nil && unhealthyFoods != nil else {return 0}

if section == 0

{

return healthyFoods!.count

}else{

return unhealthyFoods!.count

}

}

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

// guard foods != nil else { return UITableViewCell()}

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

// let foodName = foods![indexPath.row]

// cell.textLabel?.text = foods![indexPath.row]

// cell.imageView?.image = UIImage(named: foodName)

// return cell

guard healthyFoods != nil && unhealthyFoods != nil else {return UITableViewCell()}

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

let foodName = (indexPath.section == 0) ? healthyFoods![indexPath.row] : unhealthyFoods![indexPath.row]

cell.textLabel?.text = foodName

cell.imageView?.image = UIImage(named: foodName)

return cell

}

func numberOfSections(in tableView: UITableView) -> Int {

return 2

}

}