//  
// ViewController.swift  
// session2  
//  
// Created by MacStudent on 2019-10-28.  
// Copyright © 2019 MacStudent. All rights reserved.  
//  
  
import UIKit  
  
class ViewController: UIViewController {  
  
 @IBOutlet weak var nameField: UITextField!  
 @IBOutlet weak var numberField: UITextField!  
 @IBOutlet weak var sliderLabel: UILabel!  
 @IBOutlet weak var slider: UISlider!  
 @IBOutlet weak var switchALabel: UILabel!  
 @IBOutlet weak var switchBLabel: UILabel!  
 @IBOutlet weak var switchA: UISwitch!  
 @IBOutlet weak var switchB: UISwitch!  
 @IBOutlet weak var okButton: UIButton!  
 override func viewDidLoad() {  
 super.viewDidLoad()  
 // Do any additional setup after loading the view.  
 let tapGesture = UITapGestureRecognizer(target: self, action: #selector(viewTapped))  
 self.view.addGestureRecognizer(tapGesture)  
   
 let value = Int(round(slider.value))  
 sliderLabel.text = "\(value)"  
 }  
  
 @IBAction func textFieldDoneEditing(\_ sender: UITextField) {  
 sender.resignFirstResponder()  
 }  
   
 @objc func viewTapped() {  
 nameField.resignFirstResponder()  
 numberField.resignFirstResponder()  
 }  
 @IBAction func sliderChanged(\_ sender: UISlider) {  
 let value = Int(round(sender.value))  
 sliderLabel.text = "\(value)"  
 }  
 @IBAction func selectControl(\_ sender: UISegmentedControl) {  
 let value = sender.selectedSegmentIndex  
 if value == 0 {  
 okButton.isHidden = false  
 switchALabel.isHidden = true  
 switchBLabel.isHidden = true  
 switchA.isHidden = true  
 switchB.isHidden = true  
 }  
 }  
 @IBAction func changeSwitch(\_ sender: UISwitch) {  
 let isOn = sender.isOn  
 switchA.setOn(isOn, animated: true)  
 switchB.setOn(isOn, animated: false)  
   
 }  
}