

Fotoball

CSC509: Source Code

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Contents

MAINVIEWCONTROLLER.SWIFT	2
ADDNEWVIEWCONTROLLER.SWIFT.....	4
LIVEFEEDVIEWCONTROLLER.SWIFT.....	5
ABOUTVIEWCONTROLLER.SWIFT.....	7

MainViewController.swift

```
1. //
2. //  MainViewController.swift
3. //  Fotoball
4. //
5. //  Created by teamFotoball on 4/12/15.
6. //
7.
8. import UIKit
9.
10. class MainViewController: UIViewController, UITableViewDataSource,
    UITableViewDelegate {
11.
12.     let fotoballs = ["test_ball_1", "test_ball_2", "proto3", "alpha 0.85b"]
13.     let textCellIdentifier = "TextCell"
14.
15.     override func viewDidLoad() {
16.         super.viewDidLoad()
17.         tblBalls.delegate = self
18.         tblBalls?.dataSource = self
19.         self.view.backgroundColor = UIColor(red: 220/255, green: 220/255,
    blue: 220/255, alpha: 1.0)
20.         btnAddNew.layer.borderColor = UIColor.grayColor().CGColor
21.         btnAddNew.layer.cornerRadius = 5.0
22.         btnAddNew.layer.borderWidth = 0.5
23.         btnAddNew.layer.backgroundColor = UIColor.whiteColor().CGColor
24.         btnRefresh.layer.borderColor = UIColor.grayColor().CGColor
25.         btnRefresh.layer.cornerRadius = 5.0
26.         btnRefresh.layer.borderWidth = 0.5
27.         btnRefresh.layer.backgroundColor = UIColor.whiteColor().CGColor
28.         // Do any additional setup after loading the view, typically from a
    nib.
29.     }
30.
31.     override func didReceiveMemoryWarning() {
32.         super.didReceiveMemoryWarning()
33.         // Dispose of any resources that can be recreated.
34.     }
35.
36.     func activateBall(fotoball: NSObject) {
37.         //recive and activate new Fotoball
38.     }
39.
```

```

40.     func addBall() {
41.         // handled via tab bar to load AddNewViewController
42.     }
43.
44.     func getBalls() -> NSArray {
45.         // return array of balls
46.         return fotoballs
47.     }
48.
49.     func numberOfSectionsInTableView(tblBalls: UITableView) -> Int {
50.         return 1
51.     }
52.
53.     func tableView(tblBalls: UITableView, numberOfRowsInSection section: Int) -
    > Int {
54.         return fotoballs.count
55.     }
56.
57.     func tableView(tblBalls: UITableView, cellForRowAtIndexPath indexPath:
    NSIndexPath) -> UITableViewCell {
58.         // load database info into tableView
59.         let cell =
        tblBalls.dequeueReusableCellWithIdentifier(textCellIdentifier, forIndexPath:
        indexPath) as! UITableViewCell
60.         let row = indexPath.row
61.         cell.textLabel?.text = fotoballs[row]
62.
63.         return cell
64.     }
65.
66.     func tableView(tblBalls: UITableView, didSelectRowAtIndexPath indexPath:
    NSIndexPath) {
67.         tblBalls.deselectRowAtIndexPath(indexPath, animated: true)
68.         let row = indexPath.row
69.         println(fotoballs[row])
70.     }
71.
72.     @IBOutlet weak var btnAddNew: UIButton!
73.     @IBOutlet weak var btnRefresh: UIButton!
74.
75.     @IBOutlet weak var tblBalls: UITableView!
76.
77.     @IBAction func addNew(sender: AnyObject) {
78.     }
79.
80.     @IBAction func refresh(sender: AnyObject) {
81.     }
82.
83. }
84.

```

AddNewViewController.swift

```
1. //
2. // AddNewViewController.swift
3. // Fotoball
4. //
5. // Created by teamFotoball on 4/12/15.
6. //
7.
8. import UIKit
9.
10. class AddNewViewController: UIViewController {
11.
12.     // array of existing fotoballs
13.     var fotoball_list: Array <String> = [];
14.
15.     override func viewDidLoad() {
16.         super.viewDidLoad()
17.         self.view.backgroundColor = UIColor(red: 220/255, green: 220/255, blue:
18.         220/255, alpha: 1.0)
19.         btnConnect.layer.borderColor = UIColor.grayColor().CGColor
20.         btnConnect.layer.cornerRadius = 5.0
21.         btnConnect.layer.borderWidth = 0.5
22.         btnConnect.layer.backgroundColor = UIColor.whiteColor().CGColor
23.         btnCancel.layer.borderColor = UIColor.grayColor().CGColor
24.         btnCancel.layer.cornerRadius = 5.0
25.         btnCancel.layer.borderWidth = 0.5
26.         btnCancel.layer.backgroundColor = UIColor.whiteColor().CGColor
27.         fotoball_list = ["test_1", "test_2", "Default fotoball test", "alpha
28.         0.85b"]
29.         // Do any additional setup after loading the view, typically from a
30.         nib.
31.     }
32.
33.     override func didReceiveMemoryWarning() {
34.         super.didReceiveMemoryWarning()
35.         // Dispose of any resources that can be recreated.
36.     }
37.
38.     private func syncBall(name: String, ip_add: String, port: Int) {
39.         //sync based on passed info
40.     }
41.
42. @IBOutlet weak var btnConnect: UIButton!
43. @IBOutlet weak var btnCancel: UIButton!
```

LiveFeedViewController.swift

```
1. //
2. // LiveFeedViewController.swift
3. // Fotoball
4. //
5. // Created by teamFotoball on 4/12/15.
6. //
7.
8. import UIKit
9. import WebKit
10.
11. class LiveFeedViewController: UIViewController {
12.
13.     var recording = false
14.     var camera: Int = 1
15.
16.     override func viewDidLoad() {
17.         super.viewDidLoad()
18.         self.view.backgroundColor = UIColor(red: 220/255, green: 220/255,
19.         blue: 220/255, alpha: 1.0)
20.         btnRecord.layer.borderColor = UIColor.grayColor().CGColor
21.         btnRecord.layer.cornerRadius = 5.0
22.         btnRecord.layer.borderWidth = 0.5
23.         btnRecord.layer.backgroundColor = UIColor.whiteColor().CGColor
24.         camera = 1
25.
26.         // connect with video stream
27.         let url = NSURL(string: "http://192.168.1.2")
28.
29.         let request = NSURLRequest(URL: url!)
30.
31.         webView.loadRequest(request)
32.
33.         // Do any additional setup after loading the view, typically from a
34.         nib.
35.     }
36.
37.     override func didReceiveMemoryWarning() {
38.         super.didReceiveMemoryWarning()
39.         // Dispose of any resources that can be recreated.
40.     }
41.
42.     func setCam(camNum: Int) {
43.         // had to change this from setCamera due to naming conventions
44.         camera = camNum
45.     }
46.
47.     func getVideo() -> NSObject {
48.         // return stored video
49.         return 0
50.     }
51. }
```

```
50.     @IBOutlet weak var btnRecord: UIButton!
51.
52.     @IBOutlet weak var webView: UIWebView!
53.
54.     @IBAction func recordClick(sender: AnyObject) {
55.         // start or stop recording
56.         if (recording == false)
57.         {
58.             recording = !recording
59.             btnRecord.setTitle("  Stop Recording", forState:
        UIControlState.Normal)
60.         } else {
61.             recording = !recording
62.             btnRecord.setTitle("  Start Recording", forState:
        UIControlState.Normal)
63.         }
64.     }
65. }
66.
```

AboutViewController.swift

```
1.  //
2.  //  AboutViewController.swift
3.  //  Fotoball
4.  //
5.  //  Created by teamFotoball on 4/12/15.
6.  //
7.
8.  import UIKit
9.
10. class AboutViewController: UIViewController {
11.
12.     override func viewDidLoad() {
13.         super.viewDidLoad()
14.         self.view.backgroundColor = UIColor(red: 220/255, green: 220/255,
15.         blue: 220/255, alpha: 1.0)
16.         // Do any additional setup after loading the view, typically from a
17.         nib.
18.     }
19.
20.     override func didReceiveMemoryWarning() {
21.         super.didReceiveMemoryWarning()
22.         // Dispose of any resources that can be recreated.
23.     }
24. }
25.
```