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| Fotoball |
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| CSC509: Source Code |

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Fotoball

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# MainViewController.swift

1. //
2. // MainViewController.swift
3. // Fotoball
4. //
5. // Created by teamFotoball on 4/12/15.
6. //
7. import UIKit
8. class MainViewController: UIViewController, UITableViewDataSource, UITableViewDelegate {
9. let fotoballs = ["test\_ball\_1", "test\_ball\_2", "proto3", "alpha 0.85b"]
10. let textCellIdentifier = "TextCell"
12. override func viewDidLoad() {
13. super.viewDidLoad()
14. tblBalls.delegate = self
15. tblBalls?.dataSource = self
16. self.view.backgroundColor = UIColor(red: 220/255, green: 220/255, blue: 220/255, alpha: 1.0)
17. btnAddNew.layer.borderColor = UIColor.grayColor().CGColor
18. btnAddNew.layer.cornerRadius = 5.0
19. btnAddNew.layer.borderWidth = 0.5
20. btnAddNew.layer.backgroundColor = UIColor.whiteColor().CGColor
21. btnRefresh.layer.borderColor = UIColor.grayColor().CGColor
22. btnRefresh.layer.cornerRadius = 5.0
23. btnRefresh.layer.borderWidth = 0.5
24. btnRefresh.layer.backgroundColor = UIColor.whiteColor().CGColor
25. // Do any additional setup after loading the view, typically from a nib.
26. }
27. override func didReceiveMemoryWarning() {
28. super.didReceiveMemoryWarning()
29. // Dispose of any resources that can be recreated.
30. }
32. func activateBall(fotoball: NSObject) {
33. //recive and activate new Fotoball
34. }

# AddNewViewController.swift

1. func addBall() {
2. // handled via tab bar to load AddNewViewController
3. }
5. func getBalls() -> NSArray {
6. // return array of balls
7. return fotoballs
8. }
10. func numberOfSectionsInTableView(tblBalls: UITableView) -> Int {
11. return 1
12. }
14. func tableView(tblBalls: UITableView, numberOfRowsInSection section: Int) -> Int {
15. return fotoballs.count
16. }
18. func tableView(tblBalls: UITableView, cellForRowAtIndexPath indexPath: NSIndexPath) -> UITableViewCell {
19. // load databse info into tableView
20. let cell = tblBalls.dequeueReusableCellWithIdentifier(textCellIdentifier, forIndexPath: indexPath) as! UITableViewCell
21. let row = indexPath.row
22. cell.textLabel?.text = fotoballs[row]
24. return cell
25. }
27. func tableView(tblBalls: UITableView, didSelectRowAtIndexPath indexPath: NSIndexPath) {
28. tblBalls.deselectRowAtIndexPath(indexPath, animated: true)
29. let row = indexPath.row
30. println(fotoballs[row])
31. }
33. @IBOutlet weak var btnAddNew: UIButton!
34. @IBOutlet weak var btnRefresh: UIButton!
36. @IBOutlet weak var tblBalls: UITableView!
38. @IBAction func addNew(sender: AnyObject) {
39. }
41. @IBAction func refresh(sender: AnyObject) {
42. }
44. }
45. //
46. // AddNewViewController.swift
47. // Fotoball
48. //
49. // Created by teamFotoball on 4/12/15.
50. //
51. import UIKit
52. class AddNewViewController: UIViewController {
53. // array of existing fotoballs
54. var fotoball\_list: Array <String> = [];
56. override func viewDidLoad() {
57. super.viewDidLoad()
58. self.view.backgroundColor = UIColor(red: 220/255, green: 220/255, blue: 220/255, alpha: 1.0)
59. btnConnect.layer.borderColor = UIColor.grayColor().CGColor
60. btnConnect.layer.cornerRadius = 5.0
61. btnConnect.layer.borderWidth = 0.5
62. btnConnect.layer.backgroundColor = UIColor.whiteColor().CGColor
63. btnCancel.layer.borderColor = UIColor.grayColor().CGColor
64. btnCancel.layer.cornerRadius = 5.0
65. btnCancel.layer.borderWidth = 0.5
66. btnCancel.layer.backgroundColor = UIColor.whiteColor().CGColor
68. fotoball\_list = ["test\_1", "test\_2", "Default fotoball test", "alpha 0.85b"]
69. // Do any additional setup after loading the view, typically from a nib.
70. }
71. override func didReceiveMemoryWarning() {
72. super.didReceiveMemoryWarning()
73. // Dispose of any resources that can be recreated.
74. }
76. private func syncBall(name: String, ip\_add: String, port: Int) {
77. //sync based on passed info
78. }
79. @IBOutlet weak var btnConnect: UIButton!
80. @IBOutlet weak var btnCancel: UIButton!
81. }

# LiveFeedViewController.swift

1. //
2. // LiveFeedViewController.swift
3. // Fotoball
4. //
5. // Created by teamFotoball on 4/12/15.
6. //
7. import UIKit
8. import WebKit
9. class LiveFeedViewController: UIViewController {
11. var recording = false
12. var camera: Int = 1
14. override func viewDidLoad() {
15. super.viewDidLoad()
16. self.view.backgroundColor = UIColor(red: 220/255, green: 220/255, blue: 220/255, alpha: 1.0)
17. btnRecord.layer.borderColor = UIColor.grayColor().CGColor
18. btnRecord.layer.cornerRadius = 5.0
19. btnRecord.layer.borderWidth = 0.5
20. btnRecord.layer.backgroundColor = UIColor.whiteColor().CGColor
21. camera = 1
23. // connect with video stream
24. let url = NSURL(string: "http://192.168.1.2")
26. let request = NSURLRequest(URL: url!)
28. webView.loadRequest(request)
30. // Do any additional setup after loading the view, typically from a nib.
31. }
33. override func didReceiveMemoryWarning() {
34. super.didReceiveMemoryWarning()
35. // Dispose of any resources that can be recreated.
36. }
38. func setCam(camNum: Int) {
39. // had to change this from setCamera due to naming conventions
40. camera = camNum
41. }
43. func getVideo() -> NSObject {
44. // return stored video
45. return 0
46. }
48. @IBOutlet weak var btnRecord: UIButton!
50. @IBOutlet weak var webView: UIWebView!
52. @IBAction func recordClick(sender: AnyObject) {
53. // start or stop recording
54. if (recording == false)
55. {
56. recording = !recording
57. btnRecord.setTitle(" Stop Recording", forState: UIControlState.Normal)
58. } else {
59. recording = !recording
60. btnRecord.setTitle(" Start Recording", forState: UIControlState.Normal)
61. }
62. }
63. }

# AboutViewController.swift

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

22. }