

Smack | Build Smack: Succeeded | Today at 9:26 PM 33

Smack | iPhone 7 Plus

Smack | ChannelVC.swift | ChannelCell.swift

Smack

Smack

XIBs

ProfileVC.xib

Services

AuthService.swift

UserDataService.swift

MessageService.swift

Utilities

Constants.swift

Model

Channel.swift

View

GradientView.swift

RoundedButton.swift

AvatarCell.swift

CircleImage.swift

ChannelCell.swift

Controller

ChatVC.swift

ChannelVC.swift

LoginVC.swift

CreateAccountVC.swift

AvatarPickerVC.swift

ProfileVC.swift

Supporting Files

SWRevealViewController.h

SWRevealViewController.m

Smack-Bridging-Header.h

AppDelegate.swift

Main.storyboard

Reveal View Controller S...

ChannelVC Scene

ChannelVC

Top Layout Guide

Bottom Layout Guide

Gradient View

L Smack

L CHANNELS

B Button

B Login Btn

User Img

Table View

channelCell

Content Vi...

L #general

Constra...

#ge...

#ge...

Constraints

First Responder

Exit

Show segue "toLogin" t...

LoginVC Scene

LoginVC

Top Layout Guide

Bottom Layout Guide

View

Stack View

B Button

B Don't have an ac...

Filter

View as: iPhone 7 (wC hR)

Label

Text Plain

#general

Color White Color

Font Helvetica Neue 17.0

Dynamic Type Automatically Adjusts Font

Alignment

Lines 1

Behavior Enabled

Highlighted

Baseline Align Baselines

Line Break Truncate Tail

Autoshrink Fixed Font Size

Tighten Letter Spacing

Highlighted Default

Shadow Default

Shadow Offset 0 -1

Width Height

View

Content Mode Left

Semantic Unspecified

Tag 0

Interaction User Interaction Enabled

Multiple Touch

View Controller - A controller that manages a view.

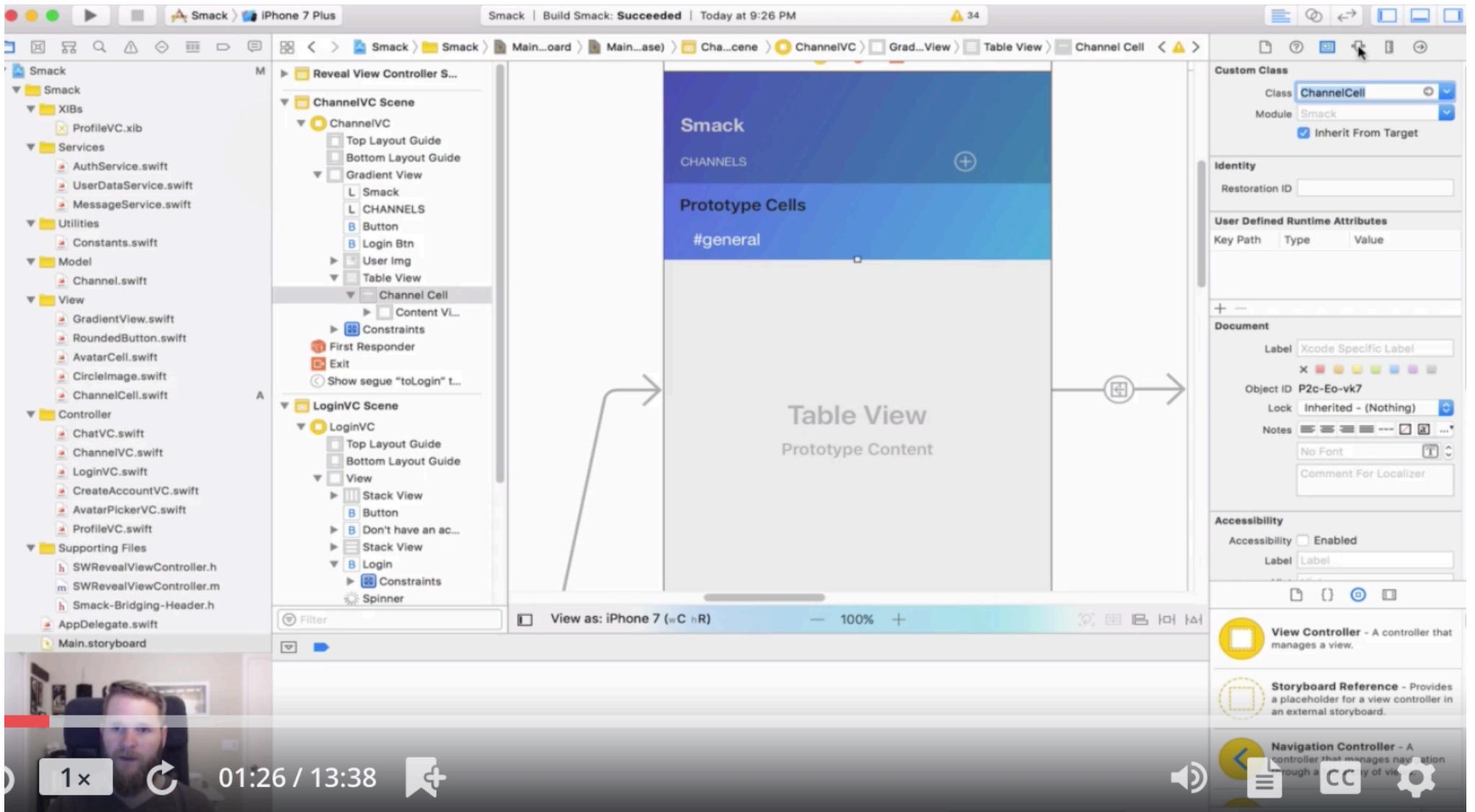
Storyboard Reference - Provides a placeholder for a view controller in an external storyboard.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

1x 02:02 / 13:38

33

```
1 //  
2 // ChannelCell.swift  
3 // Smack  
4 //  
5 // Created by Jonny B on 7/18/17.  
6 // Copyright © 2017 Jonny B. All  
rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class ChannelCell: UITableViewCell {  
  
    // Outlets  
  
    override func awakeFromNib() {  
        super.awakeFromNib()  
        // Initialization code  
    }  
  
    override func setSelected(_ selected: Bool, animated: Bool) {  
    }  
}
```



The screenshot shows the Xcode IDE with a project named "Smack" open. The current file is "ChannelCell.swift" located in the "View" folder. A red box highlights the following code:

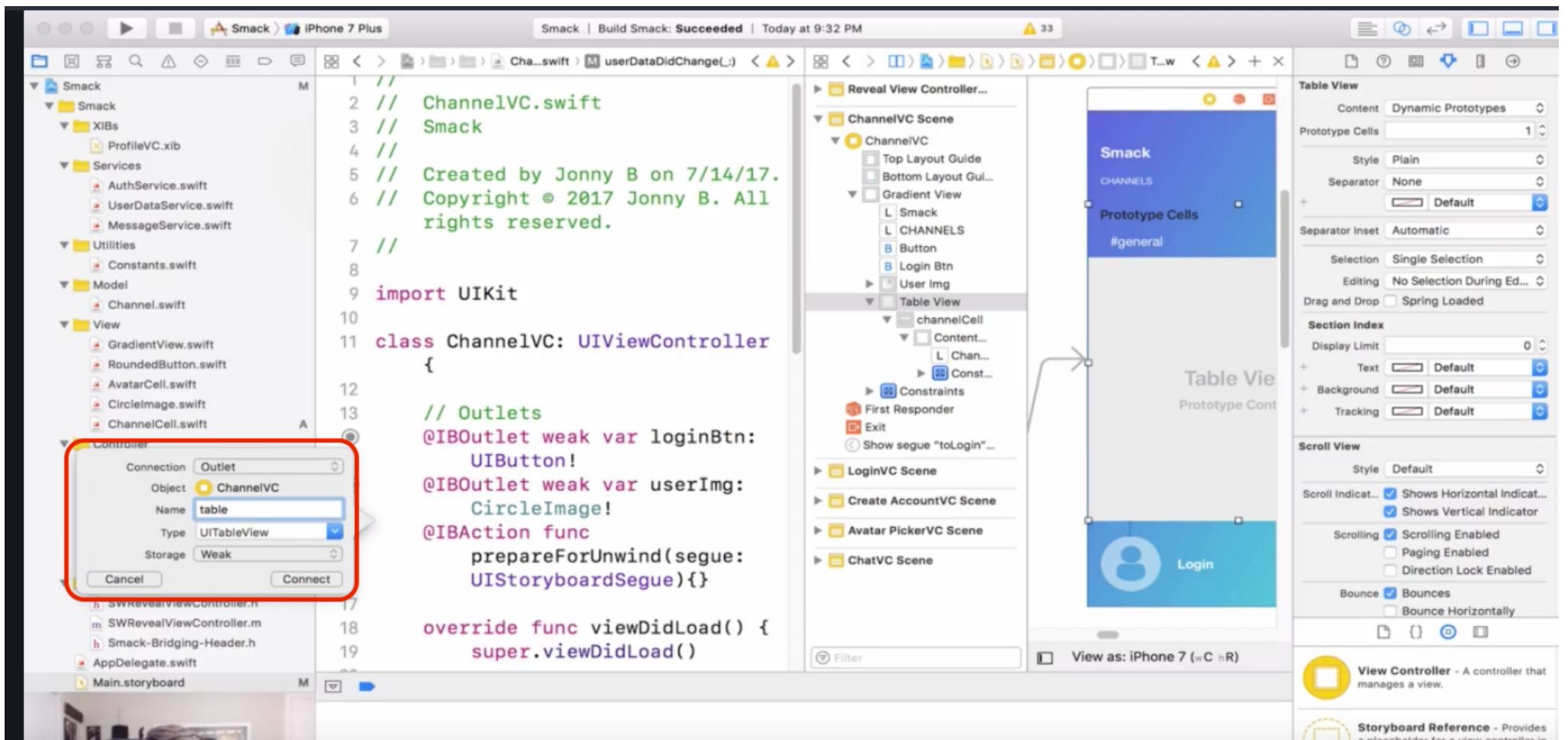
```
// Outlets
@IBOutlet weak var channelName: UILabel!

override func awakeFromNib() {
    super.awakeFromNib()
    // Initialization code
}

override func setSelected(_ selected: Bool, animated: Bool) {
    super.setSelected(selected, animated: animated)
    if selected {
        self.layer.backgroundColor = UIColor(white: 1, alpha: 0.2).cgColor
    } else {
        self.layer.backgroundColor = UIColor.clear.cgColor
    }
}

func configureCell(channel : Channel) {
    let title = channel.channelTitle ?? ""
    channelName.text = title
}
```

A yellow warning icon is present next to the line "let title = channel.channelTitle ?? """. The Xcode interface includes a sidebar with "Quick Help" and documentation links, and a bottom bar with navigation controls.



```
Smack | Build Smack: Failed | Today at 9:33 PM 33
Smack > Smack > Controller > ChannelVC.swift > viewDidLoad()
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7 // 
8 
9 import UIKit
10 
11 class ChannelVC: UIViewController, UITableViewDelegate,
12     UITableViewDataSource {
13 
14     // Outlets
15     @IBOutlet weak var loginBtn: UIButton!
16     @IBOutlet weak var userImg: CircleImage!
17     @IBOutlet weak var tableView: UITableView!
18 
19     @IBAction func prepareForUnwind(segue: UIStoryboardSegue){}
20 
21     override func viewDidLoad() {
22         super.viewDidLoad()
23         tableView.delegate = self
24         tableView.dataSource = self
25     }
26 
27     override func viewDidAppear(animated: Bool) {
28 
29     }
30 }
```

The screenshot shows the Xcode interface with the project navigation bar at the top. The left sidebar displays the project structure under the 'Smack' folder, including subfolders like 'Smack', 'XIBs', 'Services', 'Utilities', 'Model', 'View', 'Controller', and 'Supporting Files'. The 'Controller' folder contains files such as 'ChatVC.swift', 'ChannelVC.swift', 'LoginVC.swift', 'CreateAccountVC.swift', 'AvatarPickerVC.swift', and 'ProfileVC.swift'. The 'Main.storyboard' file is also listed. The main editor area shows the 'ChannelVC.swift' file, specifically the `viewDidLoad` method. The line of code `tableView.dataSource = self` is highlighted with a red rounded rectangle. The status bar at the bottom right indicates 'View Controller - A controller that manages a view.'

The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "Smack".
- Editor:** Displays the code for `ChannelVC.swift`. A red box highlights the implementation of the `UITableViewDataSource` protocol methods.
- Search Bar:** Shows "Building Smack: Smack | Copying Swift standard libraries".
- Status Bar:** Shows "Smack > iPhone 7 Plus" and "Building Smack: Smack | Copying Swift standard libraries" with 33 warnings.
- Quick Help:** Shows "No Quick Help" and "Search Documentation".
- Assistant Editor:** Shows a storyboard reference placeholder.

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell {
    if let cell = tableView.dequeueReusableCell(withIdentifier: "channelCell", for: indexPath) as? ChannelCell {
        let channel = MessageService.instance.channels[indexPath.row]
        cell.configureCell(channel: channel)
        return cell
    } else {
        return UITableViewCell()
    }
}

func numberOfSections(in tableView: UITableView) -> Int {
    return 1
}

func tableView(_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {
    return MessageService.instance.channels.count
}
```

