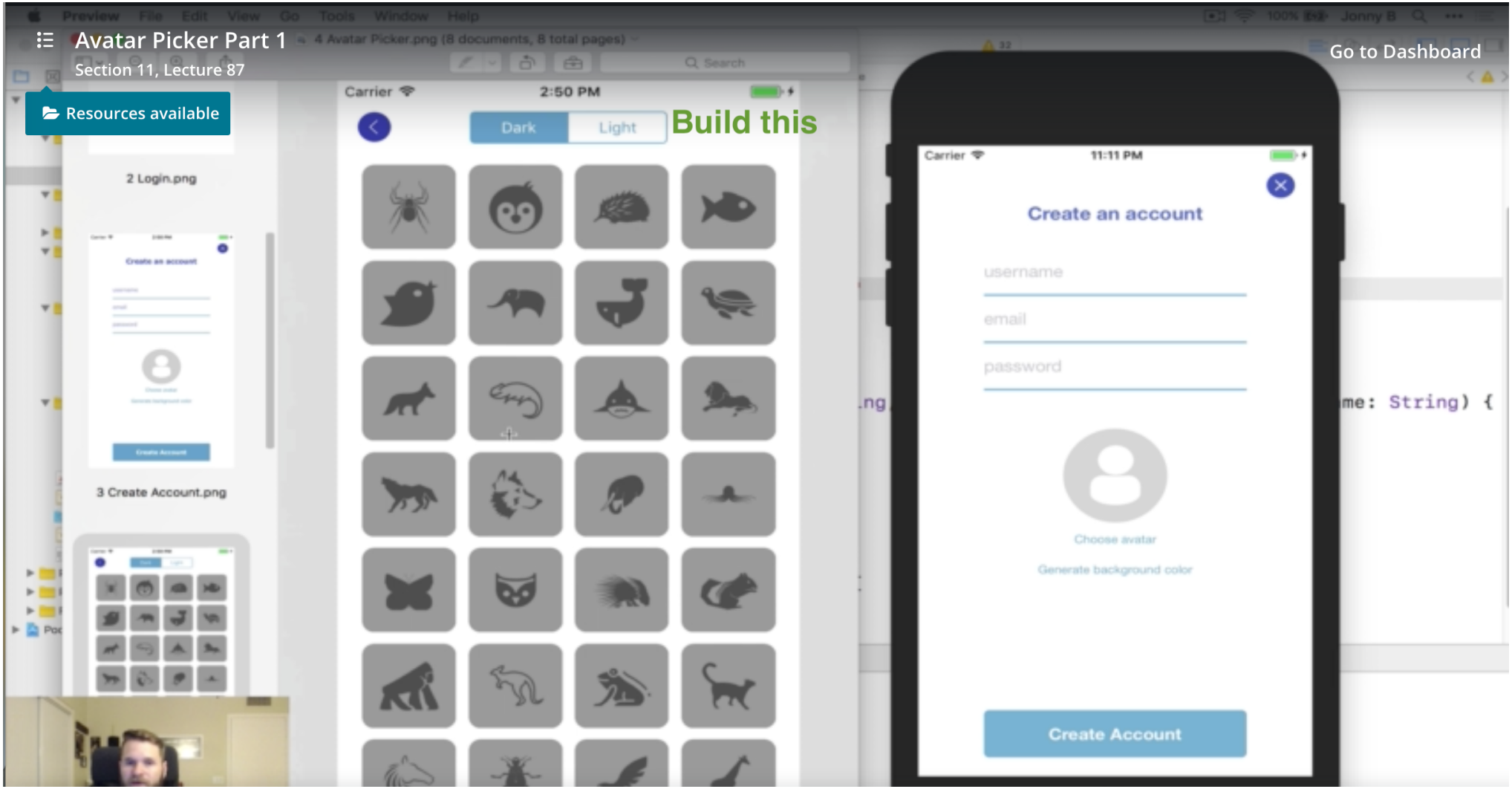
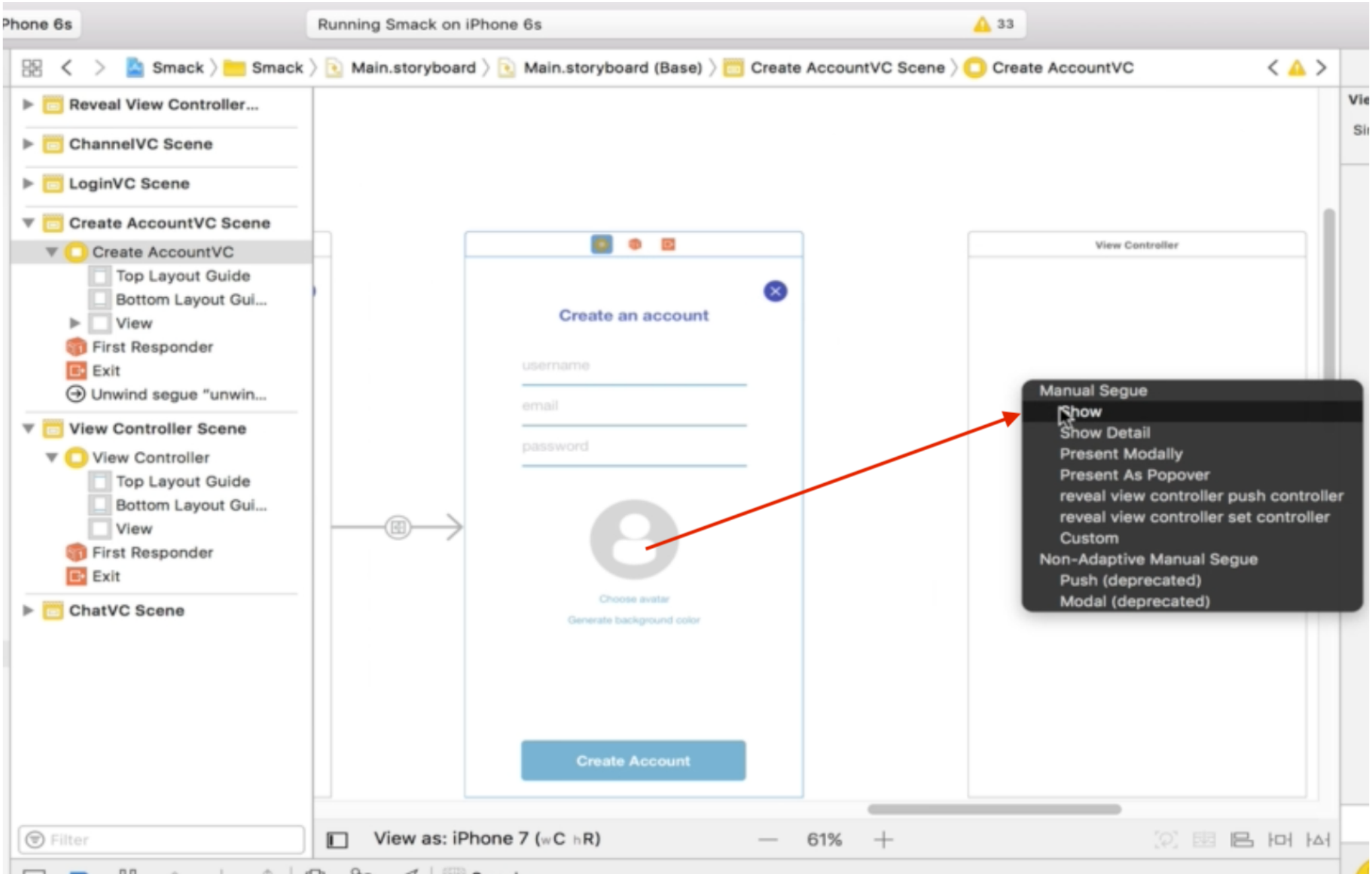
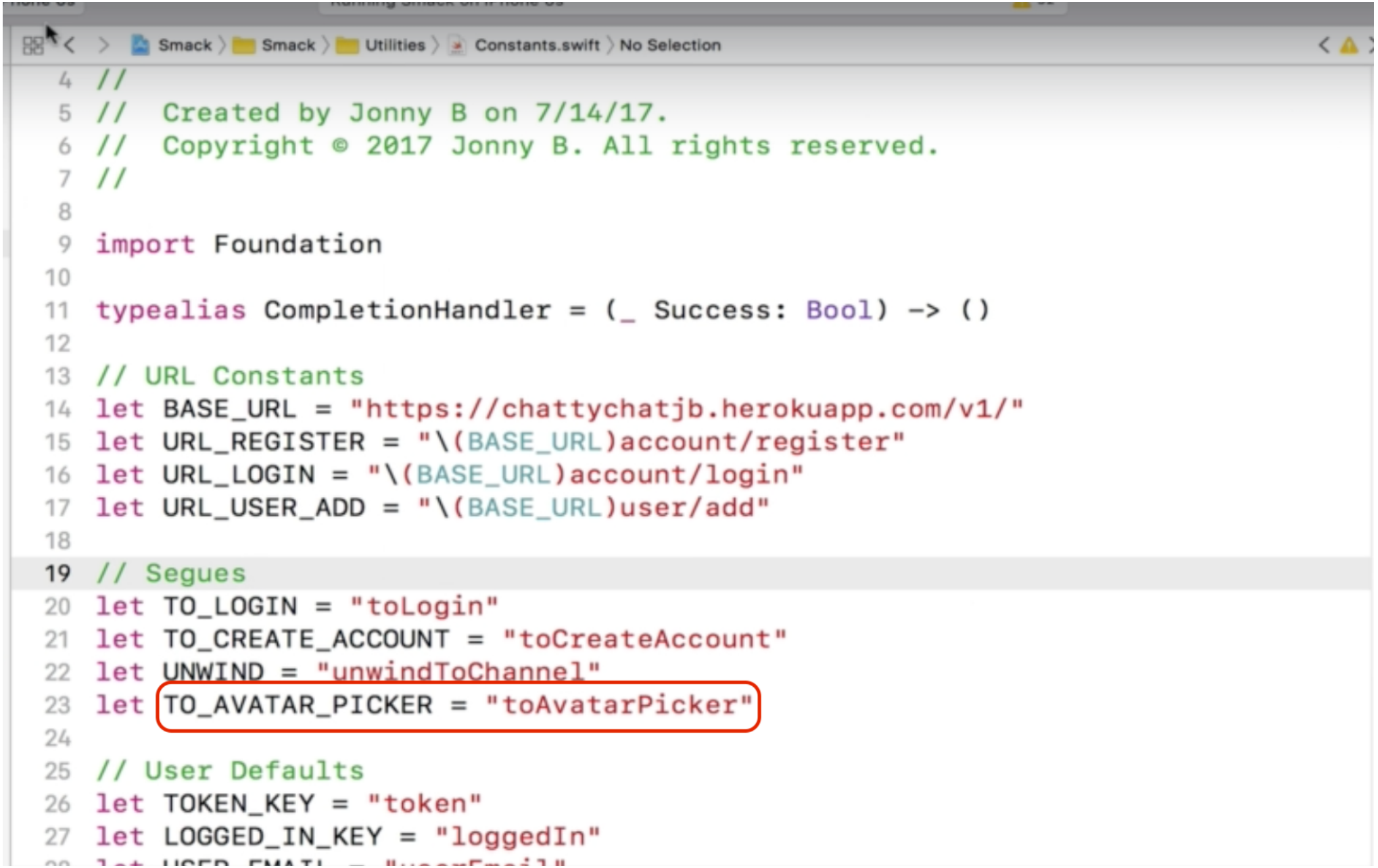
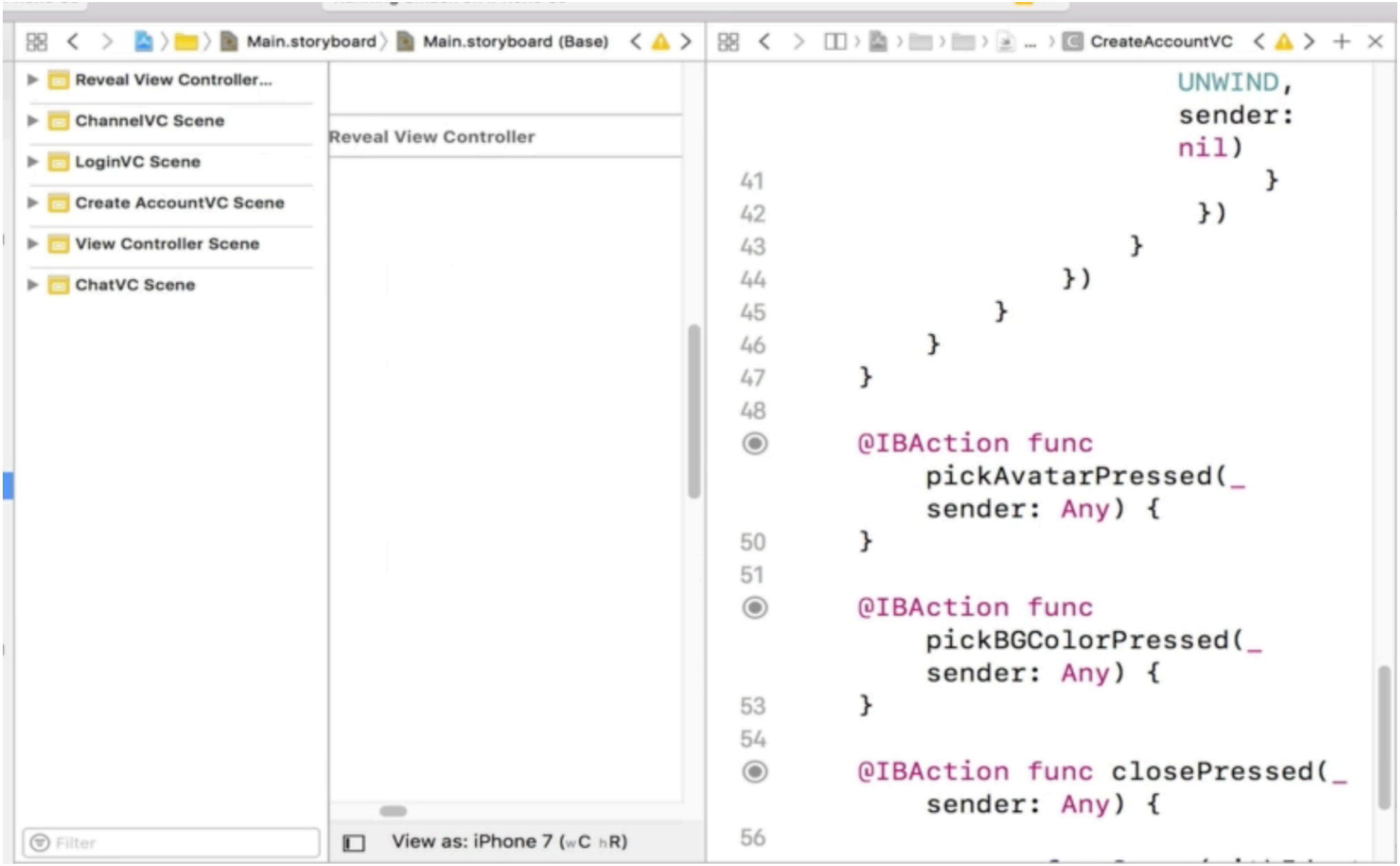
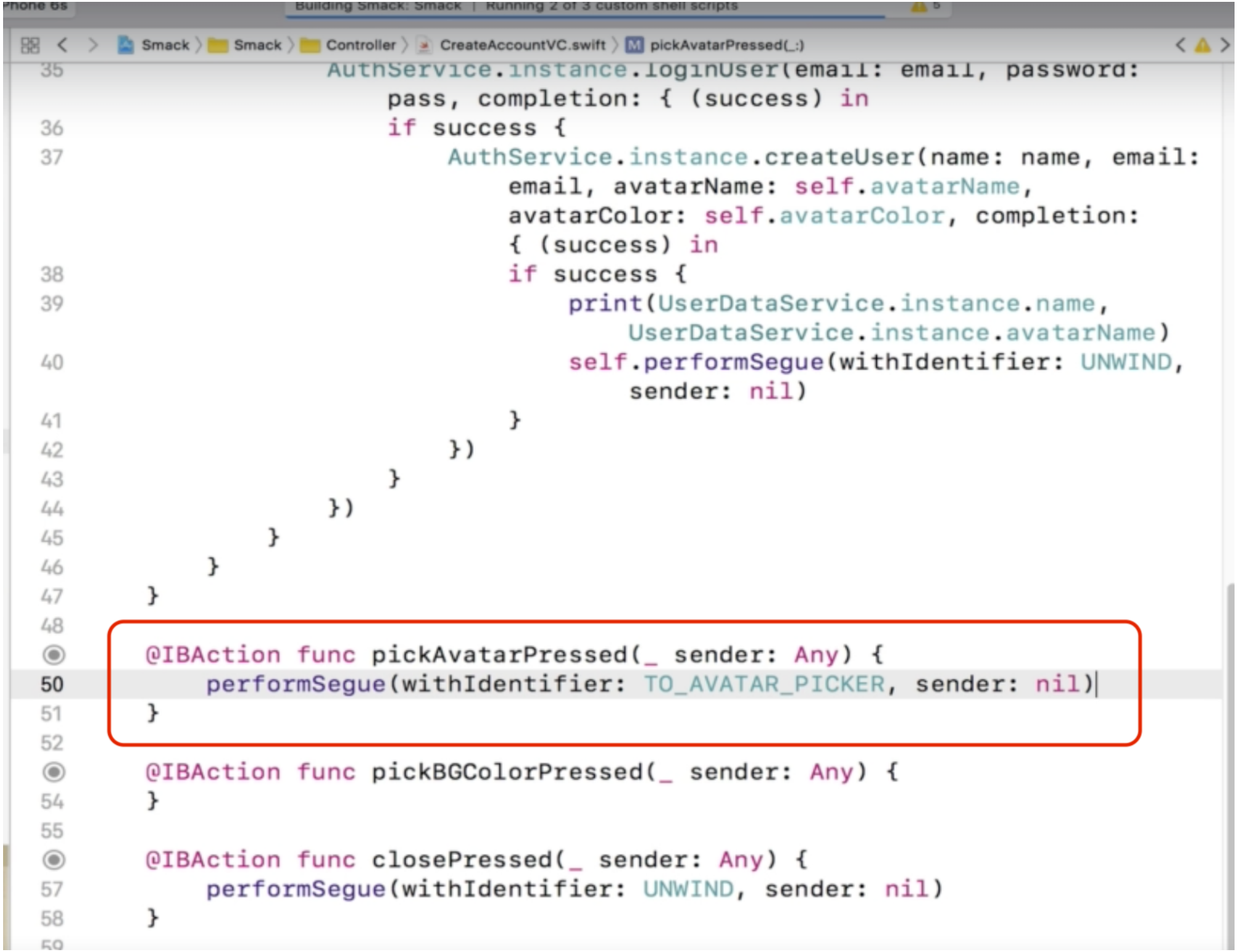
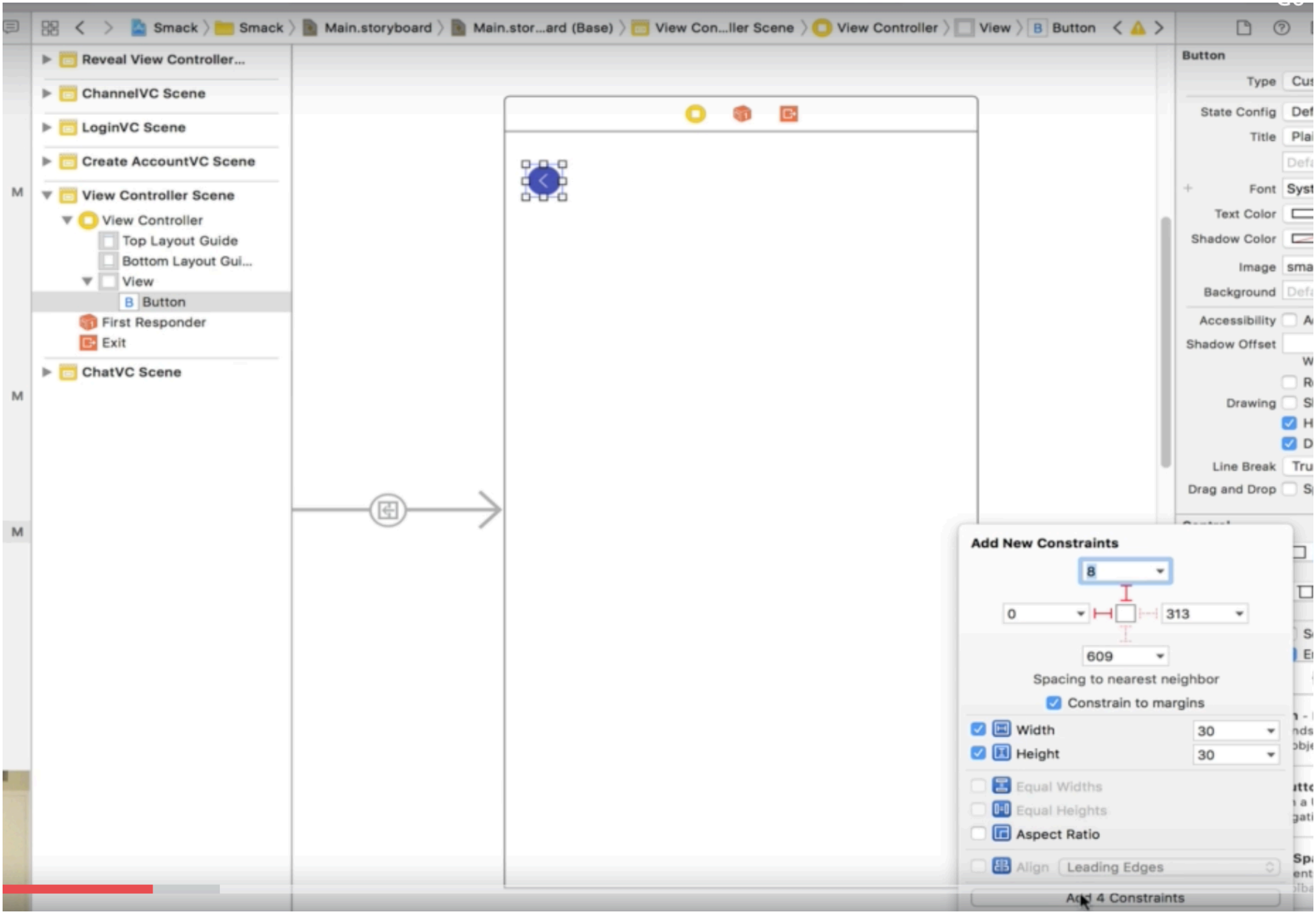

Avatar Picker Part 1
Section 11, Lecture 87
Go to Dashboard
Resources available
2 Login.png
3 Create Account.png
Carrier
2:50 PM
Dark
Light
Build this
Carrier
11:11 PM
Create an account
username
email
password
Choose avatar
Generate background color
Create Account

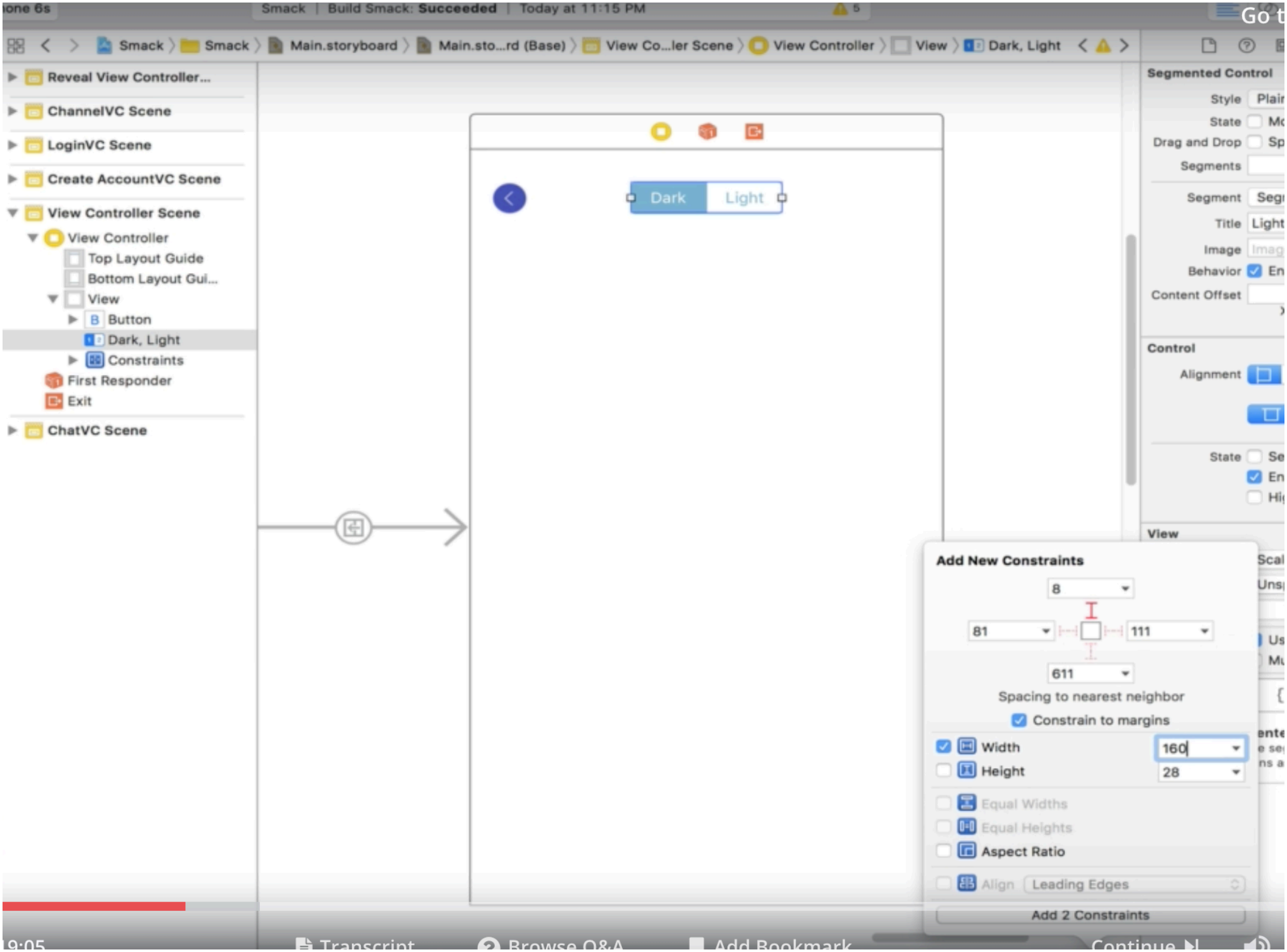

Phone 6s
Running Smack on iPhone 6s
33
Smack
Smack
Main.storyboard
Main.storyboard (Base)
Create AccountVC Scene
Create AccountVC
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
Create AccountVC
Top Layout Guide
Bottom Layout Gui...
View
First Responder
Exit
Unwind segue "unwin...
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Gui...
View
First Responder
Exit
ChatVC Scene
Filter
Create an account
username
email
password
Choose avatar
Generate background color
Create Account
View Controller
Manual Segue
Show
Show Detail
Present Modally
Present As Popover
reveal view controller push controller
reveal view controller set controller
Custom
Non-Adaptive Manual Segue
Push (deprecated)
Modal (deprecated)
View as: iPhone 7 (wC hR)
61%

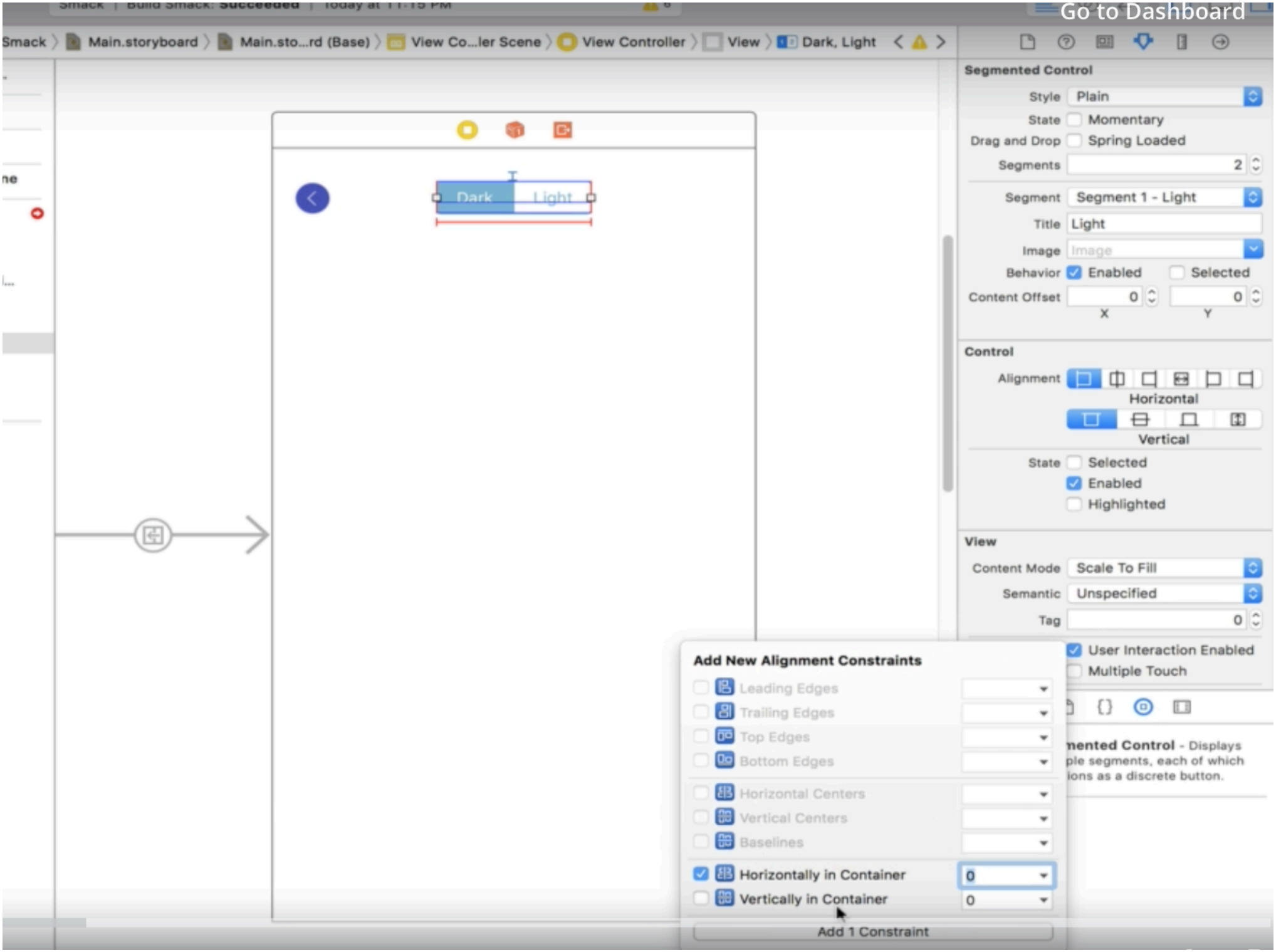

Smack
Smack
Utilities
Constants.swift
No Selection
4 //
5 // Created by Jonny B on 7/14/17.
6 // Copyright © 2017 Jonny B. All rights reserved.
7 //
8
9 import Foundation
10
11 typealias CompletionHandler = (_ Success: Bool) -> ()
12
13 // URL Constants
14 let BASE_URL = "https://chattychatjb.herokuapp.com/v1/"
15 let URL_REGISTER = "\(BASE_URL)account/register"
16 let URL_LOGIN = "\(BASE_URL)account/login"
17 let URL_USER_ADD = "\(BASE_URL)user/add"
18
19 // Segues
20 let TO_LOGIN = "toLogin"
21 let TO_CREATE_ACCOUNT = "toCreateAccount"
22 let UNWIND = "unwindToChannel"
23 let TO_AVATAR_PICKER = "toAvatarPicker"
24
25 // User Defaults
26 let TOKEN_KEY = "token"
27 let LOGGED_IN_KEY = "loggedIn"

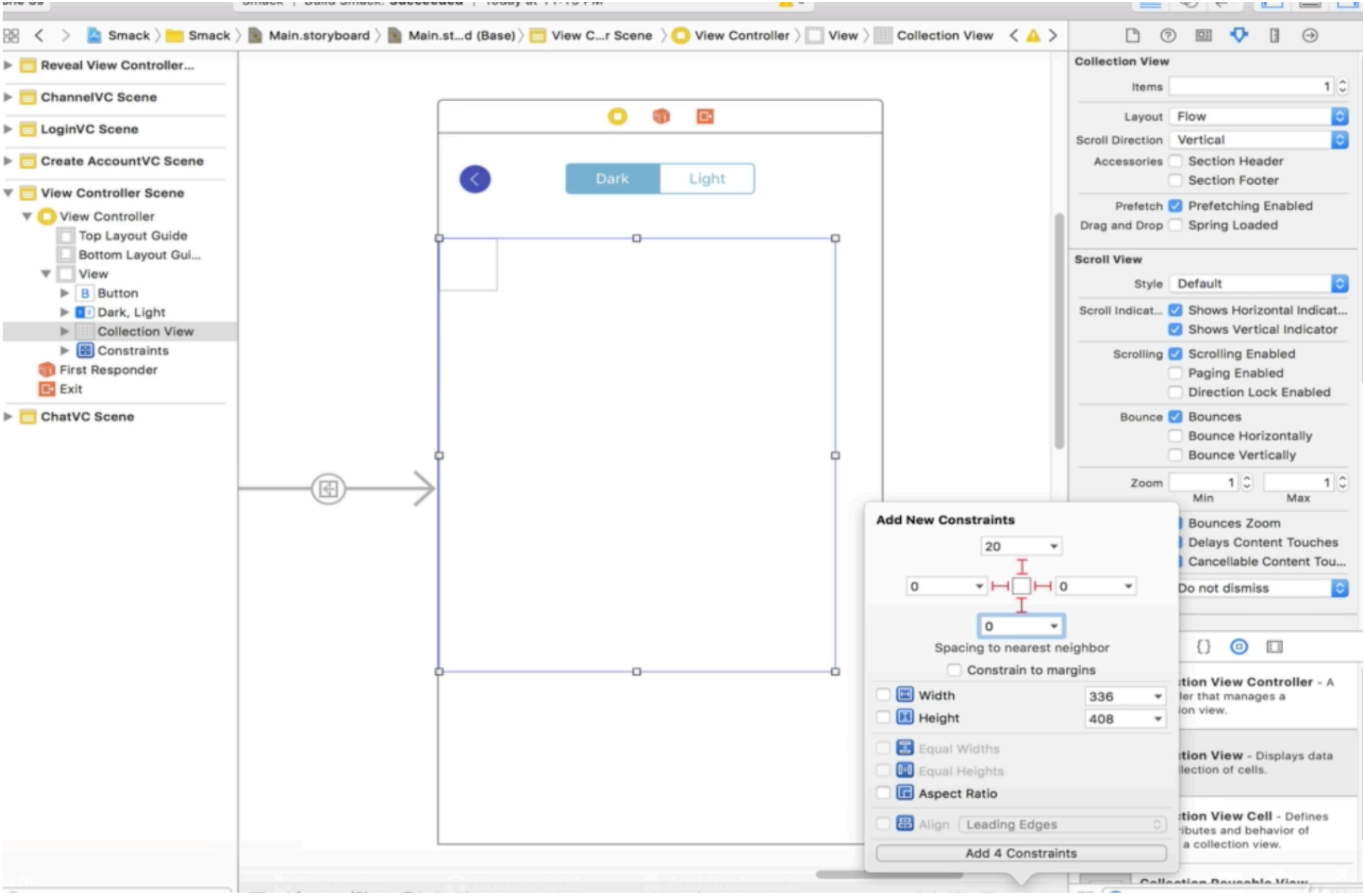

Main.storyboard
Main.storyboard (Base)
CreateAccountVC
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
View Controller Scene
ChatVC Scene
Reveal View Controller
Filter
View as: iPhone 7 (wC hR)
UNWIND,
sender:
nil)
}
})
}
})
}
}
}
@IBAction func
pickAvatarPressed(_
sender: Any) {
}
@IBAction func
pickBGColorPressed(_
sender: Any) {
}
@IBAction func closePressed(_
sender: Any) {
41
42
43
44
45
46
47
48
50
51
53
54
56

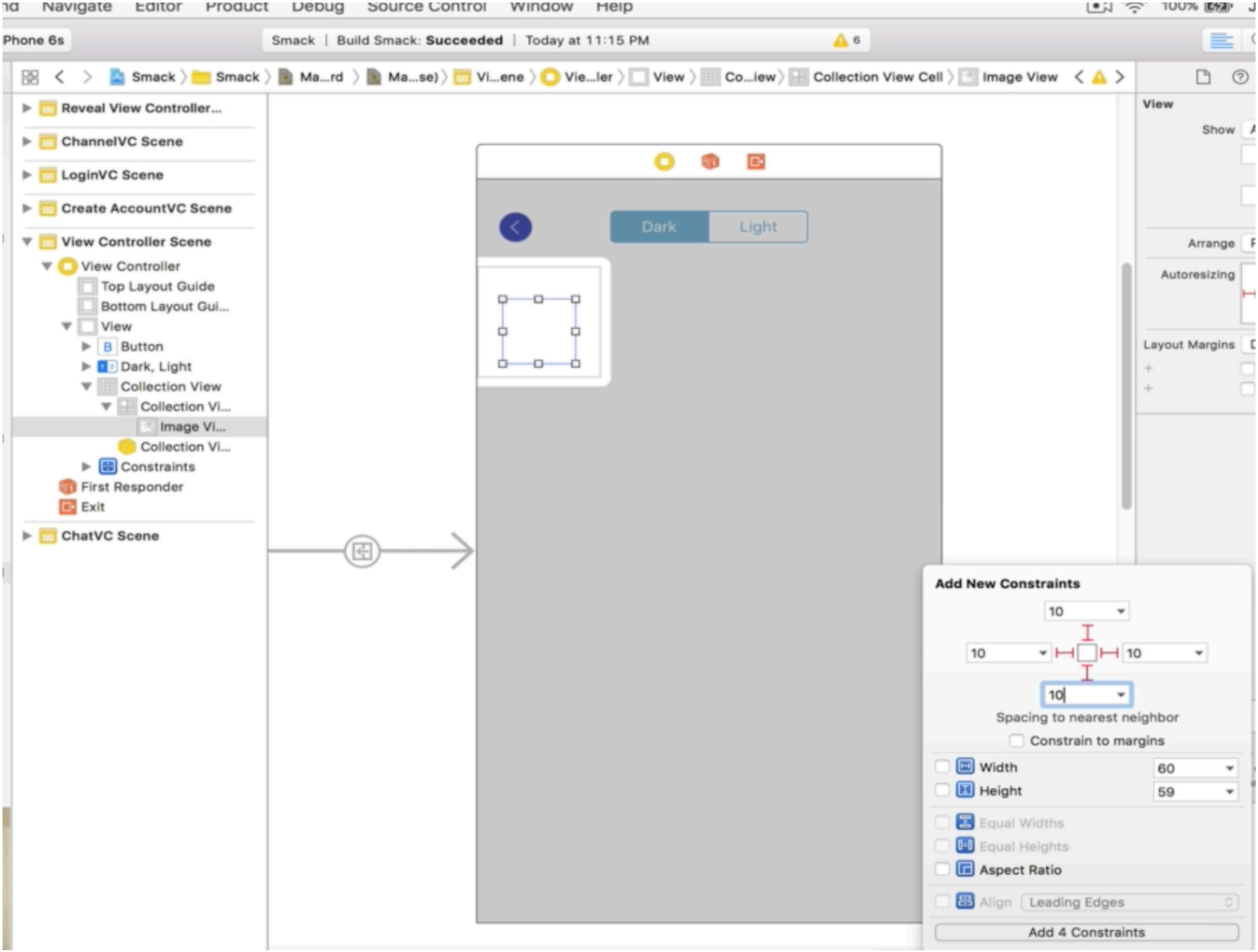

Building Smack: Smack | Running 2 of 3 custom shell scripts
Smack
Smack
Controller
CreateAccountVC.swift
pickAvatarPressed(_:)
AuthService.instance.loginUser(email: email, password:
pass, completion: { (success) in
if success {
AuthService.instance.createUser(name: name, email:
email, avatarName: self.avatarName,
avatarColor: self.avatarColor, completion:
{ (success) in
if success {
print(UserDataService.instance.name,
UserDataService.instance.avatarName)
self.performSegue(withIdentifier: UNWIND,
sender: nil)
}
})
}
})
}
}
}
@IBAction func pickAvatarPressed(_ sender: Any) {
performSegue(withIdentifier: TO_AVATAR_PICKER, sender: nil)
}
@IBAction func pickBGColorPressed(_ sender: Any) {
}
@IBAction func closePressed(_ sender: Any) {
performSegue(withIdentifier: UNWIND, sender: nil)
}

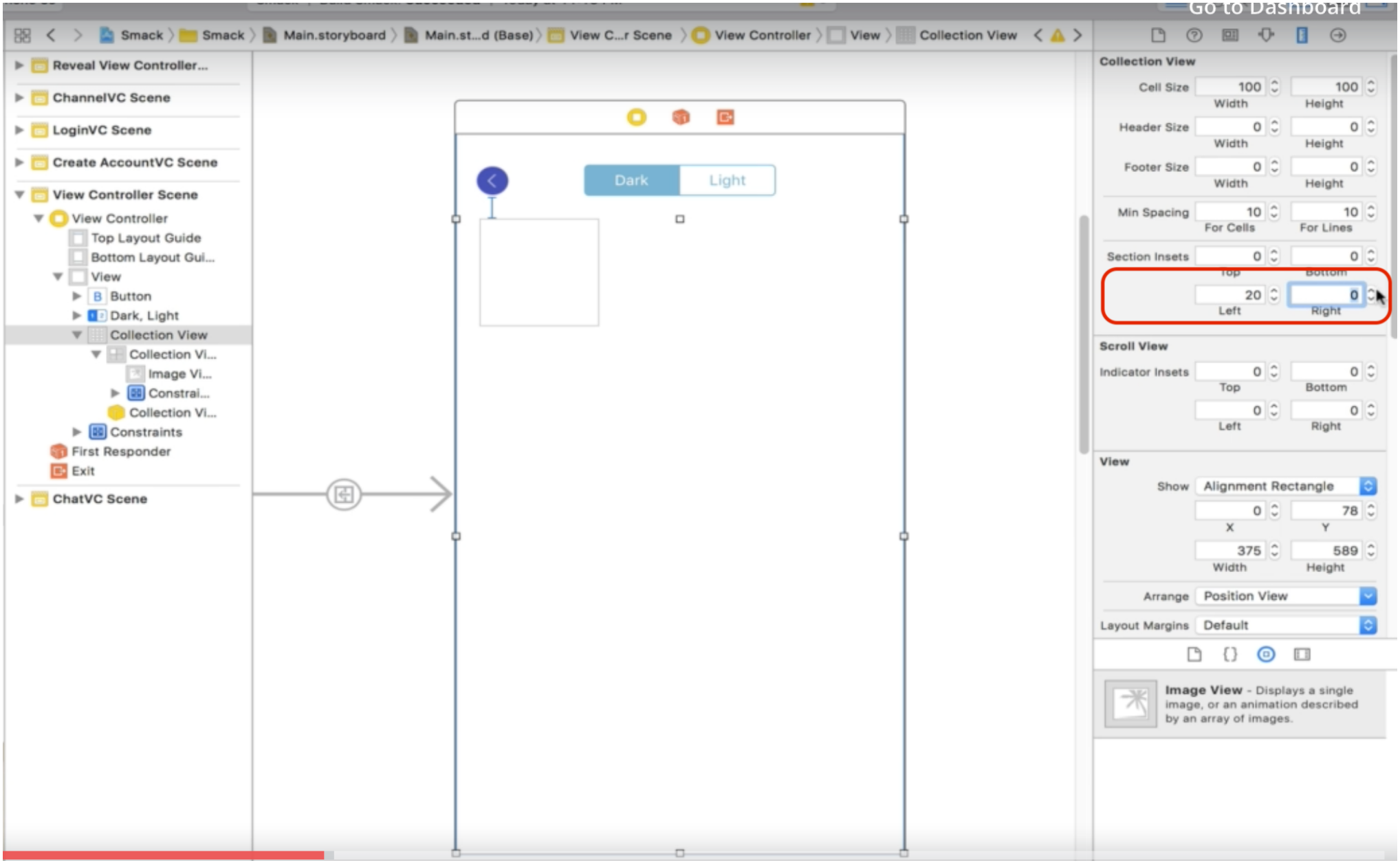

Smack
Smack
Main.storyboard
Main.stor...ard (Base)
View Con...ller Scene
View Controller
View
Button
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Gui...
View
Button
First Responder
Exit
ChatVC Scene
Button
Type
State Config
Title
Font
Text Color
Shadow Color
Image
Background
Accessibility
Shadow Offset
Drawing
Line Break
Drag and Drop
Add New Constraints
8
0
313
609
Spacing to nearest neighbor
Constrain to margins
Width
30
Height
30
Equal Widths
Equal Heights
Aspect Ratio
Align
Leading Edges
Add 4 Constraints

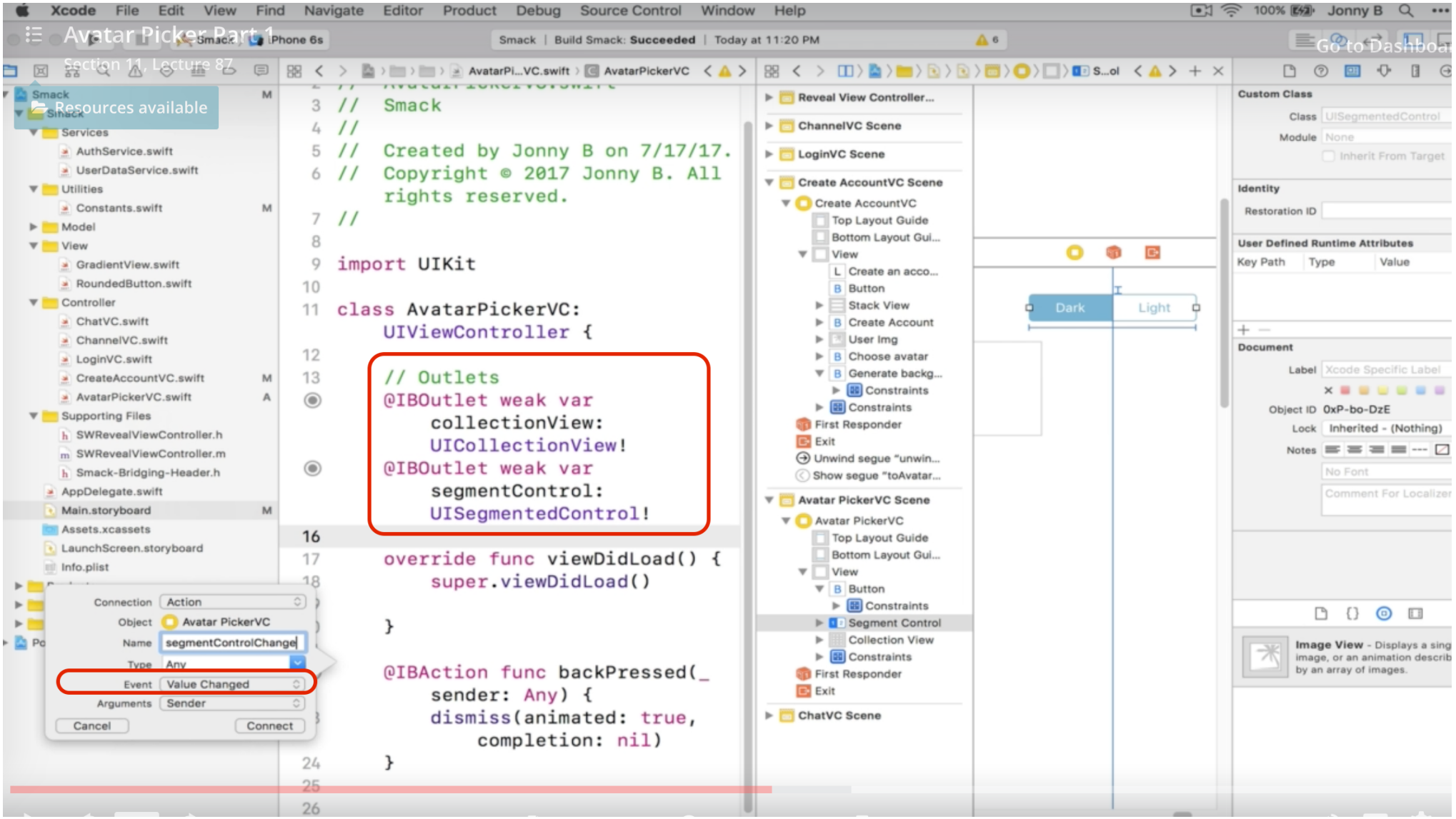

Smack | Build Smack: Succeeded | Today at 11:15 PM
Smack › Smack › Main.storyboard › Main.sto...rd (Base) › View Co...ler Scene › View Controller › View › Dark, Light
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Gui...
View
Button
Dark, Light
Constraints
First Responder
Exit
ChatVC Scene
Dark
Light
Segmented Control
Style
State
Drag and Drop
Segments
Segment
Title
Image
Behavior
Content Offset
Control
Alignment
State
View
Add New Constraints
8
81
111
611
Spacing to nearest neighbor
Constrain to margins
Width
160
Height
28
Equal Widths
Equal Heights
Aspect Ratio
Align
Leading Edges
Add 2 Constraints
Transcript
Browse Q&A
Add Bookmark
Continue

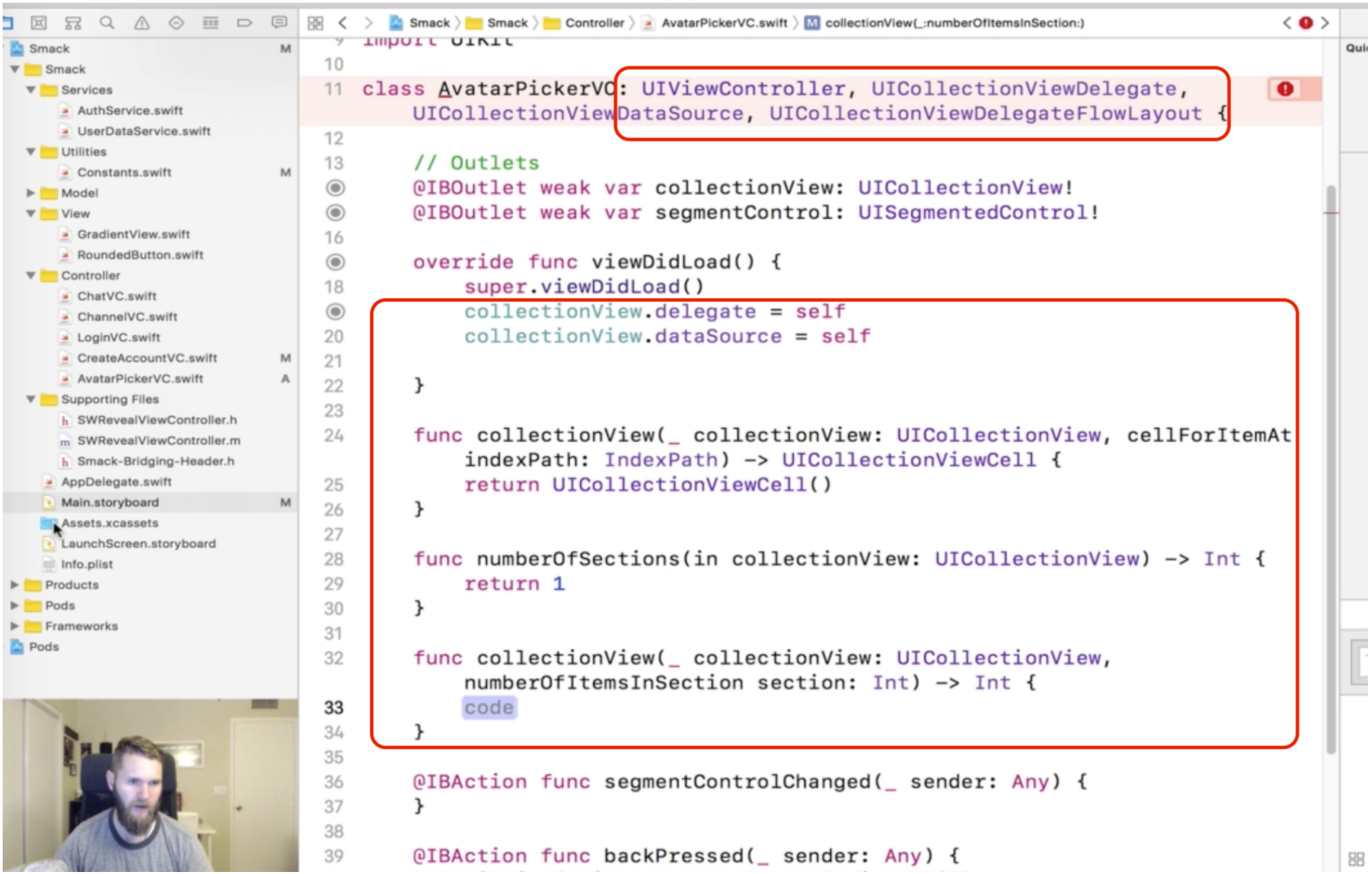

Go to Dashboard
Smack | Main.storyboard | Main.sto...rd (Base) | View Co...ler Scene | View Controller | View | Dark, Light
Dark
Light
Segmented Control
Style Plain
State Momentary
Drag and Drop Spring Loaded
Segments 2
Segment Segment 1 - Light
Title Light
Image Image
Behavior Enabled Selected
Content Offset 0 0
X Y
Control
Alignment
Horizontal
Vertical
State Selected
Enabled
Highlighted
View
Content Mode Scale To Fill
Semantic Unspecified
Tag 0
User Interaction Enabled
Multiple Touch
Add New Alignment Constraints
Leading Edges
Trailing Edges
Top Edges
Bottom Edges
Horizontal Centers
Vertical Centers
Baselines
Horizontally in Container 0
Vertically in Container 0
Add 1 Constraint

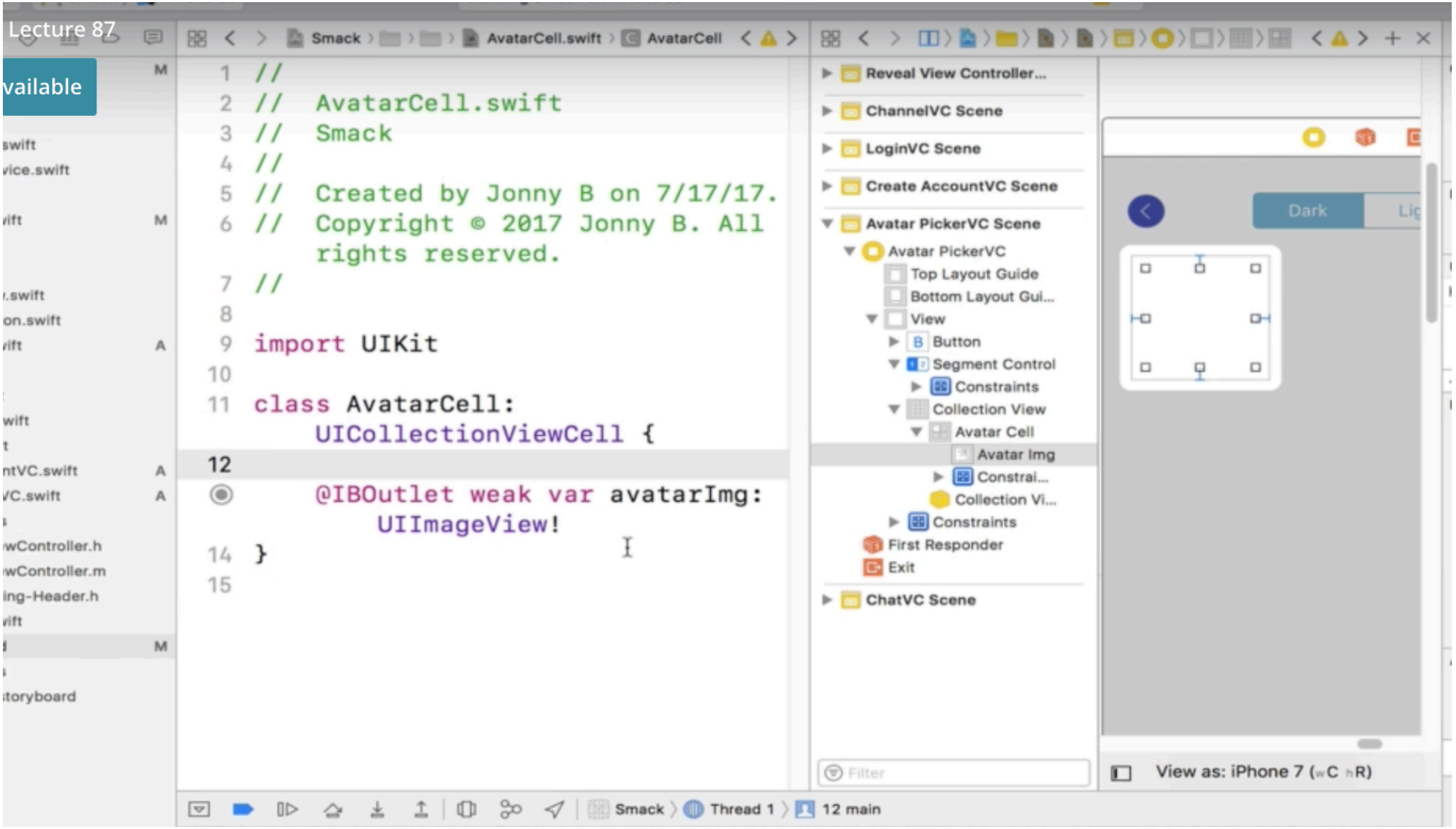

Smack
Smack
Main.storyboard
Main.st...d (Base)
View C...r Scene
View Controller
View
Collection View
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Gui...
View
Button
Dark, Light
Collection View
Constraints
First Responder
Exit
ChatVC Scene
Dark
Light
Collection View
Items
1
Layout
Flow
Scroll Direction
Vertical
Accessories
Section Header
Section Footer
Prefetch
Prefetching Enabled
Drag and Drop
Spring Loaded
Scroll View
Style
Default
Scroll Indicat...
Shows Horizontal Indicat...
Shows Vertical Indicator
Scrolling
Scrolling Enabled
Paging Enabled
Direction Lock Enabled
Bounce
Bounces
Bounce Horizontally
Bounce Vertically
Zoom
1
Min
1
Max
Bounces Zoom
Delays Content Touches
Cancellable Content Tou...
Do not dismiss
Add New Constraints
20
0
0
0
Spacing to nearest neighbor
Constrain to margins
Width
336
Height
408
Equal Widths
Equal Heights
Aspect Ratio
Align
Leading Edges
Add 4 Constraints

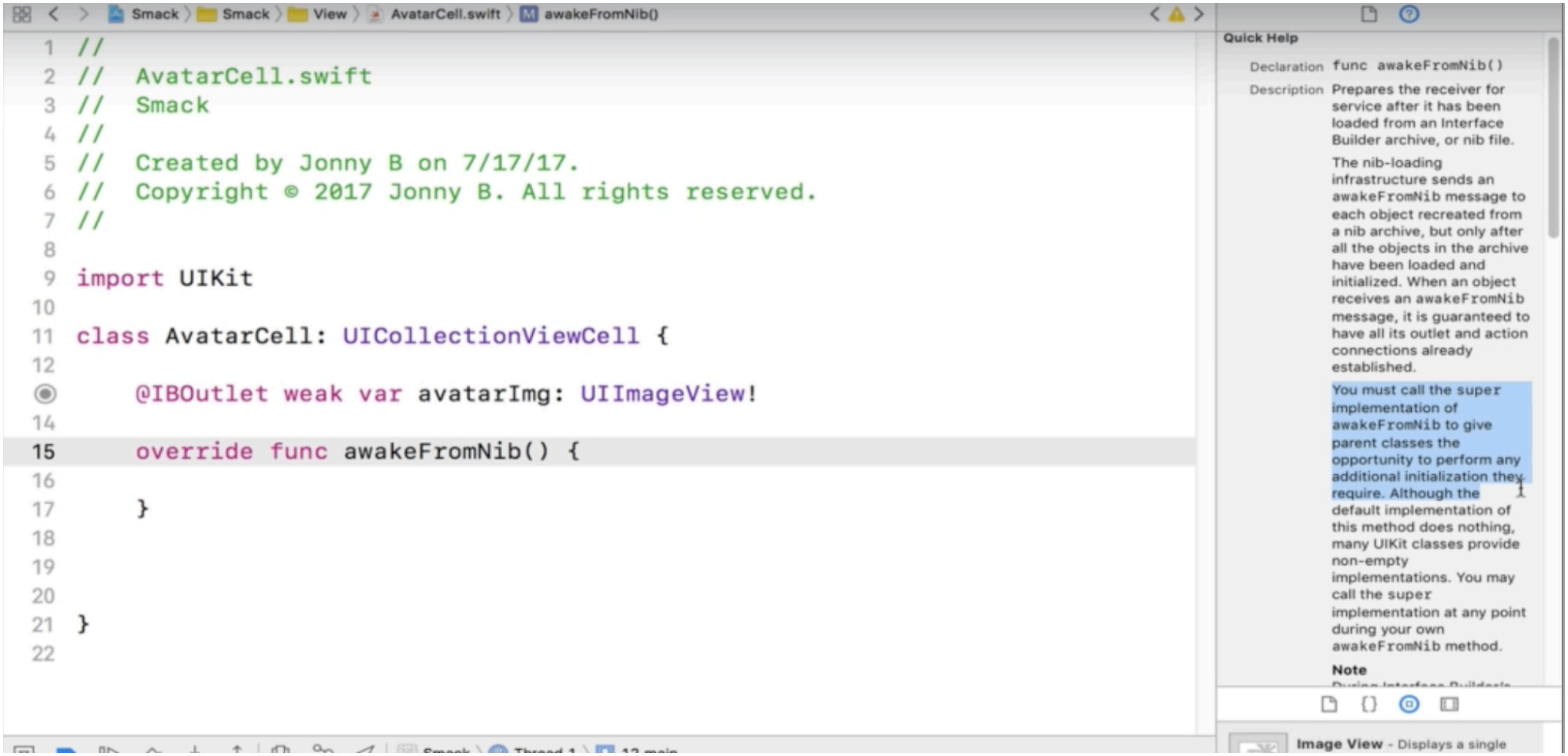

Navigate Editor Product Debug Source Control Window Help
Phone 6s
Smack | Build Smack: Succeeded | Today at 11:15 PM
Smack Smack Ma...rd Ma...se) Vi...ene Vie...ler View Co...iew Collection View Cell Image View
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Gui...
View
Button
Dark, Light
Collection View
Collection Vi...
Image Vi...
Collection Vi...
Constraints
First Responder
Exit
ChatVC Scene
Dark
Light
View
Show
Arrange
Autoresizing
Layout Margins
Add New Constraints
10
10
10
10
Spacing to nearest neighbor
Constrain to margins
Width 60
Height 59
Equal Widths
Equal Heights
Aspect Ratio
Align Leading Edges
Add 4 Constraints


Go to Dashboard
Smack
Smack
Main.storyboard
Main.st...d (Base)
View C...r Scene
View Controller
View
Collection View
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
View Controller Scene
View Controller
Top Layout Guide
Bottom Layout Gui...
View
Button
Dark, Light
Collection View
Collection Vi...
Image Vi...
Constrai...
Collection Vi...
Constraints
First Responder
Exit
ChatVC Scene
Dark
Light
Collection View
Cell Size
100
Width
100
Height
Header Size
0
Width
0
Height
Footer Size
0
Width
0
Height
Min Spacing
10
For Cells
10
For Lines
Section Insets
0
Top
0
Bottom
20
Left
0
Right
Scroll View
Indicator Insets
0
Top
0
Bottom
0
Left
0
Right
View
Show
Alignment Rectangle
0
X
78
Y
375
Width
589
Height
Arrange
Position View
Layout Margins
Default
Image View - Displays a single image, or an animation described by an array of images.

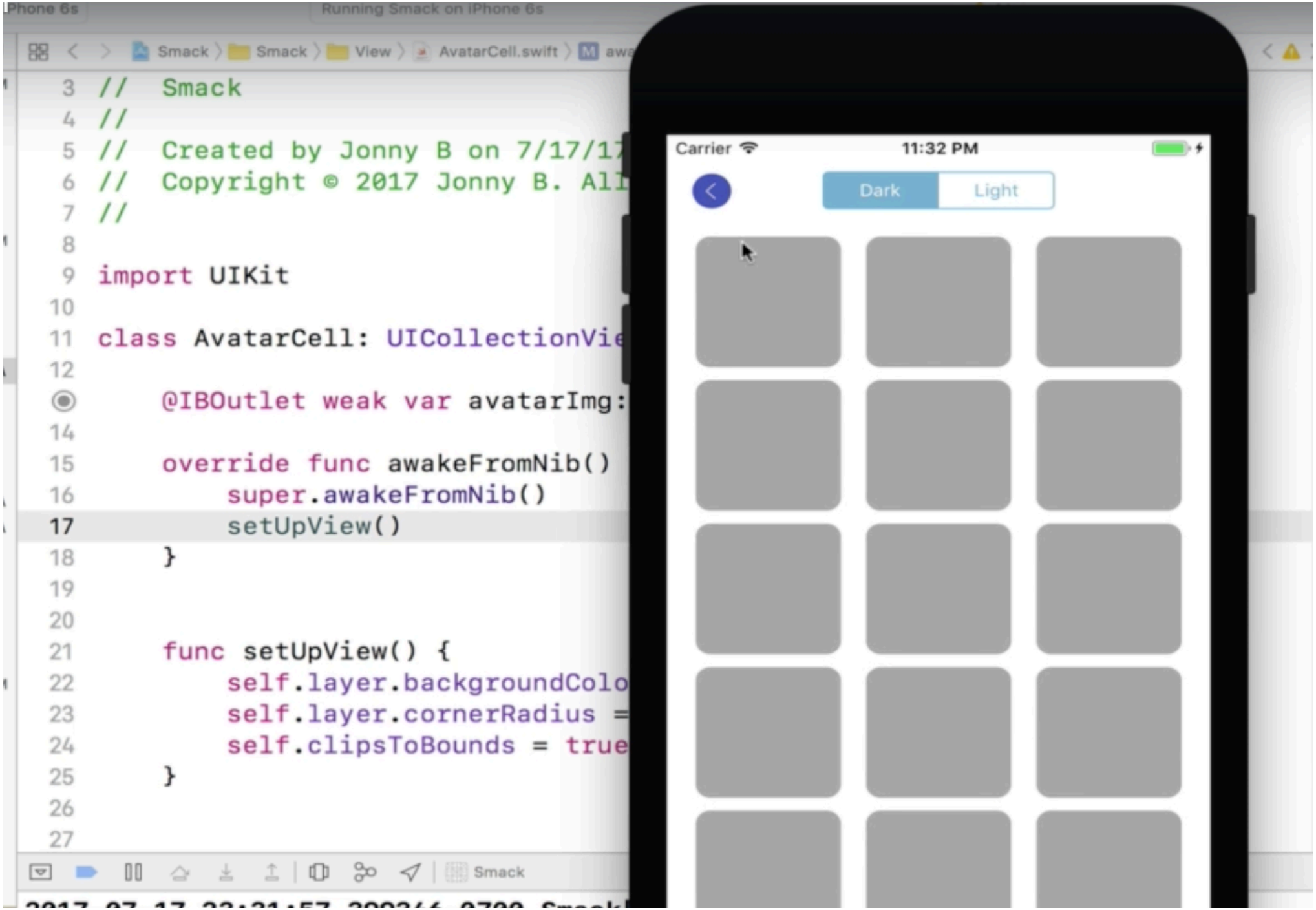

Avatar Picker Part 1
Section 11, Lecture 87
Resources available
Go to Dashboard
Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help
Jonny B
Smack | iPhone 6s
Smack | Build Smack: Succeeded | Today at 11:20 PM
AvatarPi...VC.swift
AvatarPickerVC
Smack
Services
AuthService.swift
UserDataService.swift
Utilities
Constants.swift
Model
View
GradientView.swift
RoundedButton.swift
Controller
ChatVC.swift
ChannelVC.swift
LoginVC.swift
CreateAccountVC.swift
AvatarPickerVC.swift
Supporting Files
SWRevealViewController.h
SWRevealViewController.m
Smack-Bridging-Header.h
AppDelegate.swift
Main.storyboard
Assets.xcassets
LaunchScreen.storyboard
Info.plist
// Smack
// Created by Jonny B on 7/17/17.
// Copyright © 2017 Jonny B. All rights reserved.
import UIKit
class AvatarPickerVC: UIViewController {
// Outlets
@IBOutlet weak var collectionView: UICollectionView!
@IBOutlet weak var segmentControl: UISegmentedControl!
override func viewDidLoad() {
super.viewDidLoad()
}
@IBAction func backPressed(_ sender: Any) {
dismiss(animated: true, completion: nil)
}
Connection Action
Object Avatar PickerVC
Name segmentControlChange
Type Any
Event Value Changed
Arguments Sender
Cancel
Connect
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
Create AccountVC
Top Layout Guide
Bottom Layout Gui...
View
Create an acco...
Button
Stack View
Create Account
User Img
Choose avatar
Generate backg...
Constraints
Constraints
First Responder
Exit
Unwind segue "unwin...
Show segue "toAvatar...
Avatar PickerVC Scene
Avatar PickerVC
Top Layout Guide
Bottom Layout Gui...
View
Button
Constraints
Segment Control
Collection View
Constraints
First Responder
Exit
ChatVC Scene
Dark
Light
Custom Class
Class UISegmentedControl
Module None
Inherit From Target
Identity
Restoration ID
User Defined Runtime Attributes
Key Path Type Value
Document
Label Xcode Specific Label
Object ID 0xP-bo-DzE
Lock Inherited - (Nothing)
Notes
No Font
Comment For Localizer
Image View - Displays a sing
image, or an animation describ
by an array of images.


Smack
Smack
Services
AuthService.swift
UserDataService.swift
Utilities
Constants.swift
Model
View
GradientView.swift
RoundedButton.swift
Controller
ChatVC.swift
ChannelVC.swift
LoginVC.swift
CreateAccountVC.swift
AvatarPickerVC.swift
Supporting Files
SWRevealViewController.h
SWRevealViewController.m
Smack-Bridging-Header.h
AppDelegate.swift
Main.storyboard
Assets.xcassets
LaunchScreen.storyboard
Info.plist
Products
Pods
Frameworks
Pods
Smack
Smack
Controller
AvatarPickerVC.swift
collectionView(_:numberOfItemsInSection:)
import UIKit
class AvatarPickerVC: UIViewController, UICollectionViewDelegate,
UICollectionViewDataSource, UICollectionViewDelegateFlowLayout {
// Outlets
@IBOutlet weak var collectionView: UICollectionView!
@IBOutlet weak var segmentControl: UISegmentedControl!
override func viewDidLoad() {
super.viewDidLoad()
collectionView.delegate = self
collectionView.dataSource = self
}
func collectionView(_ collectionView: UICollectionView, cellForItemAt
indexPath: IndexPath) -> UICollectionViewCell {
return UICollectionViewCell()
}
func numberOfSections(in collectionView: UICollectionView) -> Int {
return 1
}
func collectionView(_ collectionView: UICollectionView,
numberOfItemsInSection section: Int) -> Int {
code
}
@IBAction func segmentControlChanged(_ sender: Any) {
}
@IBAction func backPressed(_ sender: Any) {


Lecture 87
vailable
Smack
AvatarCell.swift
AvatarCell
1 //
2 // AvatarCell.swift
3 // Smack
4 //
5 // Created by Jonny B on 7/17/17.
6 // Copyright © 2017 Jonny B. All rights reserved.
7 //
8
9 import UIKit
10
11 class AvatarCell: UICollectionViewCell {
12
@IBOutlet weak var avatarImg: UIImageView!
14 }
15
Reveal View Controller...
ChannelVC Scene
LoginVC Scene
Create AccountVC Scene
Avatar PickerVC Scene
Avatar PickerVC
Top Layout Guide
Bottom Layout Gui...
View
Button
Segment Control
Constraints
Collection View
Avatar Cell
Avatar Img
Constrai...
Collection Vi...
Constraints
First Responder
Exit
ChatVC Scene
Dark
Filter
View as: iPhone 7 (wC hR)
Smack
Thread 1
12 main


Smack
Smack
View
AvatarCell.swift
awakeFromNib()
//
// AvatarCell.swift
// Smack
//
// Created by Jonny B on 7/17/17.
// Copyright © 2017 Jonny B. All rights reserved.
//
import UIKit
class AvatarCell: UICollectionViewCell {
@IBOutlet weak var avatarImg: UIImageView!
override func awakeFromNib() {
}
}
Quick Help
Declaration func awakeFromNib()
Description Prepares the receiver for service after it has been loaded from an Interface Builder archive, or nib file.
The nib-loading infrastructure sends an awakeFromNib message to each object recreated from a nib archive, but only after all the objects in the archive have been loaded and initialized. When an object receives an awakeFromNib message, it is guaranteed to have all its outlet and action connections already established.
You must call the super implementation of awakeFromNib to give parent classes the opportunity to perform any additional initialization they require. Although the default implementation of this method does nothing, many UIKit classes provide non-empty implementations. You may call the super implementation at any point during your own awakeFromNib method.
Note
Image View - Displays a single

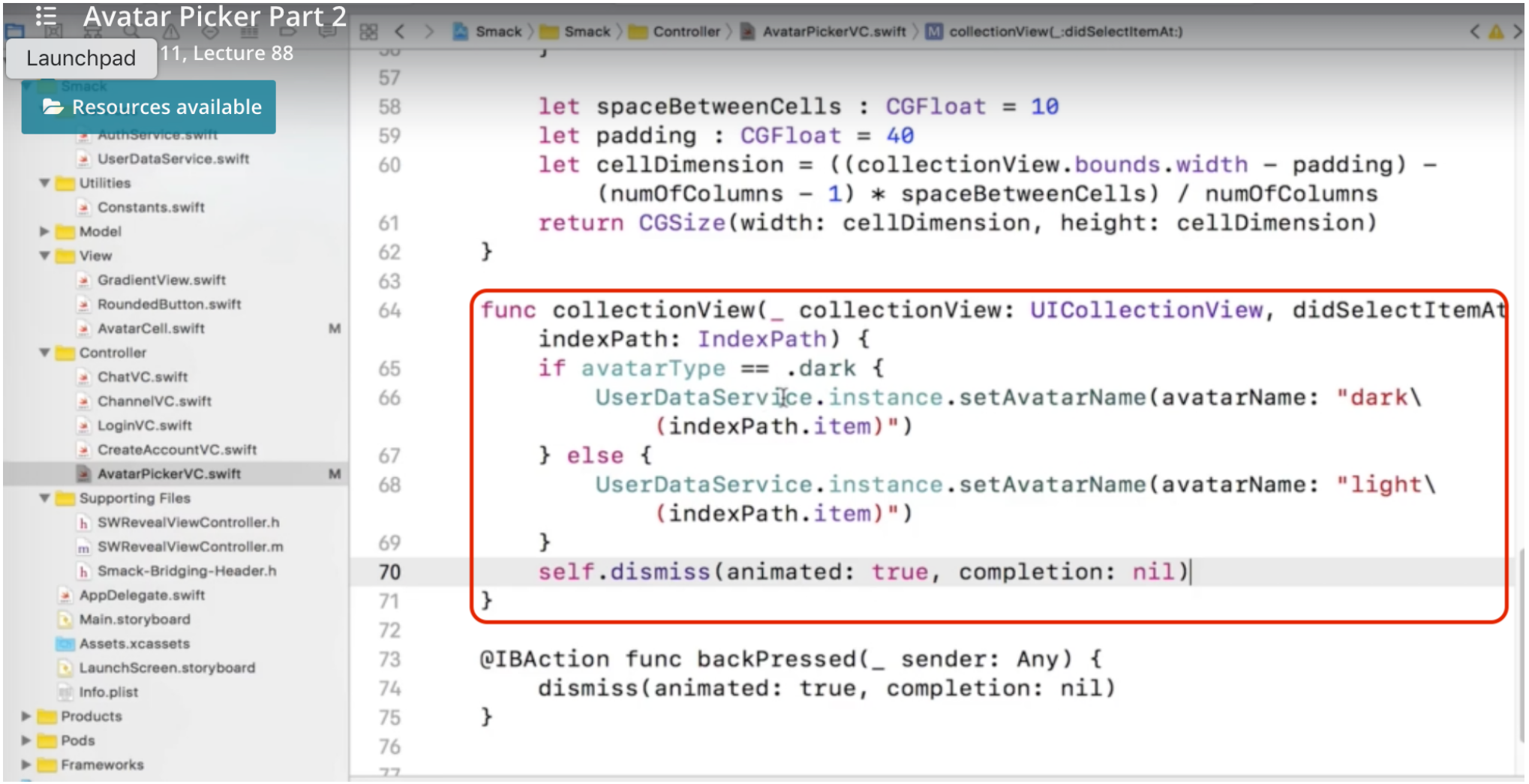
```swift
//
//  AvatarCell.swift
//  Smack
//
//  Created by Jonny B on 7/17/17.
//  Copyright © 2017 Jonny B. All rights reserved.
//

import UIKit

class AvatarCell: UICollectionViewCell {

    @IBOutlet weak var avatarImg: UIImageView!

    override func awakeFromNib() {
        super.awakeFromNib()

    }


    func setUpView() {
        self.layer.backgroundColor = UIColor.lightGray.cgColor
        self.layer.cornerRadius = 10
        self.clipsToBounds = true
    }

}
```

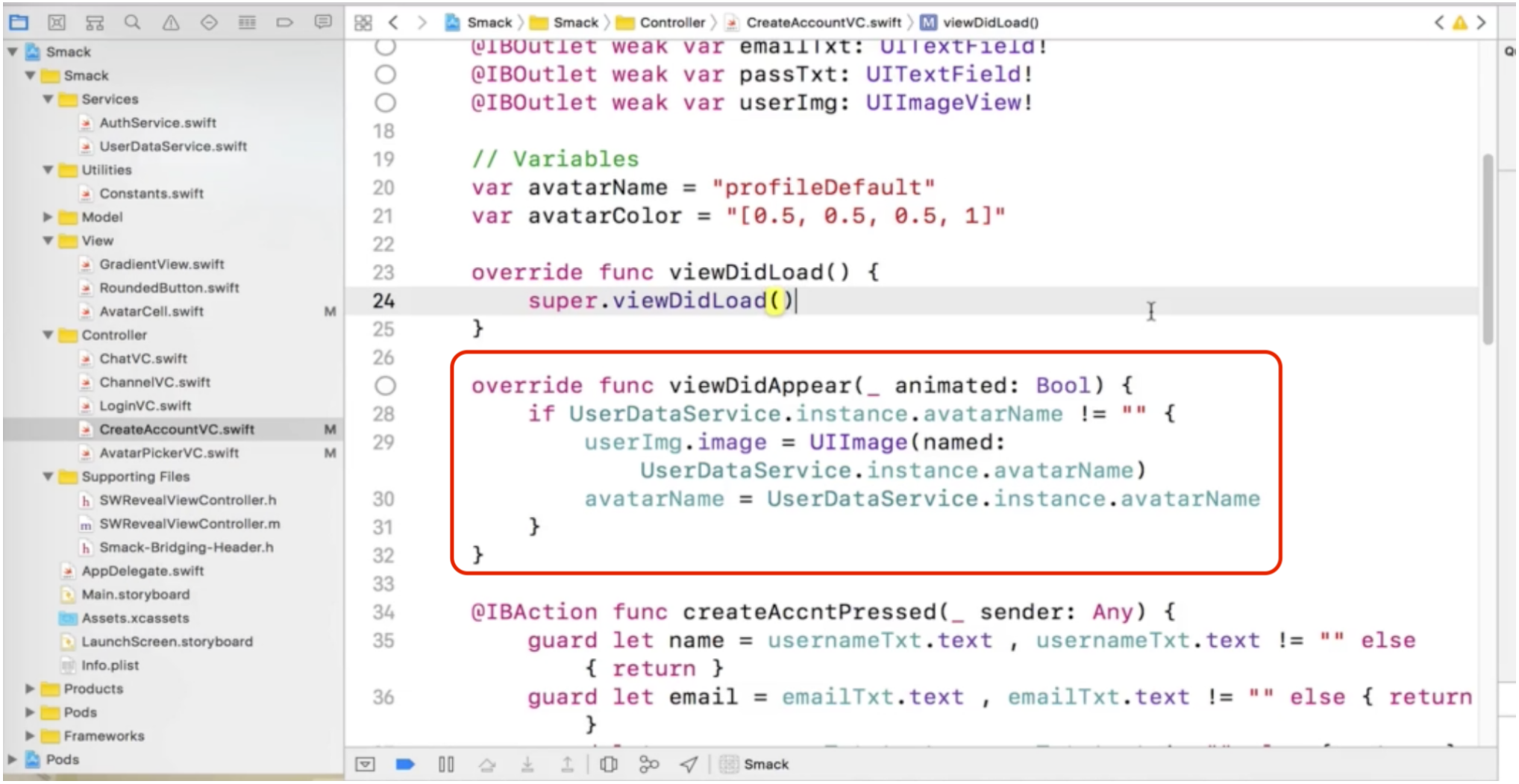

Smack
Smack
View
AvatarCell.swift
3 // Smack
4 //
5 // Created by Jonny B on 7/17/17
6 // Copyright © 2017 Jonny B. All
7 //
8
9 import UIKit
10
11 class AvatarCell: UICollectionVie
12
@IBOutlet weak var avatarImg:
14
15 override func awakeFromNib()
16 super.awakeFromNib()
17 setUpView()
18 }
19
20
21 func setUpView() {
22 self.layer.backgroundColo
23 self.layer.cornerRadius =
24 self.clipsToBounds = true
25 }
26
27
Smack
Carrier
11:32 PM
Dark
Light

```swift
enum AvatarType {
    case dark
    case light
}

class AvatarCell: UICollectionViewCell {

    @IBOutlet weak var avatarImg: UIImageView!

    override func awakeFromNib() {
        super.awakeFromNib()
        setUpView()
    }

    func configureCell(index: Int, type: AvatarType) {
        if type == AvatarType.dark {
            avatarImg.image = UIImage(named: "dark\(index)")
            self.layer.backgroundColor = UIColor.lightGray.cgColor
        } else {
            avatarImg.image = UIImage(named: "light\(index)")
            self.layer.backgroundColor = UIColor.gray.cgColor
        }
    }

    func setUpView() {
        self.layer.backgroundColor = UIColor.lightGray.cgColor
        self.layer.cornerRadius = 10
        self.clipsToBounds = true
    }

```

```
// Variables
var avatarType = AvatarType.dark

override func viewDidLoad() {
    super.viewDidLoad()
    collectionView.delegate = self
    collectionView.dataSource = self
}

func collectionView(_ collectionView: UICollectionView, cellForItemAt
    indexPath: IndexPath) -> UICollectionViewCell {
    if let cell =
        collectionView.dequeueReusableCell(withReuseIdentifier:
        "avatarCell", for: indexPath) as? AvatarCell {
        cell.configureCell(index: indexPath.item, type: avatarType)
        return cell
    }
    return AvatarCell()
}
```

```
41
    @IBAction func segmentControlChanged(_ sender: Any) {
43      if segmentControl.selectedSegmentIndex == 0 {
44          avatarType = .dark
45      } else {
46          avatarType = .light
47      }
48      collectionView.reloadData()
49  }
50
51  func collectionView(_ collectionView: UICollectionView, layout collectionViewLayout:
        UICollectionViewLayout, sizeForItemAt indexPath: IndexPath) -> CGSize {
52
53      var numOfColumns : CGFloat = 3
54      if UIScreen.main.bounds.width > 320 {
55          numOfColumns = 4
56      }
57
58      let spaceBetweenCells : CGFloat = 10
59      let padding : CGFloat = 40
60      let cellDimension = ((collectionView.bounds.width - padding) - (numOfColumns - 1) *
            spaceBetweenCells) / numOfColumns
61      return CGSize(width: cellDimension, height: cellDimension)
62
63  }
```


Avatar Picker Part 2
Launchpad
11, Lecture 88
Resources available
Smack
Smack
Controller
AvatarPickerVC.swift
collectionView(_:didSelectItemAt:)
UserDataService.swift
Utilities
Constants.swift
Model
View
GradientView.swift
RoundedButton.swift
AvatarCell.swift
M
Controller
ChatVC.swift
ChannelVC.swift
LoginVC.swift
CreateAccountVC.swift
AvatarPickerVC.swift
M
Supporting Files
SWRevealViewController.h
SWRevealViewController.m
Smack-Bridging-Header.h
AppDelegate.swift
Main.storyboard
Assets.xcassets
LaunchScreen.storyboard
Info.plist
Products
Pods
Frameworks
57
58 let spaceBetweenCells : CGFloat = 10
59 let padding : CGFloat = 40
60 let cellDimension = ((collectionView.bounds.width - padding) -
(numOfColumns - 1) * spaceBetweenCells) / numOfColumns
61 return CGSize(width: cellDimension, height: cellDimension)
62 }
63
64 func collectionView(_ collectionView: UICollectionView, didSelectItemAt
indexPath: IndexPath) {
65 if avatarType == .dark {
66 UserDataService.instance.setAvatarName(avatarName: "dark\
(indexPath.item)")
67 } else {
68 UserDataService.instance.setAvatarName(avatarName: "light\
(indexPath.item)")
69 }
70 self.dismiss(animated: true, completion: nil)
71 }
72
73 @IBAction func backPressed(_ sender: Any) {
74 dismiss(animated: true, completion: nil)
75 }
76


Smack
Smack
Services
AuthService.swift
UserDataService.swift
Utilities
Constants.swift
Model
View
GradientView.swift
RoundedButton.swift
AvatarCell.swift M
Controller
ChatVC.swift
ChannelVC.swift
LoginVC.swift
CreateAccountVC.swift M
AvatarPickerVC.swift M
Supporting Files
SWRevealViewController.h
SWRevealViewController.m
Smack-Bridging-Header.h
AppDelegate.swift
Main.storyboard
Assets.xcassets
LaunchScreen.storyboard
Info.plist
Products
Pods
Frameworks
Pods
Smack Smack Controller CreateAccountVC.swift viewDidLoad()
@IBOutlet weak var emailTxt: UITextField!
@IBOutlet weak var passTxt: UITextField!
@IBOutlet weak var userImg: UIImageView!
// Variables
var avatarName = "profileDefault"
var avatarColor = "[0.5, 0.5, 0.5, 1]"
override func viewDidLoad() {
super.viewDidLoad()
}
override func viewDidAppear(_ animated: Bool) {
if UserDataService.instance.avatarName != "" {
userImg.image = UIImage(named:
UserDataService.instance.avatarName)
avatarName = UserDataService.instance.avatarName
}
}
@IBAction func createAccntPressed(_ sender: Any) {
guard let name = usernameTxt.text , usernameTxt.text != "" else
{ return }
guard let email = emailTxt.text , emailTxt.text != "" else { return
}
Smack