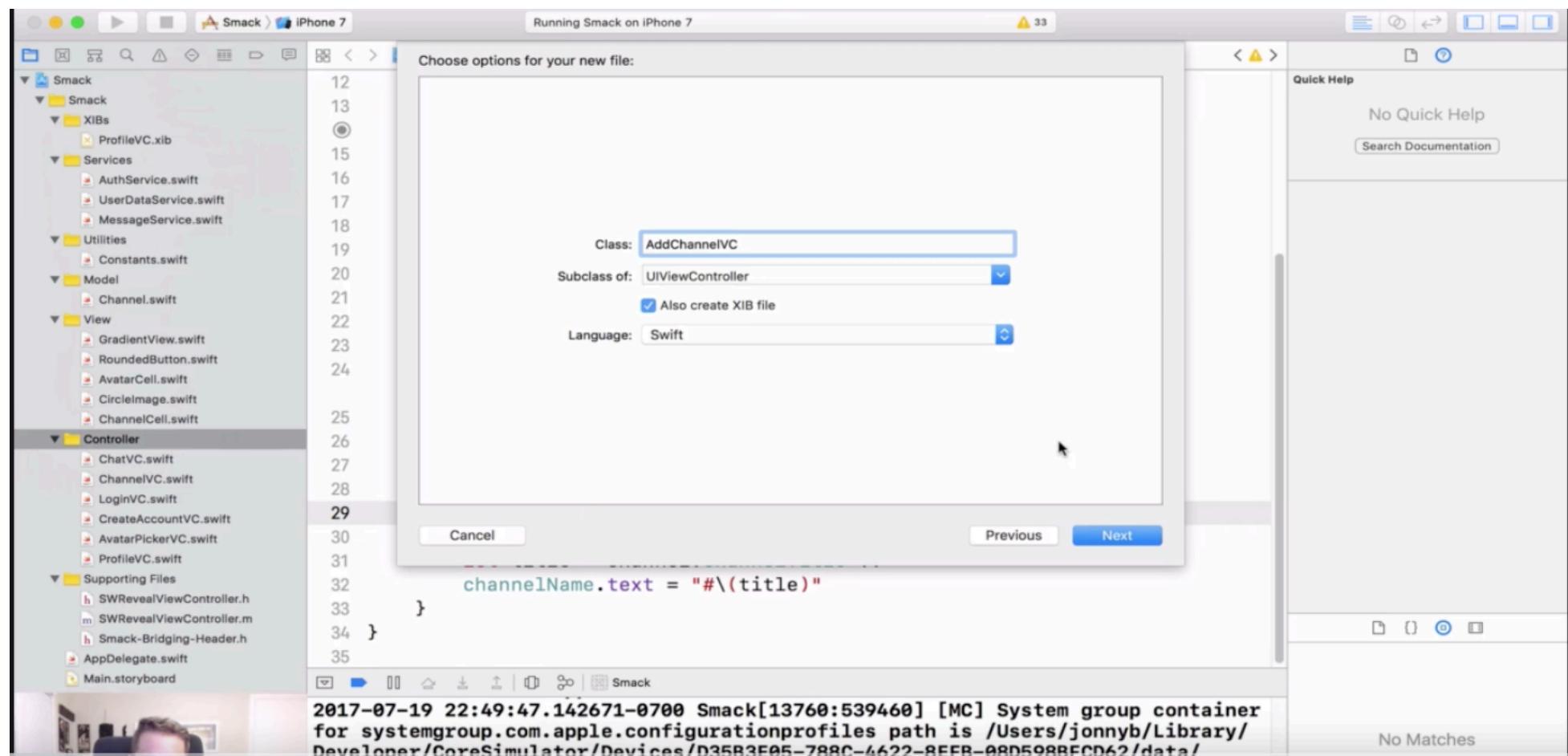


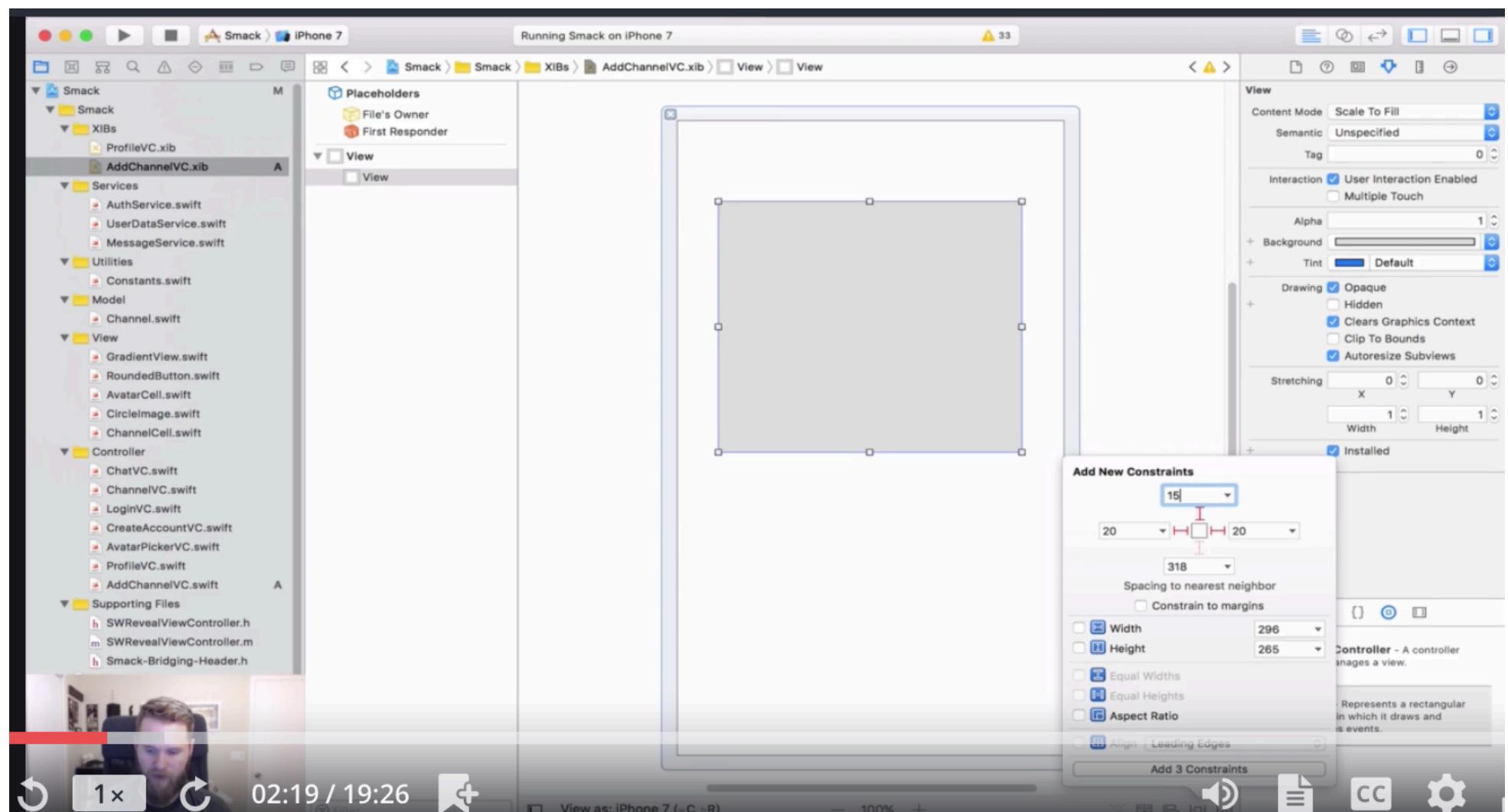
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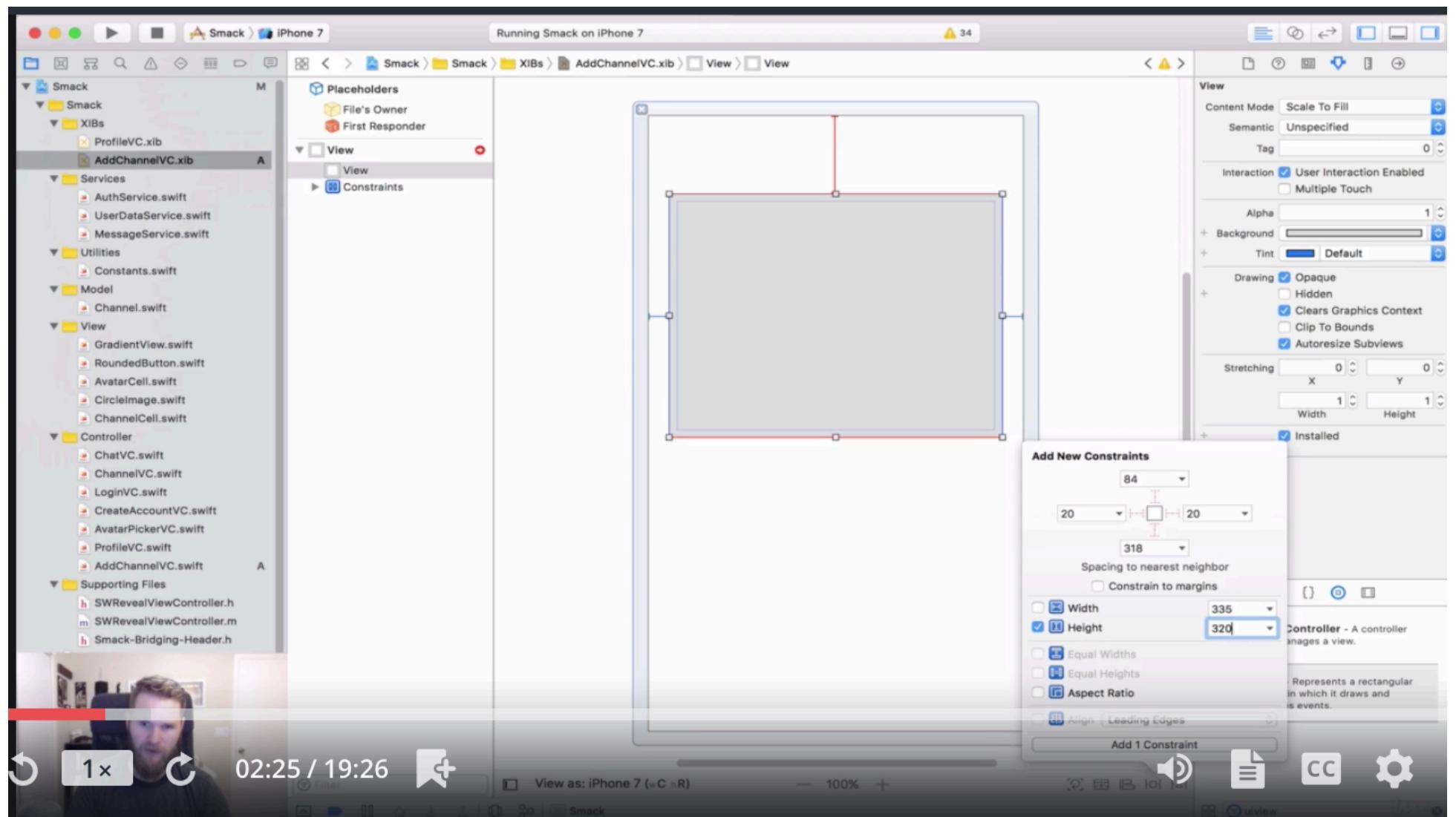
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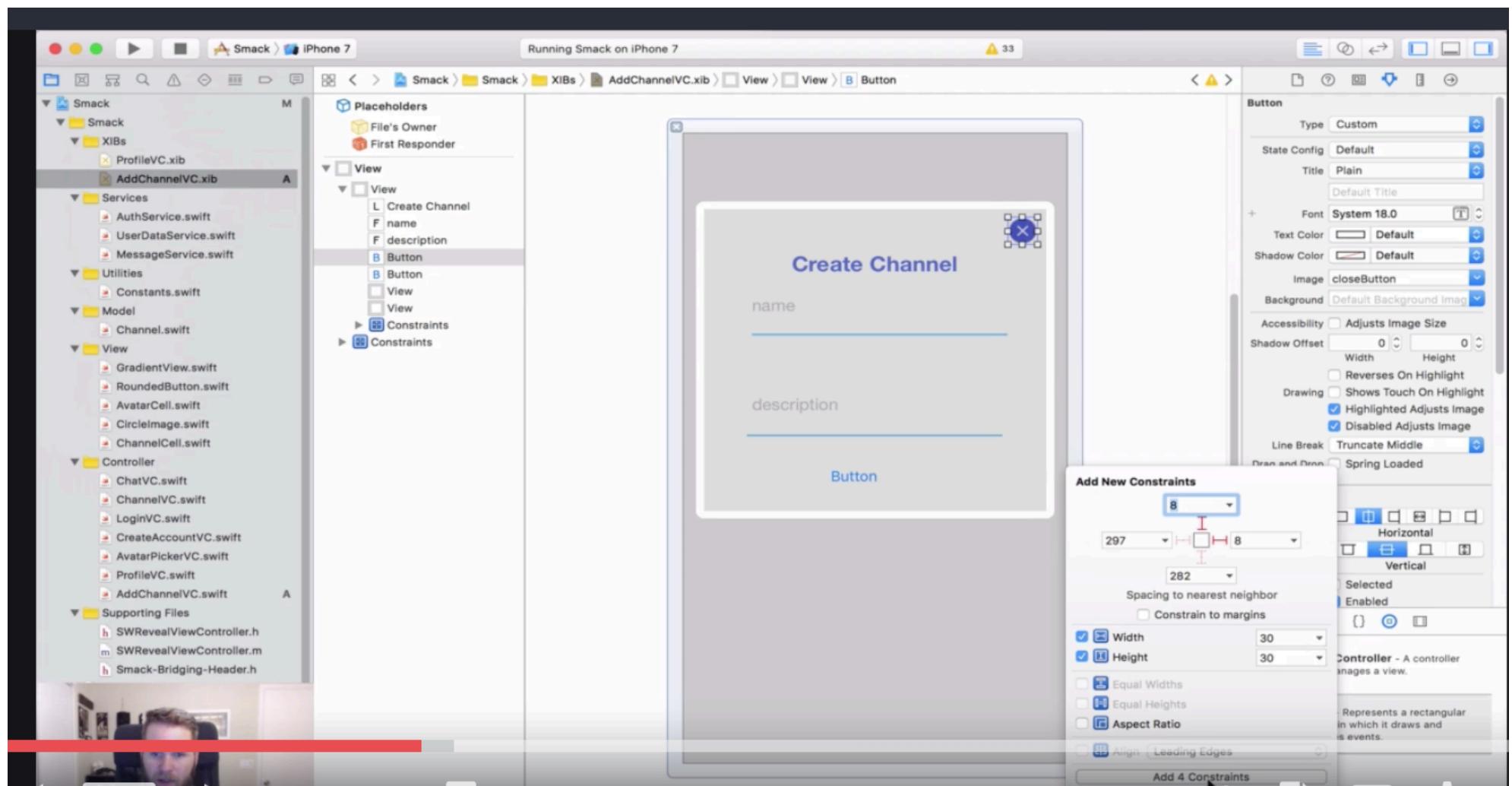
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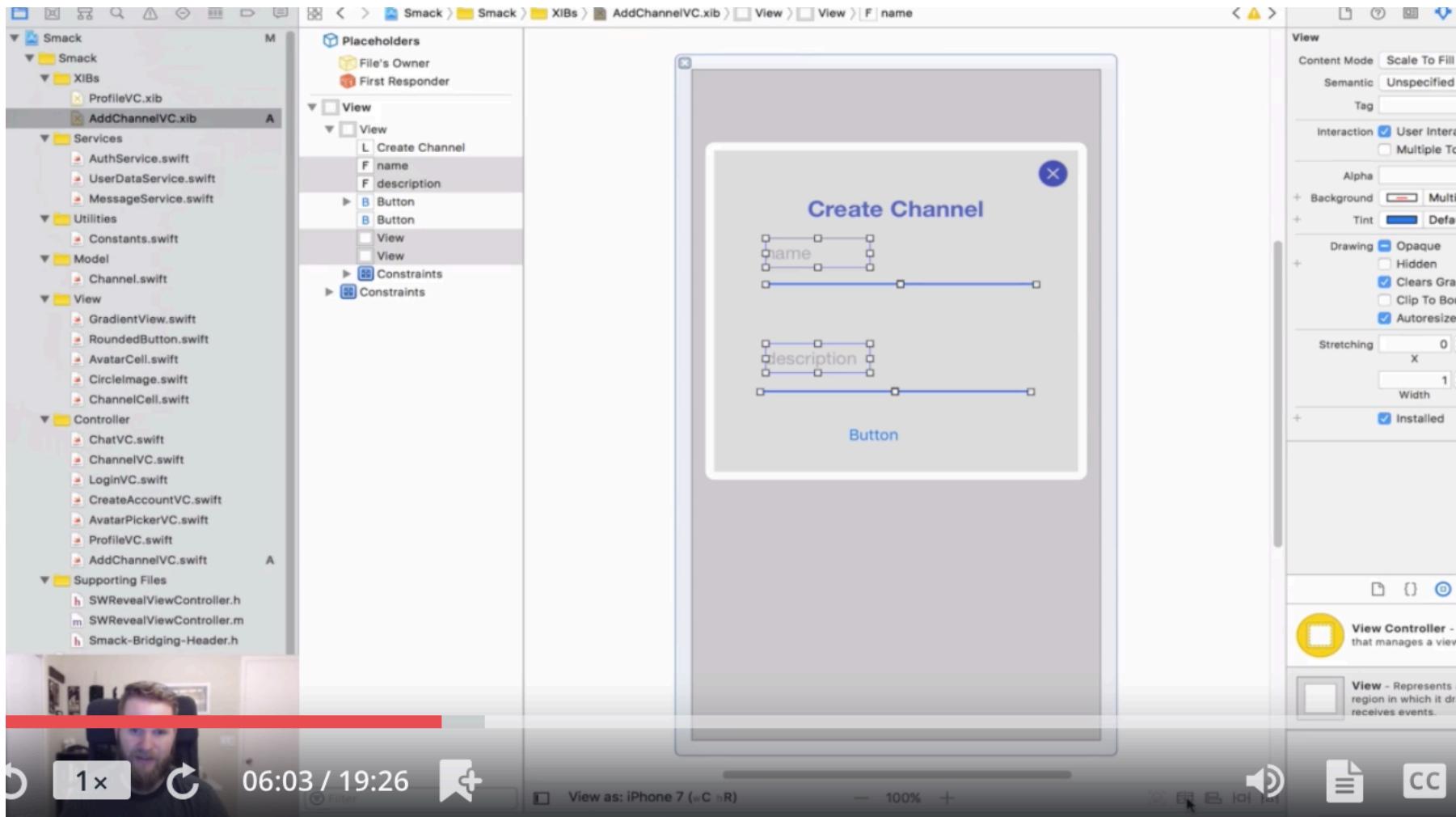
All Output

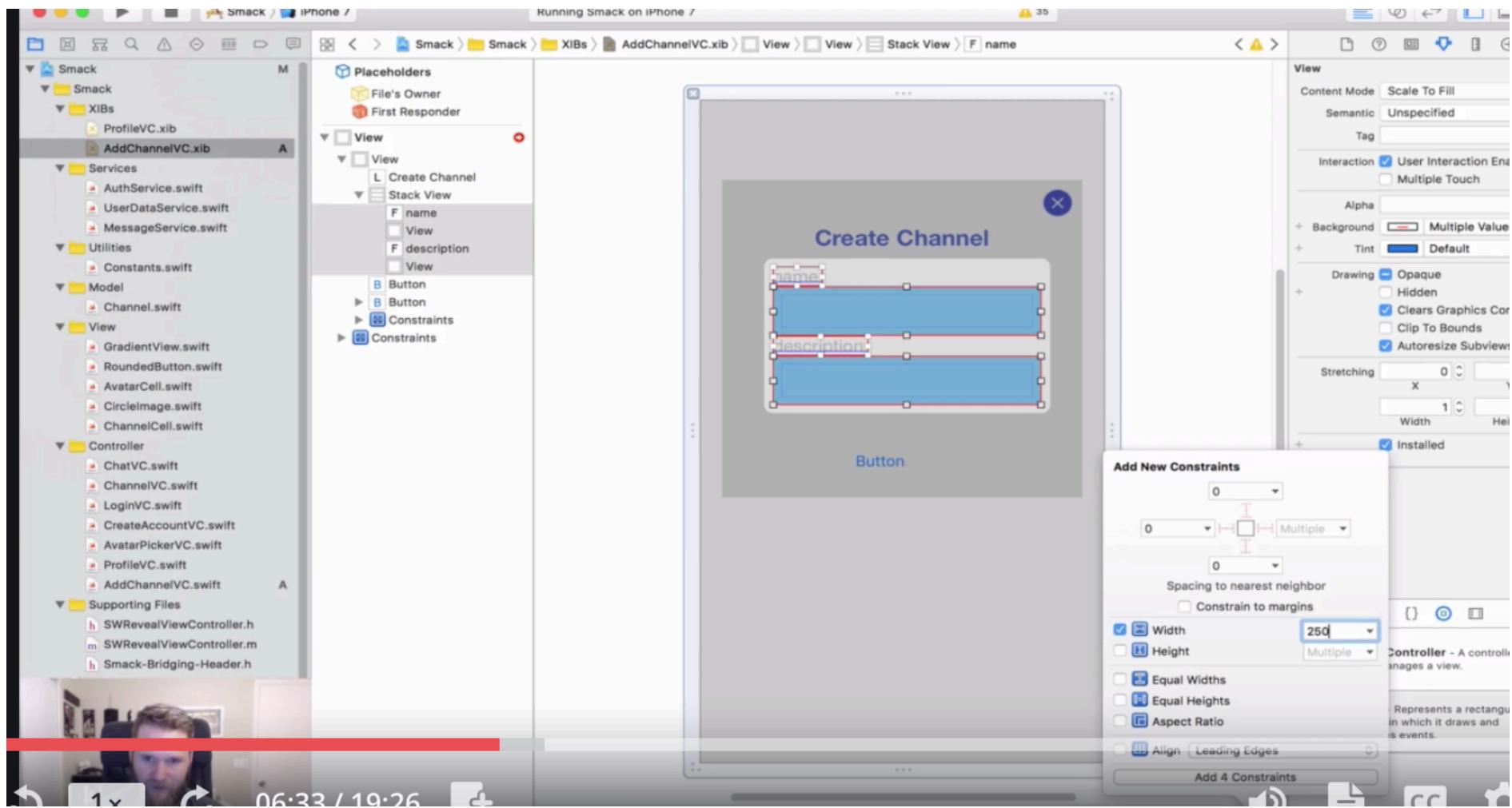


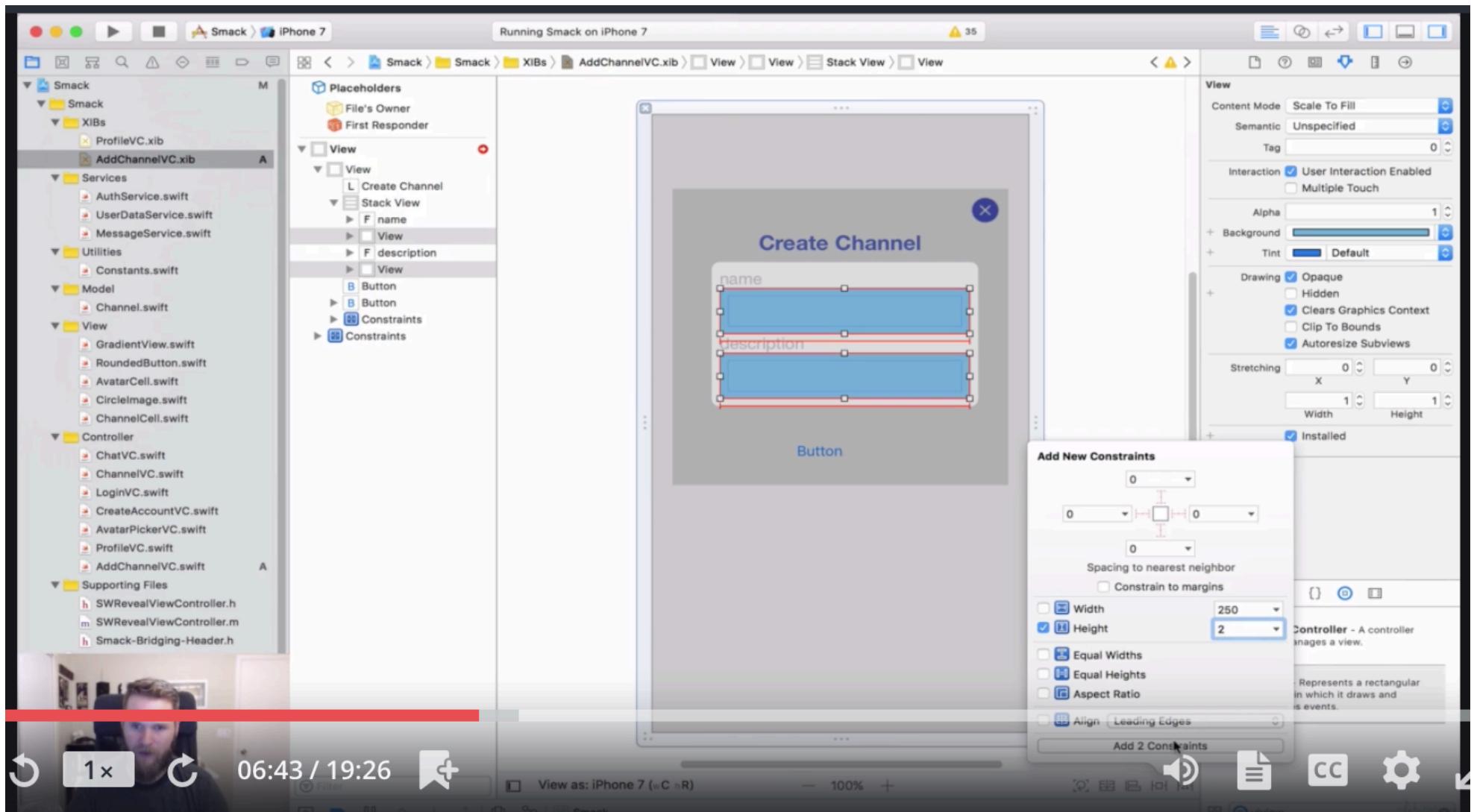


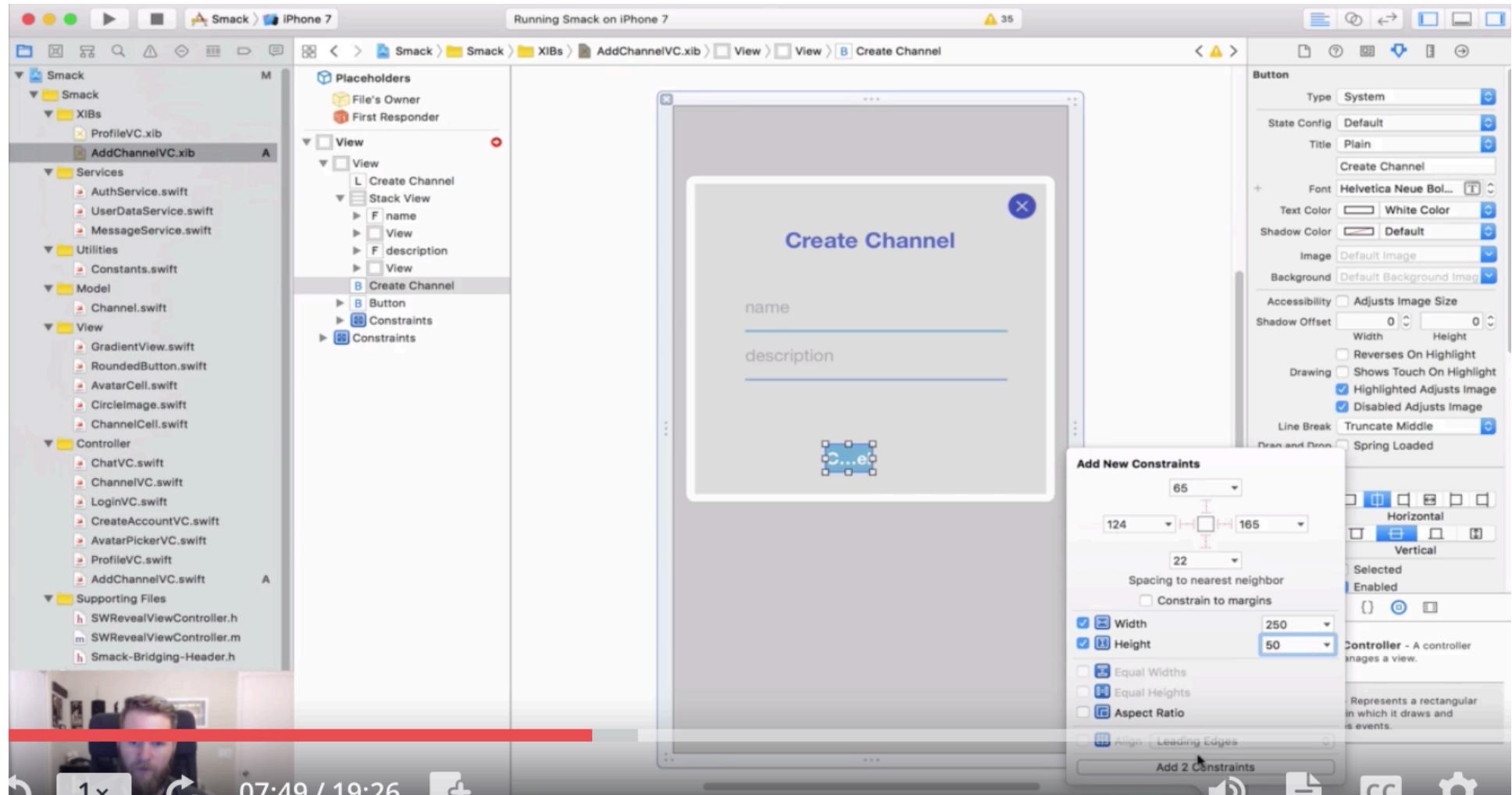


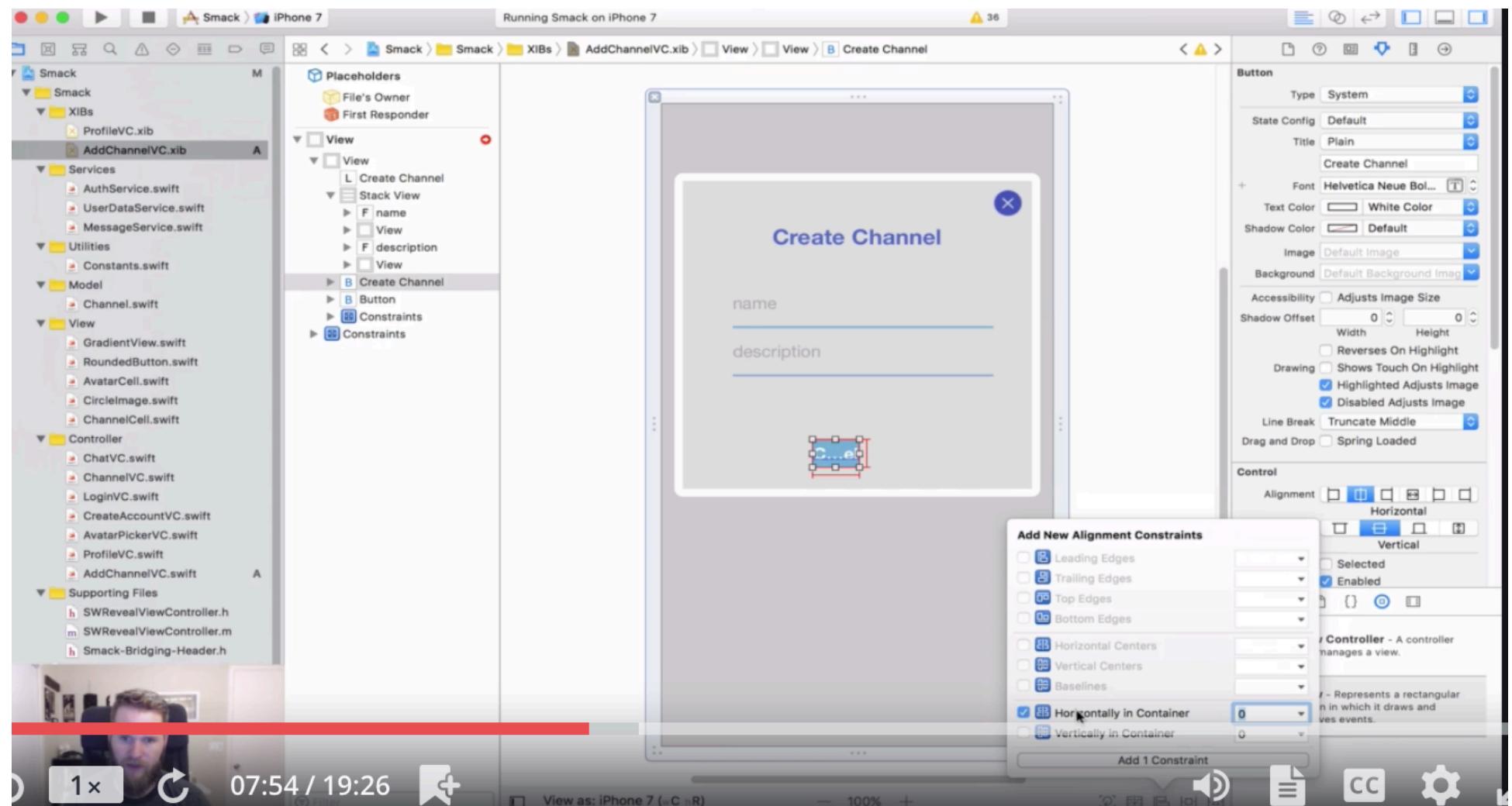


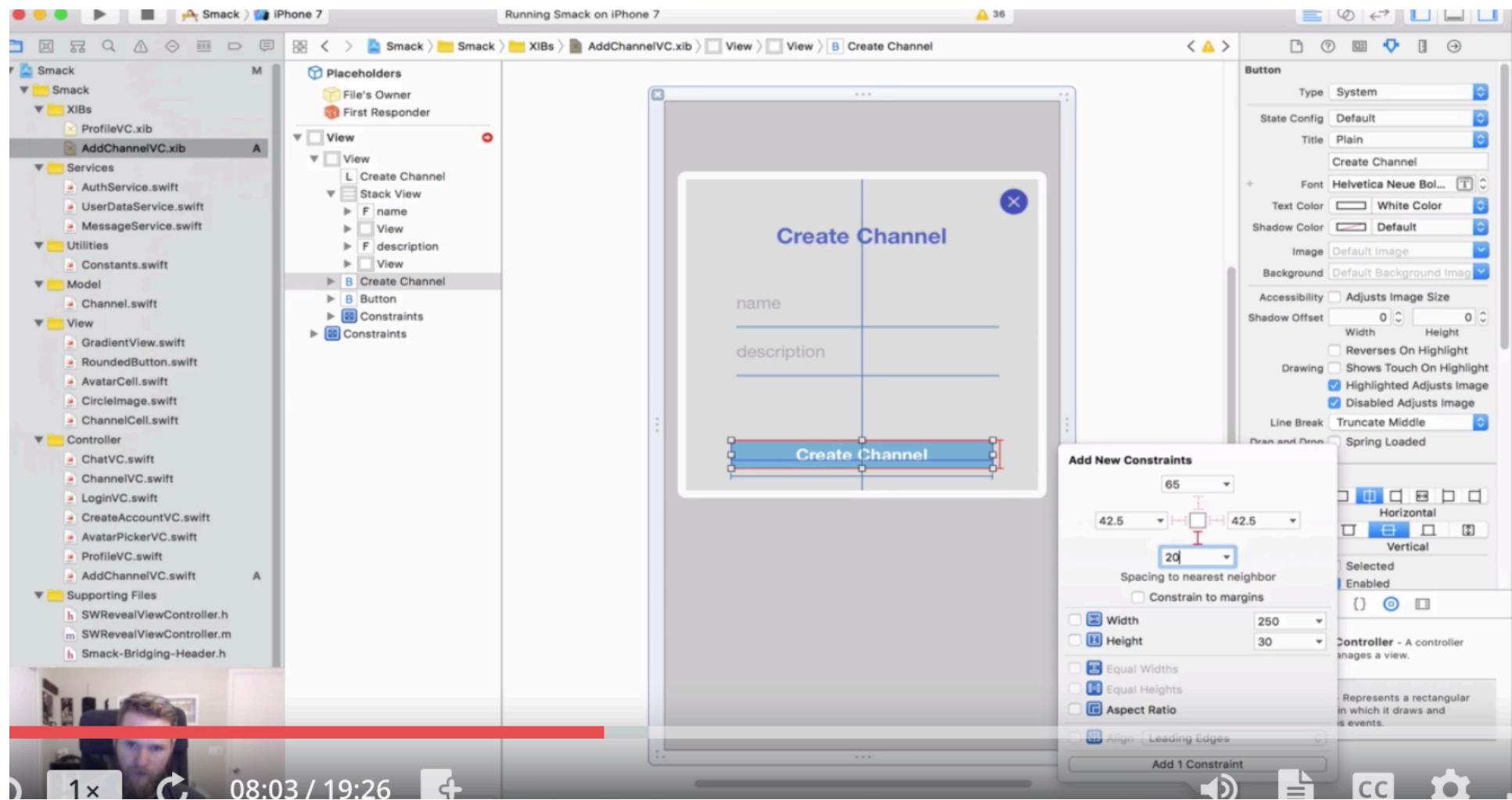


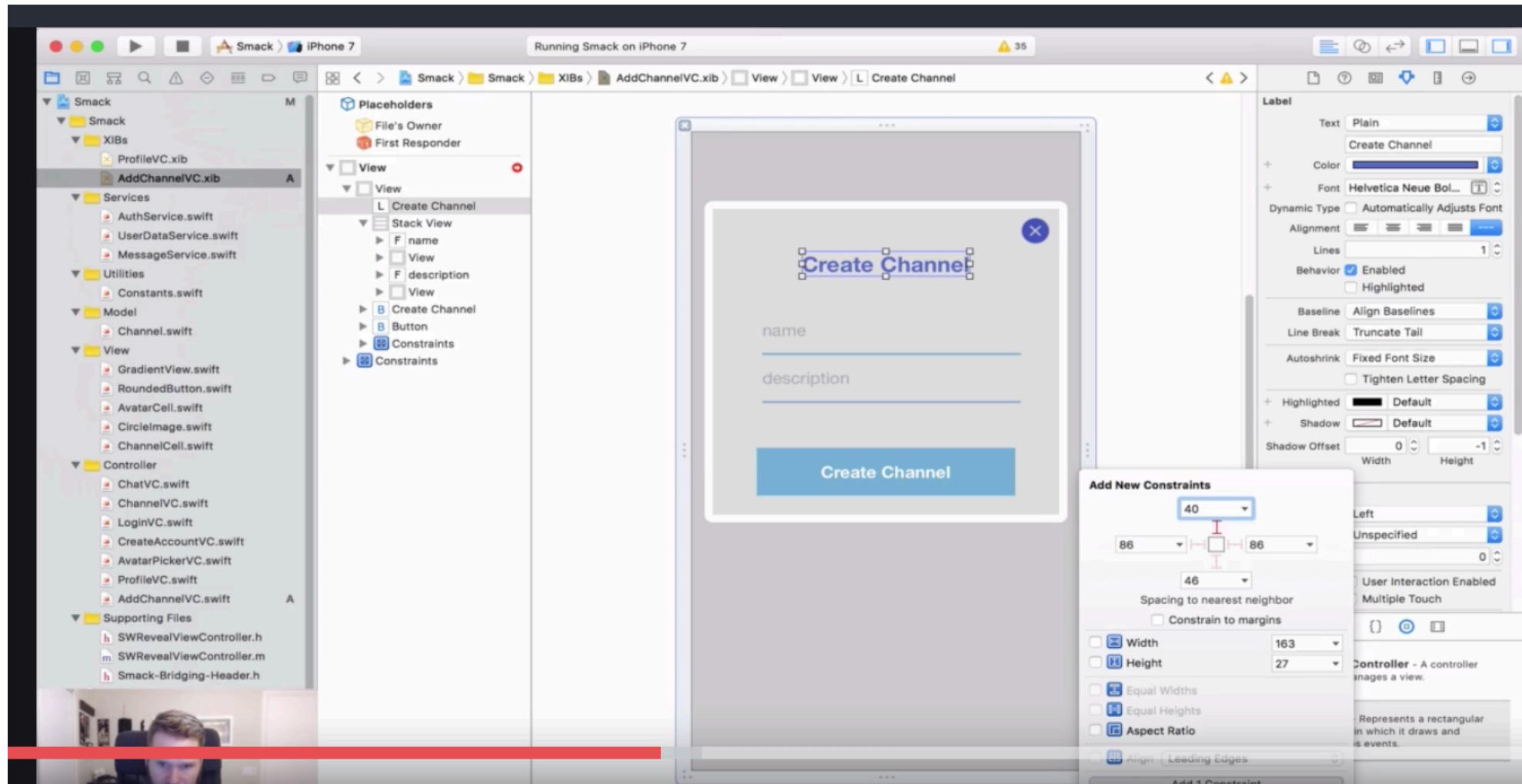


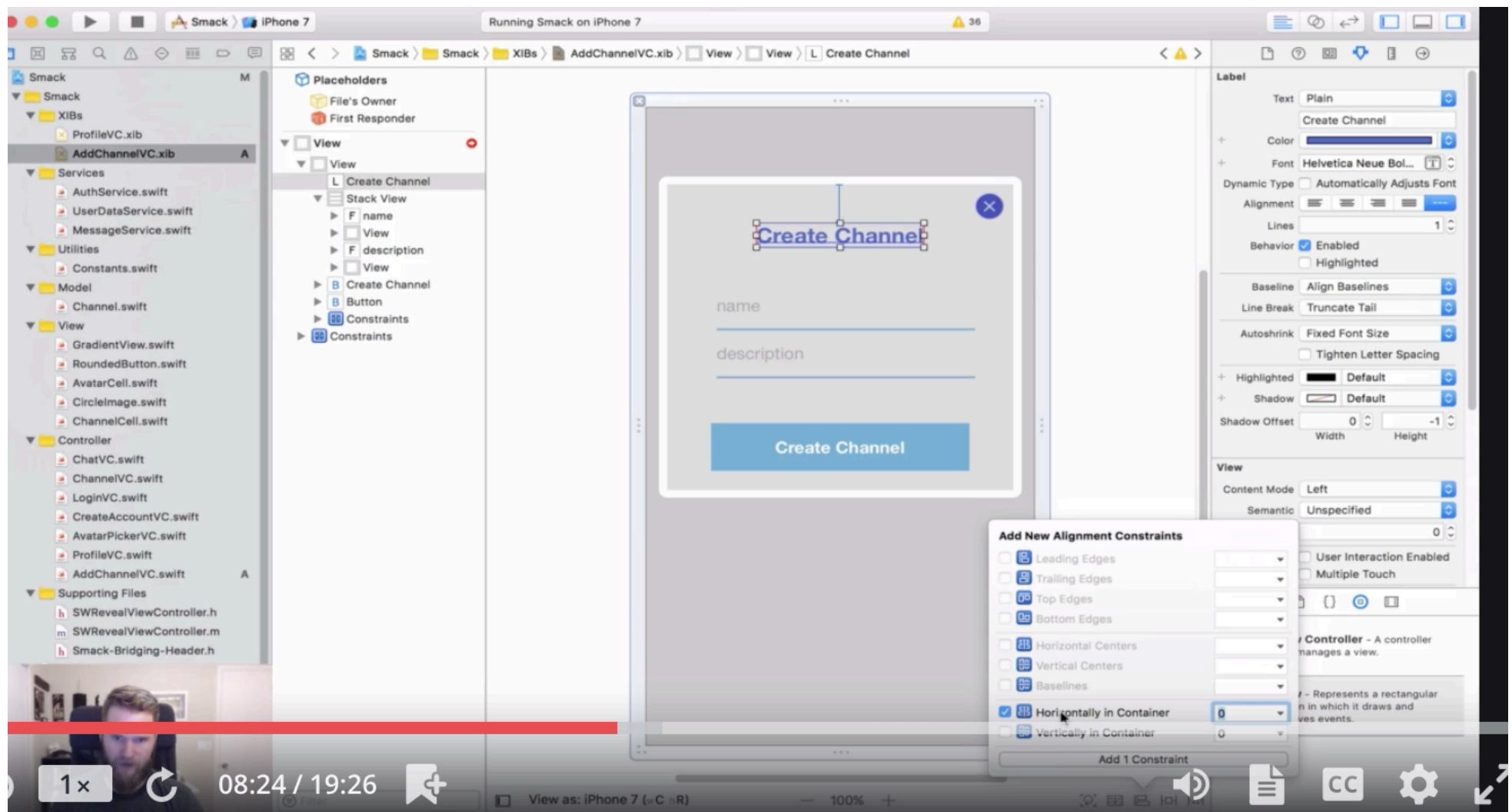


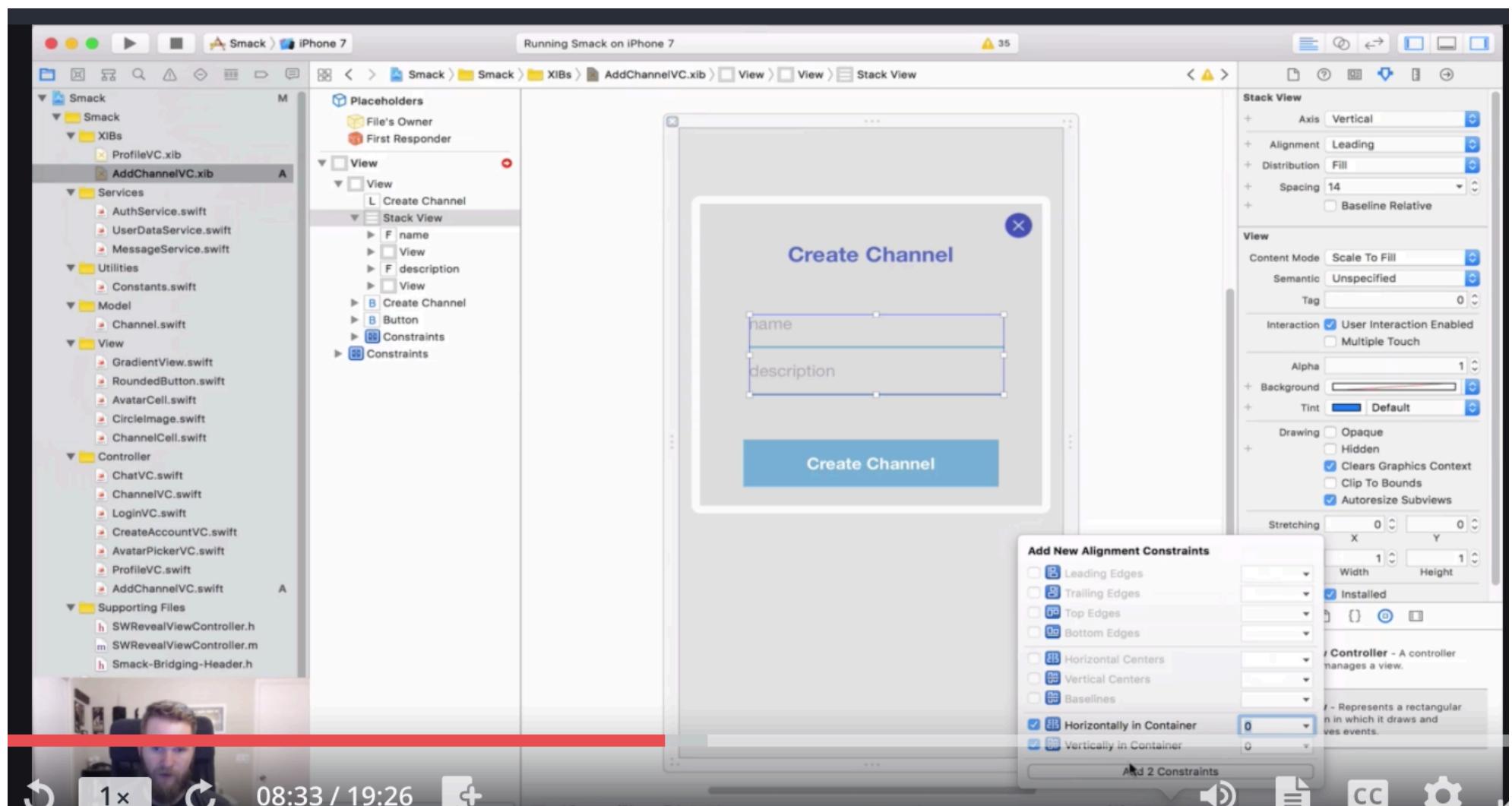


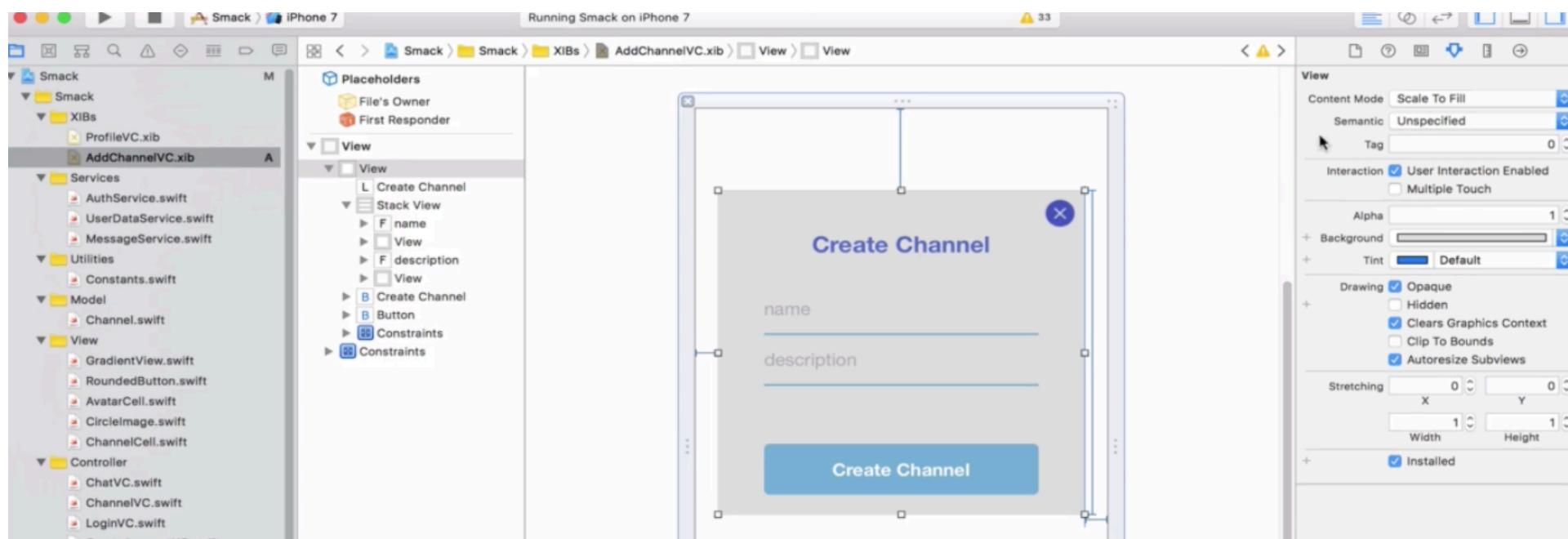


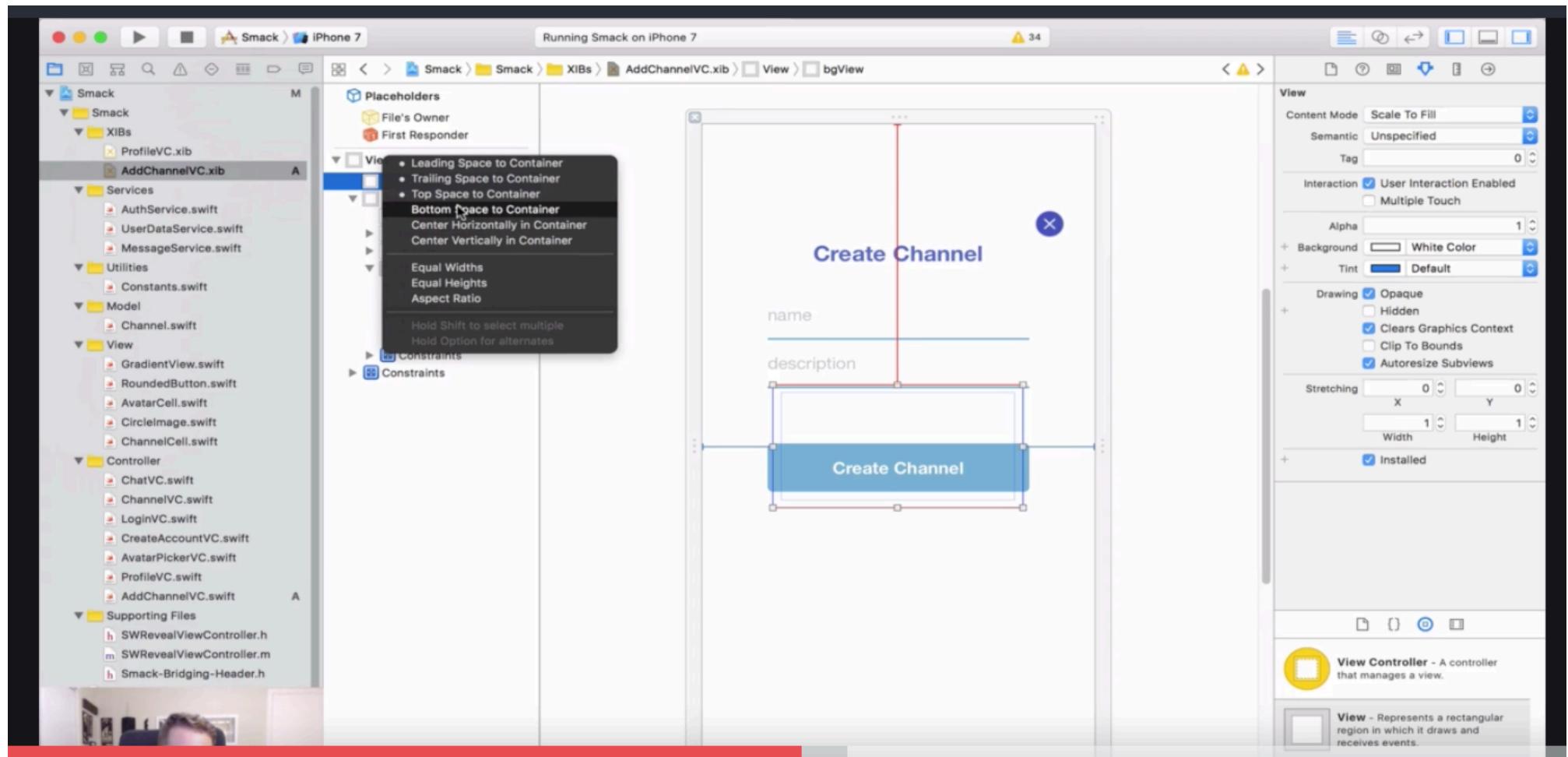


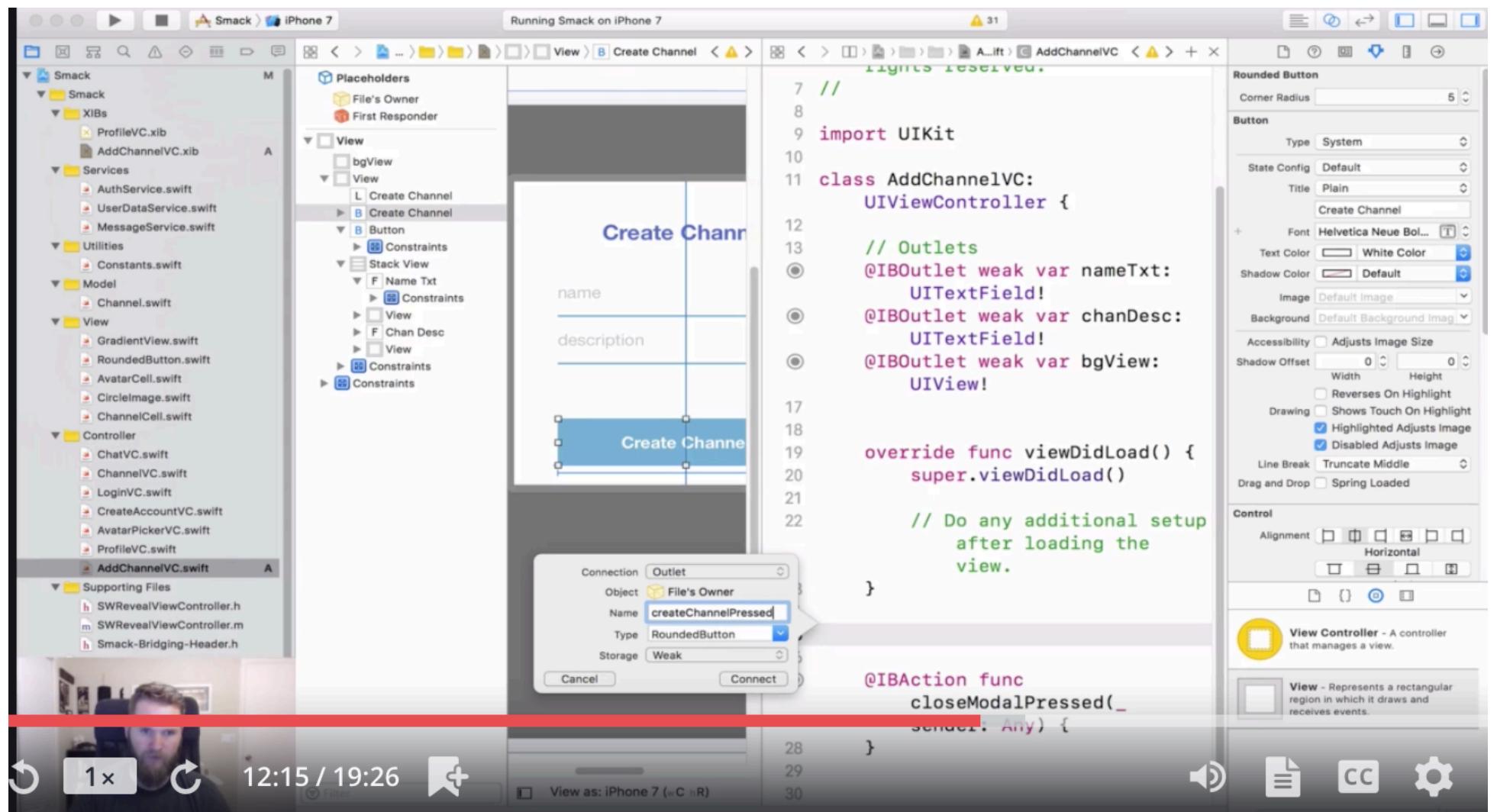












The screenshot shows the Xcode interface with the project 'Smack' open, running on an iPhone 7 simulator. The code editor displays the `AddChannelVC.swift` file, which is a subclass of `UIViewController`. The file contains methods for handling button presses and setting up the view. A preview window at the bottom shows a video call interface.

```
// Copyright © 2017 Jonny D. All rights reserved.  
//  
import UIKit  
  
class AddChannelVC: UIViewController {  
  
    // Outlets  
    @IBOutlet weak var nameTxt: UITextField!  
    @IBOutlet weak var chanDesc: UITextField!  
    @IBOutlet weak var bgView: UIView!  
  
    override func viewDidLoad() {  
        super.viewDidLoad()  
    }  
  
    @IBAction func createChannelPressed(_ sender: Any) {  
    }  
  
    @IBAction func closeModalPressed(_ sender: Any) {  
        dismiss(animated: true, completion: nil)  
    }  
  
    func setupView() {  
    }  
}
```

Quick Help

No Quick Help

Search Documentation

View Controller - A controller that manages a view.

View - Represents a rectangular region in which it draws and receives events.

The screenshot shows the Xcode interface with the project "Smack" running on an iPhone 7 simulator. The code editor displays the file `AddChannelVC.swift`. The code implements a view controller with methods for handling tap gestures and closing the modal.

```
override func viewDidLoad() {
    super.viewDidLoad()
    setupView()
}

@IBAction func createChannelPressed(_ sender: Any) {
}

@IBAction func closeModalPressed(_ sender: Any) {
    dismiss(animated: true, completion: nil)
}

func setupView() {
    let closeTouch = UITapGestureRecognizer(target: self, action:
        #selector(AddChannelVC.closeTap(_:)))
    bgView.addGestureRecognizer(closeTouch)

    nameTxt.attributedPlaceholder = NSAttributedString(string: "name",
        attributes: [NSAttributedStringKey.foregroundColor :
            smackPurplePlaceholder])
    chanDesc.attributedPlaceholder = NSAttributedString(string:
        "description", attributes:
        [NSAttributedStringKey.foregroundColor :
            smackPurplePlaceholder])
}

@objc func closeTap(_ recognizer: UITapGestureRecognizer) {
    dismiss(animated: true, completion: nil)
}
```

The Xcode interface includes a sidebar with project files, a navigation bar with the project name and device, and a status bar at the bottom showing the video feed of the speaker, the current time (16:05 / 19:26), and control icons.

The screenshot shows the Xcode interface with the project "Smack" selected for an iPhone 7 target. The left sidebar displays the project structure, including XIB files, Services, Utilities, Model, View, Controller, and Supporting Files. The main editor area shows the code for `ChannelVC.swift`, specifically the `addChannelPressed(_:)` method. The code uses Swift 4 syntax, including `@IBAction` and `@objc` annotations. The code handles presenting a modal view controller for adding a channel or logging in.

```
22     tableView.dataSource = self
23     self.revealViewController().rearViewRevealWidth = self.view.frame.size.width - 60
24     NotificationCenter.default.addObserver(self, selector:
25         #selector(ChannelVC.userDataDidChange(_:)), name: NOTIF_USER_DATA DID_CHANGE, object:
26         nil)
27
28     override func viewDidAppear(_ animated: Bool) {
29         setupUserInfo()
30     }
31
32     @IBAction func addChannelPressed(_ sender: Any) {
33         let addChannel = AddChannelVC()
34         addChannel.modalPresentationStyle = .custom
35         present(addChannel, animated: true, completion: nil)
36
37     @IBAction func loginBtnPressed(_ sender: Any) {
38         if AuthService.instance.isLoggedIn {
39             let profile = ProfileVC()
40             profile.modalPresentationStyle = .custom
41             present(profile, animated: true, completion: nil)
42         } else {
43             performSegue(withIdentifier: TO_LOGIN, sender: nil)
44         }
45     }
46
47     @objc func userDataDidChange(_ notif: Notification) {
48         setupUserInfo()
49     }

```

