

Generate a Avatar BG Color

Smack / iPhone / Running Smack on iPhone / Smack / Controller / CreateAccountVC.swift

SmacSection 11, Lecture 89

Resources available

- AuthService.swift
- UserDataService.swift
- Utilities
- Constants.swift
- Model
- View
 - GradientView.swift
 - RoundedButton.swift
 - AvatarCell.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

Smack

```
import UIKit

class CreateAccountVC: UIViewController {

    // Outlets
    @IBOutlet weak var usernameTxt: UITextField!
    @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, 1.0]"

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

    override func viewDidAppear(_ animated: Bool) {
        if UserDataService.instance.isLoggedin() {
            userImg.image = UIImage(named: avatarName)
            UserDataService.instance.avatarName = avatarName
        }
    }
}
```

Carrier 12:19 PM

Create an account

username

email

password

Choose avatar

Generate background color

Create Account

The image shows a developer's workspace with Xcode open. On the left, the project navigation pane displays the file structure of the 'Smack' project, including files like AuthService.swift, UserDataService.swift, and various View and Controller classes. The 'CreateAccountVC.swift' file is currently selected and shown in the main editor area. The code implements a 'CreateAccountVC' class that handles user input for username, email, and password, and manages an avatar image and its background color using UserDefaults. On the right, a screenshot of the 'Create an account' screen from the app is displayed on an iPhone simulator. The screen includes fields for 'username', 'email', and 'password', and a section for choosing an 'avatar'. A prominent button labeled 'Generate background color' is highlighted with a red box. At the bottom, a large blue 'Create Account' button is visible.

Smack / iPhone / Running Smack on iPhone / 34

Generate a Avatar BG Color

Smack / Smack / Controller / CreateAccountVC.swift / pickBGColorPressed(_:) 47

```
self.performSegue(withIdentifier: UNWIND,
                  sender: nil)
```

48 }
49 })
50 }
51 })
52 }
53 }
54 }
55
56 @IBAction func pickAvatarPressed(_ sender: Any) {
57 performSegue(withIdentifier: TO_AVATAR_PICKER, sender: nil)
58 }

59
60 @IBAction func pickBGColorPressed(_ sender: Any) {
61 let r = CGFloat(Float(arc4random_uniform(255)) / 255
62 let g = CGFloat(Float(arc4random_uniform(255)) / 255
63 let b = CGFloat(Float(arc4random_uniform(255)) / 255
64
65 bgColor = UIColor(red: r, green: g, blue: b, alpha: 1)
66 self.userImg.backgroundColor = bgColor
67
68 }
69
70 @IBAction func closePressed(_ sender: Any) {

Resources available

- AuthService.swift
- UserDataService.swift
- Utilities
- Constants.swift
- Model
- View
 - GradientView.swift
 - RoundedButton.swift
 - AvatarCell.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

The screenshot shows the Xcode interface with the project 'Smack' open. The left sidebar displays the file structure, including files like AuthService.swift, UserDataService.swift, and various View and Controller classes. The main editor window shows the 'CreateAccountVC.swift' file. A red box highlights the code for generating a random background color, which uses arc4random_uniform to generate random values for red, green, and blue components, then creates a UIColor object and sets it as the background color for a user image view. The status bar at the bottom indicates the file is running on an iPhone.

nerate a Avatar BG Color

tion 11, Lecture 89

ources available

InService.swift

erDataService.swift

es

nstants.swift

lientView.swift

undedButton.swift

tarCell.swift

ller

atVC.swift

annelVC.swift

ginVC.swift

ateAccountVC.swift

tarPickerVC.swift

orting Files

/RevealViewController.h

/RevealViewController.m

ack-Bridging-Header.h

elegate.swift

storyboard

s.xcassets

:hScreen.storyboard

list

\$

orks

Smack

2017-07-18 12:24:00.830990-0700 Smack[58 disabled

```
45         if success {
46             self.dismiss(animated: true, completion: nil)
47         }
48     }
49 }
50 }
51 }
52 }
53 }
54 }
55
56 @IBAction func pickAvatarPressed(_ sender: UIButton) {
57     performSegue(withIdentifier: "showAvatar")
58 }
59
60 @IBAction func pickBGColorPressed(_ sender: UIButton) {
61     let r = CGFloat(Float(arc4random_uniform(256)))
62     let g = CGFloat(Float(arc4random_uniform(256)))
63     let b = CGFloat(Float(arc4random_uniform(256)))
64
65     bgColor = UIColor(red: r, green: g, blue: b, alpha: 1.0)
66     self.userImg.backgroundColor = bgColor
67 }
```

Carrier 12:24 PM

Create an account

username

email

password

Choose avatar

Generate background color

Create Account

Resources available

```
Smack
  Services
    AuthService.swift
    UserDataService.swift
  Utilities
    Constants.swift
  Model
  View
    GradientView.swift
    RoundedButton.swift
    AvatarCell.swift
  Controller
    ChatVC.swift
    ChannelVC.swift
    LoginVC.swift
    CreateAccountVC.swift M
    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 > CreateAccountVC.swift > viewDidAppear(_:) M

```
18 @IBOutlet weak var userImg: UIImageView!
19
20 // Variables
21 var avatarName = "profileDefault"
22 var avatarColor = "[0.5, 0.5, 0.5, 1]"
23 var bgColor : UIColor?
24
25 override func viewDidLoad() {
26     super.viewDidLoad()
27 }
28
29 override func viewDidAppear(_ animated: Bool) {
30     if UserDataService.instance.avatarName != "" {
31         userImg.image = UIImage(named:
32             UserDataService.instance.avatarName)
33         avatarName = UserDataService.instance.avatarName
34         if avatarName.contains("light") && bgColor == nil {
35             userImg.backgroundColor = UIColor.lightGray
36         }
37     }
38     @IBAction func createAccntPressed(_ sender: Any) {
39         guard let name = usernameTxt.text , usernameTxt.text != "" else
40             { return }
```

Generate a Avatar BG Color

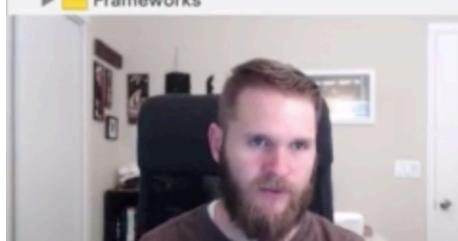
Section 11, Lecture 89

The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "Smack".
 - Services:** AuthService.swift, UserDataService.swift
 - Utilities:** Constants.swift
 - Model:** (empty)
 - View:** GradientView.swift, RoundedButton.swift, AvatarCell.swift, CircleImage.swift (selected)
 - 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:** (empty)
 - Pods:** (empty)
 - Frameworks:** (empty)
- Editor:** Displays the code for CircleImage.swift.

```
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 @IBDesignable  
12 class CircleImage: UIImageView {  
13  
14     override func awakeFromNib() {  
15         setupView()  
16     }  
17     |  
18     func setupView() {  
19         self.layer.cornerRadius = self.frame.width / 2  
20         self.clipsToBounds = true  
21     }  
22  
23     override func prepareForInterfaceBuilder() {  
24         super.prepareForInterfaceBuilder()  
25         setupView()  
26     }  
27 }  
28
```
- Log:** Shows two log entries at the bottom of the screen.

```
2017-07-18 12:25:55.967395-0700 Smack[58311:2190412] [UIFocus] Focus system disabled  
2017-07-18 12:26:10.651827-0700 Smack[58311:2190412] [UIFocus] Focus system disabled
```

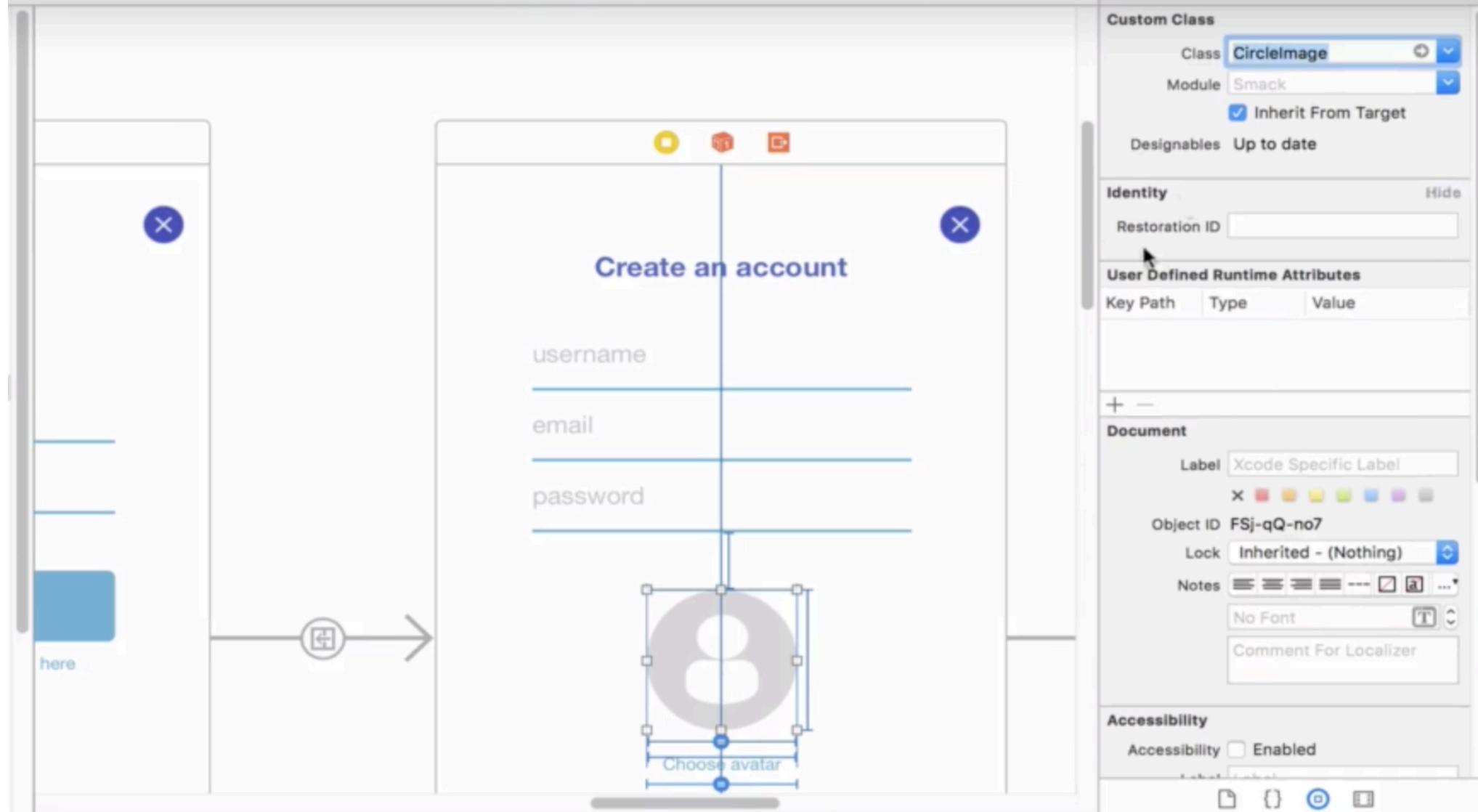


Smack | Build Smack: Succeeded | Today at 12:29 PM

⚠ 34

Go to Dashboard

ck > Main.storyboard > Main.storyboard (Base) > Create Account Scene > Create AccountVC > View > User Img < ⚠ >



Smack > iPhone 7 Building Smack: Smack | Running 2 of 3 custom shell scripts 34

Buildtime (34) Runtime

Smack Workspace 1 issue

- Swift Conversion
 - Conversion to Swift 4 is available.

Pods project 1 issue

- Validate Project Settings
 - Update to recommended settings Pods.xcodeproj

Smack 32 issues

- Unsupported Configuration
 - Prototype table cells must have reuse identifiers Main.storyboard
- Deprecated
 - Top layout guide is deprecated since iOS 11.0 Main.storyboard
 - Bottom layout guide is deprecated since iOS 11.0 Main.storyboard
 - Top layout guide is deprecated since iOS 11.0 Main.storyboard
 - Bottom layout guide is deprecated since iOS 11.0 Main.storyboard
- Semantic Issue
 - Class 'SWContextTransitionObject' does not conform to protocol 'UIViewControllerContext... SWRevealViewController.m
 - Add stubs for missing protocol requirements
 - Possible misuse of comma operator here SWRevealViewController.m

Smack > Smack > Controller > CreateAccountVC.swift M pickBGColorPressed(_:) 34

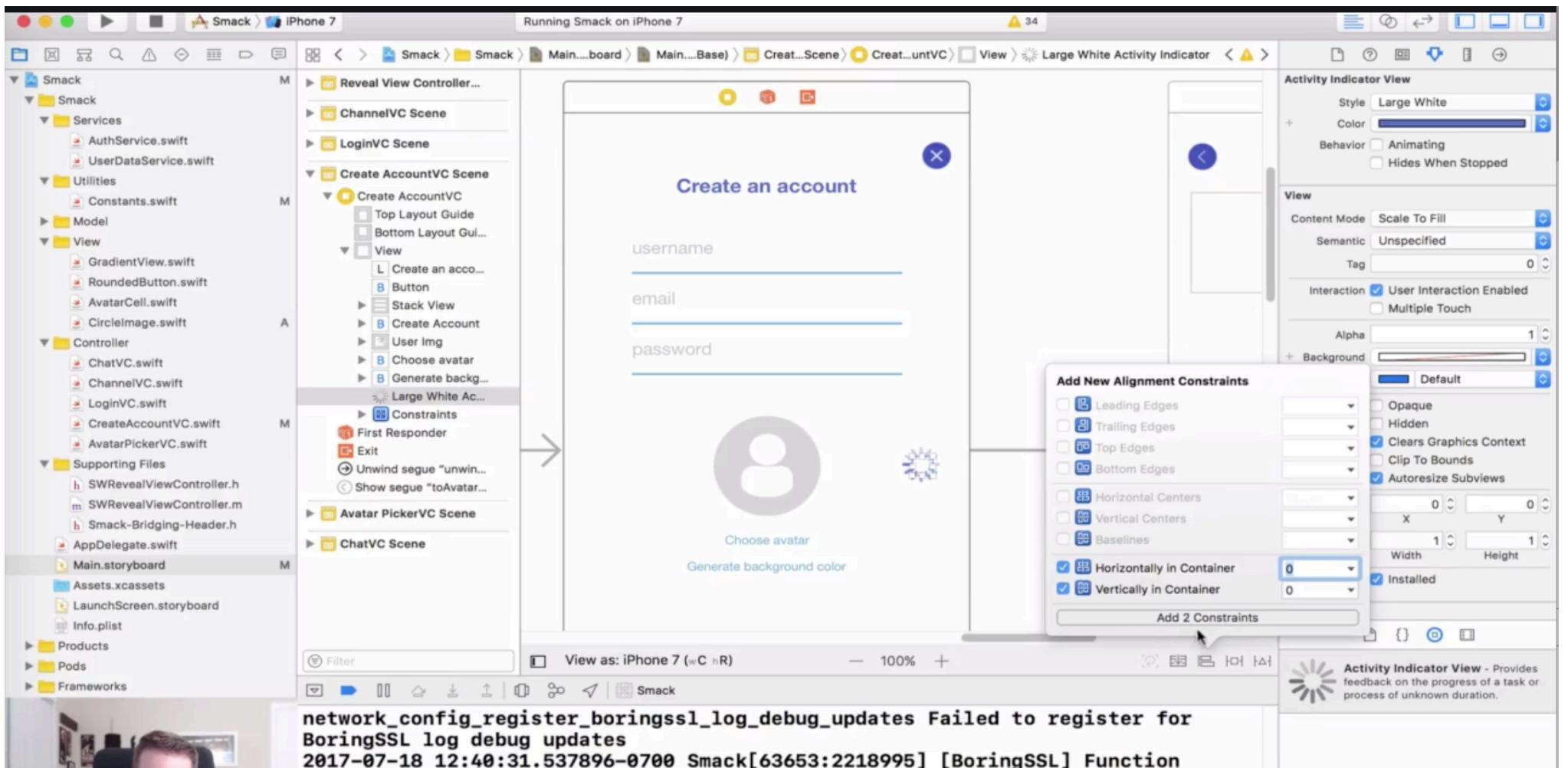
```
49     print(UserDataService.instance.name,
50             UserDataService.instance.avatarName)
51         self.performSegue(withIdentifier: UNWIND,
52             sender: nil)
53     }
54 }
55 }
56 }
57 }
58
59 @IBAction func pickAvatarPressed(_ sender: Any) {
60     performSegue(withIdentifier: TO_AVATAR_PICKER, sender: nil)
61 }
62
63 @IBAction func pickBGColorPressed(_ sender: Any) {
64     let r = CGFloat(Float(arc4random_uniform(255)) / 255
65     let g = CGFloat(Float(arc4random_uniform(255)) / 255
66     let b = CGFloat(Float(arc4random_uniform(255)) / 255
67
68     bgColor = UIColor(red: r, green: g, blue: b, alpha: 1)
69     UIView.animate(withDuration: 0.2) {
70         self.userImg.backgroundColor = self.bgColor
71     }
72 }
73
74 @IBAction func closePressed(_ sender: Any) {
75     performSegue(withIdentifier: UNWIND, sender: nil)
76 }
```

```
 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  
0  
1 typealias CompletionHandler = (_ Success: Bool) -> ()  
2  
3 // URL Constants  
4 let BASE_URL = "https://chattychatjb.herokuapp.com/v1/"  
5 let URL_REGISTER = "\(BASE_URL)account/register"  
6 let URL_LOGIN = "\(BASE_URL)account/login"  
7 let URL_USER_ADD = "\(BASE_URL)user/add"  
8  
9 // Colors  
0 let smackPurplePlaceholder =   
1  
2 // Segues  
3 let TO_LOGIN = "toLogin"  
4 let TO_CREATE_ACCOUNT = "toCreateAccount"  
5 let UNWIND = "unwindToChannel"  
6 let TO_AVATAR_PICKER = "toAvatarPicker"  
7  
8 // User Defaults
```

Smack > iPhone 7 Running Smack on iPhone 7 34

Smack > Smack > Controller > CreateAccountVC.swift > M setupView()

```
 63
 64 @IBAction func pickBGColorPressed(_ sender: Any) {
 65     let r = CGFloat(arc4random_uniform(255)) / 255
 66     let g = CGFloat(arc4random_uniform(255)) / 255
 67     let b = CGFloat(arc4random_uniform(255)) / 255
 68
 69     bgColor = UIColor(red: r, green: g, blue: b, alpha: 1)
 70     UIView.animate(withDuration: 0.2) {
 71         self.userImg.backgroundColor = self.bgColor
 72     }
 73 }
 74
 75 @IBAction func closePressed(_ sender: Any) {
 76     performSegue(withIdentifier: UNWIND, sender: nil)
 77 }
 78
 79 func setupView() {
 80     usernameTxt.attributedPlaceholder = NSAttributedString(string:
 81         "username", attributes: [NSAttributedStringKey.foregroundColor:
 82             smackPurplePlaceholder])
 83     emailTxt.attributedPlaceholder = NSAttributedString(string:
 84         "email", attributes: [NSAttributedStringKey.foregroundColor:
 85             smackPurplePlaceholder])
 86     passTxt.attributedPlaceholder = NSAttributedString(string:
 87         "password", attributes: [NSAttributedStringKey.foregroundColor:
 88             smackPurplePlaceholder])
 89 }
```



The screenshot shows the Xcode interface with the storyboard on the left and the code editor on the right.

Storyboard:

- Scene: LoginVC Scene
- Scene: Create AccountVC S...
- View Controller: Create AccountVC
- View: Top Layout Guide
- View: Bottom Layout...
- View: Create an account
- Text Field: username
- Text Field: email
- Text Field: password
- UIActivityIndicatorView: spinner (selected)
- Buttons: Choose avatar, Generate background color
- Image: User Img

Code Editor (Swift):

```
7 //  
8  
9 import UIKit  
10  
11 class CreateAccountVC:  
12     UIViewController {  
13  
14     // Outlets  
15     @IBOutlet weak var  
16         usernameTxt: UITextField!  
17     @IBOutlet weak var emailTxt:  
18         UITextField!  
19     @IBOutlet weak var passTxt:  
20         UITextField!  
21     @IBOutlet weak var userImg:  
22         UIImageView!  
23  
24     // Variables  
25     var avatarName =  
26         "profileDefault"  
27     var avatarColor = "[0.5, 0.5,  
28         0.5, 1]"  
29     var bgColor : UIColor?  
30  
31     override func viewDidLoad() {
```

```
Smack > Smack > Controller > CreateAccountVC.swift > M setupView()

71     UIView.animate(withDuration: 0.2) {
72         self.userImg.backgroundColor = self.bgColor
73     }
74 }
75
76 @IBAction func closePressed(_ sender: Any) {
77     performSegue(withIdentifier: UNWIND, sender: nil)
78 }
79
80 func setupView() {
81     spinner.isHidden = true
82     usernameTxt.attributedPlaceholder = NSAttributedString(string:
83         "username", attributes: [NSAttributedStringKey.foregroundColor:
84             smackPurplePlaceholder])
85     emailTxt.attributedPlaceholder = NSAttributedString(string:
86         "email", attributes: [NSAttributedStringKey.foregroundColor:
87             smackPurplePlaceholder])
88     passTxt.attributedPlaceholder = NSAttributedString(string:
89         "password", attributes: [NSAttributedStringKey.foregroundColor:
90             smackPurplePlaceholder])
91 }
```

The screenshot shows the Xcode interface with the project "Smack" selected. The left sidebar displays the project structure, including files like AuthService.swift, Constants.swift, GradientView.swift, RoundedButton.swift, AvatarCell.swift, CircleImage.swift, ChatVC.swift, ChannelVC.swift, LoginVC.swift, CreateAccountVC.swift, and AvatarPickerVC.swift. The main editor area shows the code for CreateAccountVC.swift, specifically the `createAccntPressed(_ sender: Any)` function. A red box highlights the line `spinner.startAnimating()`. The code also includes several guard statements and calls to AuthService methods.

```
35     userImg.backgroundColor = UIColor.lightGray
36 }
37 }
38 }
39
40 @IBAction func createAccntPressed(_ sender: Any) {
41     spinner.isHidden = false
42     spinner.startAnimating()
43
44     guard let name = usernameTxt.text, usernameTxt.text != "" else {
45         return
46     }
47     guard let email = emailTxt.text, emailTxt.text != "" else {
48         return
49     }
50     guard let pass = passTxt.text, passTxt.text != "" else {
51         return
52     }
53
54     AuthService.instance.registerUser(email: email, password: pass)
55     { (success) in
56         if success {
57             AuthService.instance.loginUser(email: email, password:
58                 pass, completion: { (success) in
59                 if success {
60                     AuthService.instance.createUser(name: name, email:
61                         email, avatarName: self.avatarName,
62                         avatarColor: self.avatarColor, completion:
63                         { (success) in
64
65             }
66         }
67     }
68 }
69 }
```

```
M 43
M 44    guard let name = usernameTxt.text , usernameTxt.text != "" else
        { return }
M 45    guard let email = emailTxt.text , emailTxt.text != "" else { return
        }
M 46    guard let pass = passTxt.text , passTxt.text != "" else { return }
M 47
M 48    AuthService.instance.registerUser(email: email, password: pass)
        { (success) in
A 49        if success {
            AuthService.instance.loginUser(email: email, password:
M 50                pass, completion: { (success) in
A 51                if success {
                    AuthService.instance.createUser(name: name, email:
M 52                    email, avatarName: self.avatarName,
                        avatarColor: self.avatarColor, completion:
M 53                    { (success) in
                        if success {
                            spinner.isHidden = true
                            spinner.stopAnimating()
M 54                            self.performSegue(withIdentifier: UNWIND,
                                sender: nil)
M 55
M 56                }
M 57            }
M 58        })
M 59    }
```

The screenshot shows the Xcode IDE interface. The top bar displays "Smack" and "iPhone 7" with "Running Smack on iPhone 7". The status bar on the right shows "34" notifications. The left sidebar lists various build issues categorized by type:

- Buildtime (34) Runtime
- Smack Workspace 1 issue:
 - Swift Conversion
 - Conversion to Swift 4 is available.
- Pods project 1 issue:
 - Validate Project Settings
 - Update to recommended settings
- Smack 32 issues:
 - Unsupported Configuration
 - Prototype table cells must have reuse identifiers
 - Main.storyboard
 - Deprecated
 - Top layout guide is deprecated since iOS 11.0
 - Main.storyboard
 - Bottom layout guide is deprecated since iOS 11.0
 - Main.storyboard
 - Top layout guide is deprecated since iOS 11.0
 - Main.storyboard
 - Bottom layout guide is deprecated since iOS 11.0
 - Main.storyboard
 - Semantic Issue
 - Class 'SWContextTransitionObject' does not conform to protocol 'UIViewControllerContext...' SWRevealViewController.m
 - Add stubs for missing protocol requirements
 - Possible misuse of comma

The main code editor window shows `CreateAccountVC.swift` with the following code:

```
    @IBAction func closePressed(_ sender: Any) {
        performSegue(withIdentifier: UNWIND, sender: nil)
    }

    func setupView() {
        spinner.isHidden = true
        usernameTxt.attributedPlaceholder = NSAttributedString(string:
            "username", attributes: [NSAttributedStringKey.foregroundColor:
            smackPurplePlaceholder])
        emailTxt.attributedPlaceholder = NSAttributedString(string:
            "email", attributes: [NSAttributedStringKey.foregroundColor:
            smackPurplePlaceholder])
        passTxt.attributedPlaceholder = NSAttributedString(string:
            "password", attributes: [NSAttributedStringKey.foregroundColor:
            smackPurplePlaceholder])
    }

    let tap = UITapGestureRecognizer(target: self, action:
        #selector(CreateAccountVC.handleTap))
    view.addGestureRecognizer(tap)
}

@objc func handleTap() {
    view.endEditing(true)
}
```

A red box highlights the gesture recognizer and tap handling code.

Smack iPhone 7 Running Smack on iPhone 7 34

Generate a Avatar BG Color

SmackSection 11, Lecture 89 M

Smack Resources available M

- AuthService.swift
- UserDataService.swift

Utilities Constants.swift M

```
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 // Colors  
20 let smackPurplePlaceholder =   
21  
22 // Notification Constants  
23 let NOTIF_USER_DATA_DID_CHANGE = Notification.Name("notifUserDataChanged")  
24  
25 // Segues  
26 let TO_LOGIN = "toLogin"  
27 let TO_CREATE_ACCOUNT = "toCreateAccount"  
28 let UNWIND = "unwindToChannel"
```

Smack-Bridging-Header.h

AppDelegate.swift

Main.storyboard

Assets.xcassets

LaunchScreen.storyboard

Info.plist

Products

Pods

Frameworks

Generate a Avatar BG Color

Smack / iPhone 7

Running Smack on iPhone 7

34

SmackSection 11, Lecture 89

Smack

Resources available

- AuthService.swift
- UserDataService.swift
- Utilities

 - Constants.swift

- Model
- View

 - GradientView.swift
 - RoundedButton.swift
 - AvatarCell.swift
 - CircleImage.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

Smack > Smack > Controller > CreateAccountVC.swift > M createAcntPressed(_:) 34

```
46     guard let pass = passTxt.text, passTxt.text != "" else { return }
47
48     AuthService.instance.registerUser(email: email, password: pass)
        { (success) in
            if success {
                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 {
                                        self.spinner.isHidden = true
                                        self.spinner.stopAnimating()
                                        self.performSegue(withIdentifier: UNWIND,
                                            sender: nil)
                                    }
                                }
                            })
                        }
                    }
                }
            }
        }
```

NotificationCenter.default.post(name: NOTIF_USER_DATA DID CHANGE, object: nil)

The code in the screenshot shows a portion of the `createAcntPressed(_:)` method from `CreateAccountVC.swift`. The method performs several asynchronous operations: it registers a user, logs them in, and then creates a new user. After the creation is successful, it hides a spinner, stops its animation, and performs a segue back to the previous view controller. A red box highlights the line where the notification is posted:

```
NotificationCenter.default.post(name: NOTIF_USER_DATA DID CHANGE, object: nil)
```

Smack > iPhone 7 Plus

Running Smack on iPhone 7 Plus

34

Smack

Smack

Services

AuthService.swift

UserDataService.swift

Utilities

Constants.swift

Model

View

Main.storyboard

Assets.xcassets

LaunchScreen.storyboard

Info.plist

Products

Pods

Frameworks

rights reserved.

```
7 //  
8  
9 import UIKit  
10  
11 class ChannelVC: UIViewController {  
  
    // Outlets  
    @IBOutlet weak var loginBtn:  
        UIButton!  
    @IBAction func  
    prepareForUnwind(segue:  
    UIStoryboardSegue){}  
  
    override func viewDidLoad() {  
        super.viewDidLoad()  
  
        self.revealViewController().rearViewRevealWi  
dth =  
        self.view.frame.size.w  
idth - 60  
  
        NotificationCenter.def
```

Reveal View Controller...

ChannelVC Scene

ChannelVC

Top Layout Guide

Bottom Layout...

Gradient View

Smack

CHANNELS

Button

Login Btn

menuProfile...

Constraints

Table View

Constraints

First Responder

Exit

Show segue "toLo..."

LoginVC Scene

Create AccountVC S...

Create AccountVC

Top Layout Guide

Bottom Layout...

View

Create an ac...

Button

Stack View

Create Acco...

User Img

Choose avatar

Table Prototype

View as: iPhone 7 (wC hR)

LoggedIn Interface
Section 11, Lecture 90

Smack > Smack > Controller > ChannelVC.swift > userDataDidChange(_:) Building Smack: Smack | Compiling Swift source files 5 1

```
12
13     // Outlets
14     @IBOutlet weak var loginBtn: UIButton!
15     @IBOutlet weak var userImg: CircleImage!
16     @IBAction func prepareForUnwind(segue: UIStoryboardSegue){}
17
18     override func viewDidLoad() {
19         super.viewDidLoad()
20         self.revealViewController().rearViewRevealWidth =
21             self.view.frame.size.width - 60
22         NotificationCenter.default.addObserver(self, selector:
23             #selector(ChannelVC.userDataDidChange(_:)), name:
24             NOTIF_USER_DATA DID_CHANGE, object: nil)
25     }
26
27     @IBAction func loginBtnPressed(_ sender: Any) {
28         performSegue(withIdentifier: TO_LOGIN, sender: nil)
29     }
30
31     @objc func userDataDidChange(_ notif: Notification) {
32         if AuthService.instance.isLoggedIn {
33             loginBtn.setTitle(UserDataService.instance.name, for: .normal)
34             userImg.image = UIImage(named:
35                 UserDataService.instance.avatarName)
36         } else {
37             loginBtn.setTitle("Login", for: .normal)
38             userImg.image = UIImage(named: "menuProfileIcon")
39             userImg.backgroundColor = UIColor.clear
40         }
41     }
42 }
```



Smack > Smack > Services > UserDataService.swift > M returnUIColor(components:)

```
32
33     func returnUIColor(components: String) -> UIColor {
34         let scanner = Scanner(string: components)
35         let skipped = CharacterSet(charactersIn: "[] , ")
36         let comma = CharacterSet(charactersIn: ", ")
37         scanner.charactersToBeSkipped = skipped
38
39         var r, g, b, a : NSString?
40
41         scanner.scanUpToCharacters(from: comma, into: &r)
42         scanner.scanUpToCharacters(from: comma, into: &g)
43         scanner.scanUpToCharacters(from: comma, into: &b)
44         scanner.scanUpToCharacters(from: comma, into: &a)
45
46         let defaultColor = UIColor.lightGray
47
48         guard let rUnwrapped = r else { return defaultColor }
49         guard let gUnwrapped = g else { return defaultColor }
50         guard let bUnwrapped = b else { return defaultColor }
51         guard let aUnwrapped = a else { return defaultColor }
52
53         let rfloat = CGFloat(rUnwrapped.doubleValue)
54         let gfloat = CGFloat(gUnwrapped.doubleValue)
55         let bfloat = CGFloat(bUnwrapped.doubleValue)
56         let afloat = CGFloat(aUnwrapped.doubleValue)
57
58         let newUIColor = UIColor(red: rfloat, green: gfloat, blue: bfloat,
59                                 alpha: afloat)
60
61         return newUIColor
62     }
```