

```

@interface ViewController () {
NSMutableArray *selState;
}
@end
@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view.

    selState = [[NSMutableArray alloc] initWithObjects:@"NO",@"NO",@"NO",@"NO",nil ];
}

-(NSInteger)numberOfSectionsInCollectionView:
(UICollectionView *)collectionView
{
    return 1;
}

-(NSInteger)collectionView:(UICollectionView *)collectionView
numberOfItemsInSection:(NSInteger)section
{
    return 4;
}

-(UICollectionViewCell *)collectionView:(UICollectionView *)collectionView
cellForItemAtIndexPath:(NSIndexPath *)indexPath
{
    Cell *myCell = [collectionView dequeueReusableCellWithReuseIdentifier:@"Cell"
forIndexPath:indexPath];

    UIImage *image;

    if ([[selState objectAtIndex:indexPath.row] isEqualToString:@"NO"]) {
        image = [UIImage imageNamed:@"ICUbedGREEN.png"];
    }
    else
    {
        image = [UIImage imageNamed:@"ICUbedRED.jpg"];
    }

    myCell.imageView.image = image;

    return myCell;
}

- (void)collectionView:(UICollectionView *)collectionView didSelectItemAtIndexPath:
(NSIndexPath *)indexPath
{
    if ([[selState objectAtIndex:indexPath.row] isEqualToString:@"NO"]) {

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        [selState replaceObjectAtIndex:indexPath.row withObject:@"YES"];
    }
    else if ([[selState objectAtIndex:indexPath.row] isEqualToString:@"YES"]) {
        [selState replaceObjectAtIndex:indexPath.row withObject:@"NO"];
    }

    [self.collectionView reloadData];
}

@end
```