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// ActivationSeries.swift

// CircuitsApp

//

// Created by CSCI Account on 1/21/21.

//

**import** Foundation

**import** UIKit

**class** ActivationSeries {

**func** getCircuit() -> Circuit {

// Returns a circuit object that has been configured for the Activation Series circuit

// Create the circuit object and attributes

**let** activationSeries = Circuit()

activationSeries.name = "Activation Series"

activationSeries.color = "cyan" // Or something idk

activationSeries.exerciseArray = getExerciseArray()

**return** activationSeries

}

**func** getExerciseArray() -> [Exercise] {

// Returns an array containing the exercises of the circuit in order

**var** exerciseArray = [Exercise]()

// Create the exercises of the circuit

**let** fishTailOblique = Exercise()

fishTailOblique.setName(name: "Fish Tail Oblique")

fishTailOblique.setReps(reps: 10)

**let** outerHipActivation = Exercise()

outerHipActivation.setName(name: "Outer Hip Activation")

outerHipActivation.setReps(reps: 10)

**let** gluteMaxActivation = Exercise()

gluteMaxActivation.setName(name: "Glute Max Activation")

gluteMaxActivation.setReps(reps: 10)

**let** adductorActivation = Exercise()

adductorActivation.setName(name: "Adductor Activation")

adductorActivation.setReps(reps: 10)

**let** groinActivation = Exercise()

groinActivation.setName(name: "Groin Activation")

groinActivation.setReps(reps: 10)

// Create the exercises of the circuit

exerciseArray += [fishTailOblique, outerHipActivation, gluteMaxActivation, adductorActivation, groinActivation]

// Return the finished array

**return** exerciseArray

}

}