//

// MedicineTableViewController.swift

// BetterMed

//

// Created by Channel Two on 3/27/16.

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//

import UIKit

class MedicineTableViewController: UITableViewController {

// MARK: Properties

var medicines = [Medicine]()

override func viewDidLoad() {

super.viewDidLoad()

// Load the sample data.

loadSampleMedicines()

}

func loadSampleMedicines() {

let photo1 = UIImage(named: "medicine1")!

let medicine1 = Medicine(name: "Aleve", photo: photo1, dosage: "2", time: "6AM, 8PM")!

let photo2 = UIImage(named: "medicine2")!

let medicine2 = Medicine(name: "Allegra", photo: photo2, dosage: "1", time: "6AM")!

let photo3 = UIImage(named: "medicine3")!

let medicine3 = Medicine(name: "Fish Oil", photo: photo3, dosage: "2", time: "12PM")!

medicines += [medicine1, medicine2, medicine3]

}

override func didReceiveMemoryWarning() {

super.didReceiveMemoryWarning()

// Dispose of any resources that can be recreated.

}

// MARK: - Table view data source

override func numberOfSectionsInTableView(tableView: UITableView) -> Int {

return 1

}

override func tableView(tableView: UITableView, numberOfRowsInSection section: Int) -> Int {

return medicines.count

}

override func tableView(tableView: UITableView, cellForRowAtIndexPath indexPath: NSIndexPath) -> UITableViewCell {

// Table view cells are reused and should be dequeued using a cell identifier.

let cellIdentifier = "MedicineTableViewCell"

let cell = tableView.dequeueReusableCellWithIdentifier(cellIdentifier, forIndexPath: indexPath) as! MedicineTableViewCell

// Fetches the appropriate medicine for the data source layout.

let medicine = medicines[indexPath.row]

cell.nameLabel.text = medicine.name

cell.photoImageView.image = medicine.photo

//cell.ratingControl.rating = meal.rating

cell.dosage.text = medicine.dosage

cell.time.text = medicine.time

return cell

}

/\*

// Override to support conditional editing of the table view.

override func tableView(tableView: UITableView, canEditRowAtIndexPath indexPath: NSIndexPath) -> Bool {

// Return false if you do not want the specified item to be editable.

return true

}

\*/

/\*

// Override to support editing the table view.

override func tableView(tableView: UITableView, commitEditingStyle editingStyle: UITableViewCellEditingStyle, forRowAtIndexPath indexPath: NSIndexPath) {

if editingStyle == .Delete {

// Delete the row from the data source

tableView.deleteRowsAtIndexPaths([indexPath], withRowAnimation: .Fade)

} else if editingStyle == .Insert {

// Create a new instance of the appropriate class, insert it into the array, and add a new row to the table view

}

}

\*/

/\*

// Override to support rearranging the table view.

override func tableView(tableView: UITableView, moveRowAtIndexPath fromIndexPath: NSIndexPath, toIndexPath: NSIndexPath) {

}

\*/

/\*

// Override to support conditional rearranging of the table view.

override func tableView(tableView: UITableView, canMoveRowAtIndexPath indexPath: NSIndexPath) -> Bool {

// Return false if you do not want the item to be re-orderable.

return true

}

\*/

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// MARK: - Navigation

// In a storyboard-based application, you will often want to do a little preparation before navigation

override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {

// Get the new view controller using segue.destinationViewController.

// Pass the selected object to the new view controller.

}

\*/

@IBAction func unwindToMedicinelList(sender: UIStoryboardSegue) {

if let sourceViewController = sender.sourceViewController as? MedicineViewController, medicine = sourceViewController.medicine {

// Add a new medicine item.

let newIndexPath = NSIndexPath(forRow: medicines.count, inSection: 0)

medicines.append(medicine)

tableView.insertRowsAtIndexPaths([newIndexPath], withRowAnimation: .Bottom)

}

}

}