//

// MedicineViewController.swift

// BetterMed

//

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

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//

import UIKit

class MedicineViewController: UIViewController, UITextFieldDelegate, UIImagePickerControllerDelegate, UINavigationControllerDelegate {

// MARK: Properties

@IBOutlet weak var nameTextField: UITextField!

@IBOutlet weak var photoImageView: UIImageView!

@IBOutlet weak var saveButton: UIBarButtonItem!

@IBOutlet weak var dosageField: UITextField!

@IBOutlet weak var timeField: UITextField!

/\*

This value is either passed by `MedicineTableViewController` in `prepareForSegue(\_:sender:)`

or constructed as part of adding a new medication.

\*/

var medicine: Medicine?

override func viewDidLoad() {

super.viewDidLoad()

// Handle the text field’s user input through delegate callbacks.

nameTextField.delegate = self

// Enable the Save button only if the text field has a valid Medicine name.

checkValidMedicineName()

}

// MARK: UITextFieldDelegate

func textFieldShouldReturn(textField: UITextField) -> Bool {

// Hide the keyboard.

textField.resignFirstResponder()

return true

}

func textFieldDidEndEditing(textField: UITextField) {

checkValidMedicineName()

navigationItem.title = textField.text

}

func textFieldDidBeginEditing(textField: UITextField) {

// Disable the Save button while editing.

saveButton.enabled = false

}

func checkValidMedicineName() {

// Disable the Save button if the text field is empty.

let text = nameTextField.text ?? ""

saveButton.enabled = !text.isEmpty

}

// MARK: UIImagePickerControllerDelegate

func imagePickerControllerDidCancel(picker: UIImagePickerController) {

// Dismiss the picker if the user canceled.

dismissViewControllerAnimated(true, completion: nil)

}

func imagePickerController(picker: UIImagePickerController, didFinishPickingMediaWithInfo info: [String : AnyObject]) {

// The info dictionary contains multiple representations of the image, and this uses the original.

let selectedImage = info[UIImagePickerControllerOriginalImage] as! UIImage

// Set photoImageView to display the selected image.

photoImageView.image = selectedImage

// Dismiss the picker.

dismissViewControllerAnimated(true, completion: nil)

}

// MARK: Navigation

@IBAction func cancel(sender: UIBarButtonItem) {

dismissViewControllerAnimated(true, completion: nil)

}

// This method lets you configure a view controller before it's presented.

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

if saveButton === sender {

let name = nameTextField.text ?? ""

let photo = photoImageView.image

let dosage = dosageField.text ?? ""

let time = timeField.text ?? ""

// Set the medicinel to be passed to MedicineListTableViewController after the unwind segue.

medicine = Medicine(name: name, photo: photo, dosage: dosage, time: time)

}

}

// MARK: Actions

@IBAction func selectImageFromPhotoLibrary(sender: UITapGestureRecognizer) {

// Hide the keyboard.

nameTextField.resignFirstResponder()

// UIImagePickerController is a view controller that lets a user pick media from their photo library.

let imagePickerController = UIImagePickerController()

// Only allow photos to be picked, not taken.

imagePickerController.sourceType = .PhotoLibrary

// Make sure ViewController is notified when the user picks an image.

imagePickerController.delegate = self

presentViewController(imagePickerController, animated: true, completion: nil)

}

}