Slot Machine Code:

//

// ViewController.swift

// SlotMachine

//

// Created by Dagmar und Peter on 11.10.14.

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//

import UIKit

class ViewController: UIViewController {

// Variables

var firstContainer: UIView!

var secondContainer: UIView!

var thirdContainer: UIView!

var fourthContainer: UIView!

var titleLabel: UILabel!

// Information Labels

var creditsLabel: UILabel!

var betLabel: UILabel!

var winnerPaidLabel: UILabel!

var creditsTitleLabel: UILabel!

var betTitleLabel: UILabel!

var winnerPaidTitleLabel: UILabel!

// buttons in fourth container

var resetButton: UIButton!

var betOneButton: UIButton!

var betMaxButton: UIButton!

var spinButton: UIButton!

// Constants (always with a k at the beginning

let kMarginForView: CGFloat = 10.0

let kMarginForSlot: CGFloat = 2.0

let kSixth: CGFloat = 1.0/6.0

let kThird: CGFloat = 1.0/3.0

let kHalf: CGFloat = 1.0/2.0

let kEigth: CGFloat = 1.0/8.0

let kNumberOfContainers = 3

let kNumberOfSlots = 3

// Mainfunktion viewDidLoad

override func viewDidLoad() {

super.viewDidLoad()

// Do any additional setup after loading the view, typically from a nib.

setupContainerViews()

setupFirstContainer(self.firstContainer)

setupSecondContainer(self.secondContainer)

setupThirdContainer(self.thirdContainer)

setupFourthContainer(self.fourthContainer)

}

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

override func didReceiveMemoryWarning() {

super.didReceiveMemoryWarning()

// Dispose of any resources that can be recreated.

}

//IBActions

func resetButtonPressed (button: UIButton) {

println("resetButtonPressed")

}

func betOneButtonPressed (button: UIButton) {

println("button")

}

func betMaxButtonPressed (button: UIButton) {

println("Button max pressed")

}

func spinButtonPressed (button: UIButton) {

println("Spin-Button pressed")

}

func setupContainerViews() {

self.firstContainer = UIView(frame: CGRect(x: self.view.bounds.origin.x + kMarginForView, y: self.view.bounds.origin.y, width: self.view.bounds.width - (2 \* kMarginForView), height: self.view.bounds.height \* kSixth))

self.firstContainer.backgroundColor = UIColor.purpleColor()

self.view.addSubview(self.firstContainer)

self.secondContainer = UIView(frame:CGRect(x: self.view.bounds.origin.x + kMarginForView, y: firstContainer.frame.height, width: self.view.bounds.width - (kMarginForView \* 2), height: self.view.bounds.height \* 3 \* kSixth))

self.secondContainer.backgroundColor = UIColor.blackColor()

self.view.addSubview(secondContainer)

self.thirdContainer = UIView(frame: CGRect(x: self.view.bounds.origin.x + kMarginForView, y: firstContainer.frame.height + secondContainer.frame.height, width: self.view.bounds.width - (2 \* kMarginForView), height: self.view.bounds.height \* kSixth))

self.thirdContainer.backgroundColor = UIColor.lightGrayColor()

self.view.addSubview(thirdContainer)

self.fourthContainer = UIView(frame: CGRect(x: self.view.bounds.origin.x + kMarginForView, y: firstContainer.frame.height + secondContainer.frame.height + thirdContainer.frame.height, width: self.view.bounds.width - (2 \* kMarginForView), height: self.view.bounds.height \* kSixth))

self.fourthContainer.backgroundColor = UIColor.blackColor()

self.view.addSubview(fourthContainer)

}

func setupFirstContainer(containerView:UIView) {

self.titleLabel = UILabel()

self.titleLabel.text = "Super Slots"

self.titleLabel.textColor = UIColor.yellowColor()

self.titleLabel.font = UIFont(name: "MarkerFelt-Wide", size: 40)

self.titleLabel.sizeToFit()

self.titleLabel.center = containerView.center

containerView.addSubview(self.titleLabel)

}

func setupSecondContainer(containerView: UIView) {

for var containerNumber = 0; containerNumber < kNumberOfContainers; ++containerNumber {

for var slotNumber = 0; slotNumber < kNumberOfSlots; ++slotNumber {

var slotImageView = UIImageView()

slotImageView.backgroundColor = UIColor.yellowColor()

slotImageView.frame = CGRect(x: containerView.bounds.origin.x + (containerView.bounds.size.width \* CGFloat(containerNumber) \* kThird), y: containerView.bounds.origin.y + (containerView.bounds.size.height \* CGFloat(slotNumber) \* kThird), width: containerView.bounds.width \* kThird - kMarginForSlot, height: containerView.bounds.height \* kThird - kMarginForSlot)

containerView.addSubview(slotImageView)

}

}

}

func setupThirdContainer(containerView: UIView) {

self.creditsLabel = UILabel()

self.creditsLabel.text = "000000"

self.creditsLabel.textColor = UIColor.redColor()

self.creditsLabel.font = UIFont(name: "Menlo-Bold", size: 16)

self.creditsLabel.sizeToFit()

self.creditsLabel.center = CGPoint(x: containerView.frame.width \* kSixth, y: containerView.frame.height \* kThird)

self.creditsLabel.textAlignment = NSTextAlignment.Center

self.creditsLabel.backgroundColor = UIColor.darkGrayColor()

containerView.addSubview(self.creditsLabel)

self.betLabel = UILabel()

self.betLabel.text = "0000"

self.betLabel.textColor = UIColor.redColor()

self.betLabel.font = UIFont(name: "Menlo-Bold", size: 16)

self.betLabel.sizeToFit()

self.betLabel.center = CGPoint(x: containerView.frame.width \* kSixth \* 3, y: containerView.frame.height \* kThird)

self.betLabel.textAlignment = NSTextAlignment.Center

self.betLabel.backgroundColor = UIColor.darkGrayColor()

containerView.addSubview(self.betLabel)

self.winnerPaidLabel = UILabel()

self.winnerPaidLabel.text = "000000"

self.winnerPaidLabel.textColor = UIColor.redColor()

self.winnerPaidLabel.font = UIFont(name: "Menlo-Bold", size: 16)

self.winnerPaidLabel.sizeToFit()

self.winnerPaidLabel.center = CGPoint(x: containerView.frame.width \* 5 \* kSixth, y: containerView.frame.height \* kThird)

self.winnerPaidLabel.textAlignment = NSTextAlignment.Center

self.winnerPaidLabel.backgroundColor = UIColor.darkGrayColor()

containerView.addSubview(winnerPaidLabel)

self.creditsTitleLabel = UILabel()

self.creditsTitleLabel.text = "Credits"

self.creditsTitleLabel.textColor = UIColor.blackColor()

self.creditsTitleLabel.font = UIFont(name: "AmericanTypewriter", size: 14)

self.creditsTitleLabel.sizeToFit()

self.creditsTitleLabel.center = CGPoint(x: containerView.frame.width \* kSixth, y: containerView.frame.height \* 2 \* kThird)

containerView.addSubview(creditsTitleLabel)

self.betTitleLabel = UILabel()

self.betTitleLabel.text = "Bet"

self.betTitleLabel.textColor = UIColor.blackColor()

self.betTitleLabel.font = UIFont(name: "AmericanTypewriter", size: 14)

self.betTitleLabel.sizeToFit()

self.betTitleLabel.center = CGPoint(x: containerView.frame.width \* 3 \* kSixth, y: containerView.frame.height \* 2 \* kThird)

containerView.addSubview(betTitleLabel)

self.winnerPaidTitleLabel = UILabel()

self.winnerPaidTitleLabel.text = "Winner Paid"

self.winnerPaidTitleLabel.textColor = UIColor.blackColor()

self.winnerPaidTitleLabel.font = UIFont(name: "AmericanTypewriter", size: 14)

self.winnerPaidTitleLabel.sizeToFit()

self.winnerPaidTitleLabel.center = CGPoint(x: containerView.frame.width \* 5 \* kSixth, y: containerView.frame.height \* 2 \* kThird)

containerView.addSubview(winnerPaidTitleLabel)

}

func setupFourthContainer(containerView: UIView) {

self.resetButton = UIButton()

self.resetButton.setTitle("Reset", forState: UIControlState.Normal)

self.resetButton.setTitleColor(UIColor.blueColor(), forState: UIControlState.Normal)

self.resetButton.titleLabel?.font = UIFont(name: "Superclarendon-Bold", size: 12)

self.resetButton.backgroundColor = UIColor.lightGrayColor()

self.resetButton.sizeToFit()

self.resetButton.center = CGPoint(x: containerView.frame.width \* kEigth, y: containerView.frame.height \* kHalf)

self.resetButton.addTarget(self, action: "resetButtonPressed:", forControlEvents: UIControlEvents.TouchUpInside)

containerView.addSubview(self.resetButton)

self.betOneButton = UIButton()

self.betOneButton.setTitle("Bet One", forState: UIControlState.Normal)

self.betOneButton.setTitleColor(UIColor.blueColor(), forState: UIControlState.Normal)

self.betOneButton.titleLabel?.font = UIFont(name: "Superclarendon-Bold", size: 12)

self.betOneButton.backgroundColor = UIColor.greenColor()

self.betOneButton.sizeToFit()

self.betOneButton.center = CGPoint(x: containerView.frame.width \* 3 \* kEigth, y: containerView.frame.height \* kHalf)

self.betOneButton.addTarget(self, action: "betOneButtonPressed:", forControlEvents: UIControlEvents.TouchUpInside)

containerView.addSubview(self.betOneButton)

self.betMaxButton = UIButton()

self.betMaxButtonq.setTitle("Bet Max", forState: UIControlState.Normal)

self.betMaxButton.setTitleColor(UIColor.blueColor(), forState: UIControlState.Normal)

self.betMaxButton.titleLabel?.font = UIFont(name: "Superclarendon-Bold", size: 12)

self.betMaxButton.backgroundColor = UIColor.redColor()

self.betMaxButton.sizeToFit()

self.betMaxButton.center = CGPoint(x: containerView.frame.width \* 5 \* kEigth, y: containerView.frame.height \* kHalf)

self.betMaxButton.addTarget(self, action: "betMaxButtonPressed:", forControlEvents: UIControlEvents.TouchUpInside)

containerView.addSubview(self.betMaxButton)

self.spinButton = UIButton()

self.spinButton.setTitle("Spin", forState: UIControlState.Normal)

self.spinButton.setTitleColor(UIColor.blueColor(), forState: UIControlState.Normal)

self.spinButton.titleLabel?.font = UIFont(name: "Superclarendon-Bold", size: 12)

self.spinButton.backgroundColor = UIColor.greenColor()

self.spinButton.sizeToFit()

self.spinButton.center = CGPoint(x: containerView.frame.width \* 7 \* kEigth, y: containerView.frame.height \* kHalf)

self.spinButton.addTarget(self, action: "spinButtonPressed:", forControlEvents: UIControlEvents.TouchUpInside)

containerView.addSubview(self.spinButton)

}

}