

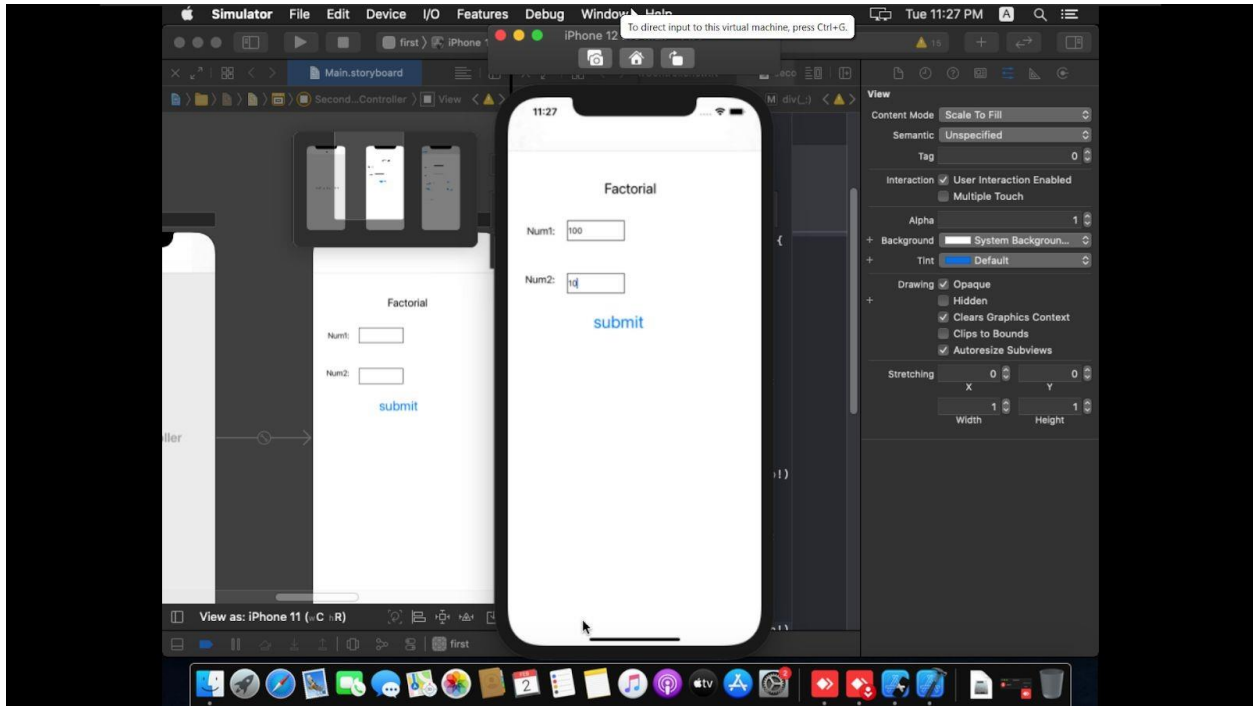
IOS Assignment

//201701619010004

FirstView:

import UIKit

```
class ViewController: UIViewController {
    @IBOutlet weak var num1: UITextField!
    @IBOutlet weak var num2: UITextField!
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }
    @IBAction func submit(_ sender: Any) {
        let a:Int? = Int(num1.text!)!
        let b:Int? = Int(num2.text!)!
        if a! % b! == 0{
            performSegue(withIdentifier: "connect", sender: self)
        }
    }
}
```



SecondView:

```
import UIKit
```

```
class secondViewController: UIViewController {
```

```
    @IBOutlet weak var num1: UITextField!
```

```
    @IBOutlet weak var num2: UITextField!
```

```
    @IBOutlet weak var ans: UILabel!
```

```
    override func viewDidLoad() {  
        super.viewDidLoad()
```

```
        // Do any additional setup after loading the view.
```

```
    }
```

```

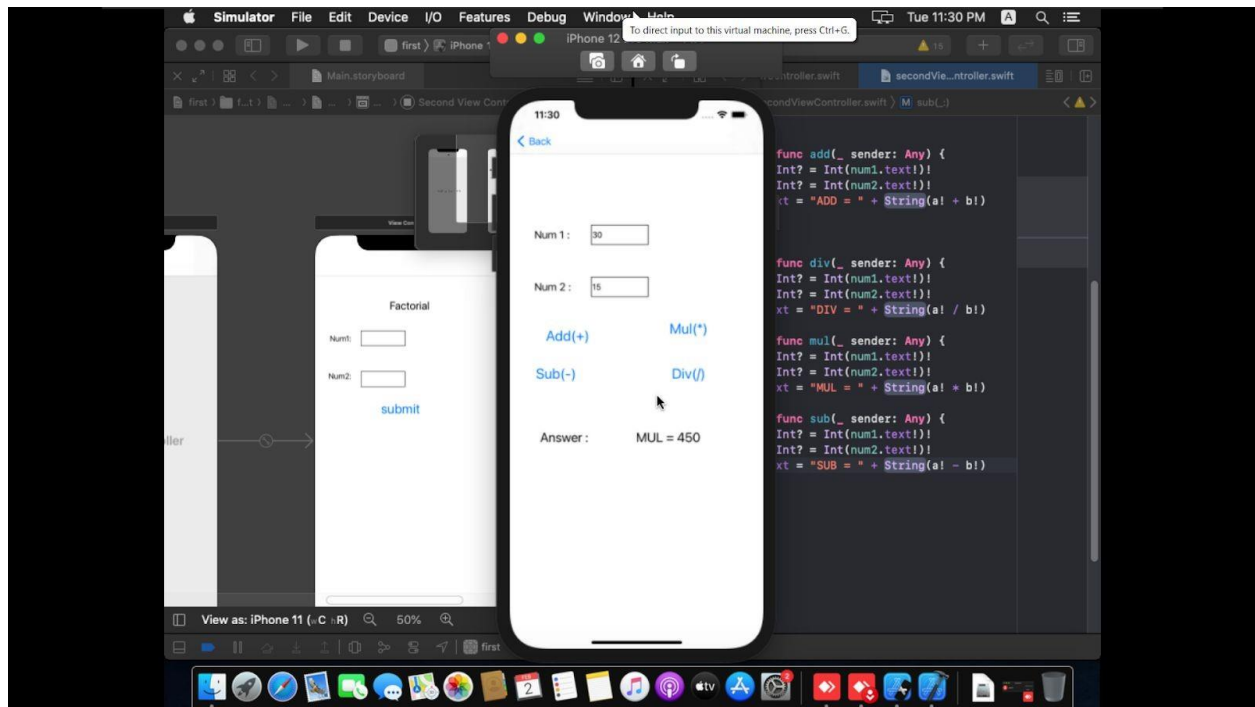
@IBAction func add(_ sender: Any) {
    let a:Int? = Int(num1.text!)!
    let b:Int? = Int(num2.text!)!
    ans.text = "ADD = " + String(a! + b!)
}

@IBAction func div(_ sender: Any) {
    let a:Int? = Int(num1.text!)!
    let b:Int? = Int(num2.text!)!
    ans.text = "DIV = " + String(a! / b!)
}

@IBAction func mul(_ sender: Any) {
    let a:Int? = Int(num1.text!)!
    let b:Int? = Int(num2.text!)!
    ans.text = "MUL = " + String(a! * b!)
}

@IBAction func sub(_ sender: Any) {
    let a:Int? = Int(num1.text!)!
    let b:Int? = Int(num2.text!)!
    ans.text = "SUB = " + String(a! - b!)
}
}

```



//201701619010004

FirstView:

import UIKit

class ViewController: UIViewController {

 @IBOutlet weak var txt1: UITextField!

 @IBOutlet weak var txt2: UITextField!

 override func viewDidLoad() {
 super.viewDidLoad()

 }

 @IBAction func btn(_ sender: Any) {

 let a = Int(txt1.text!)

 let b = Int(txt2.text!)

 let c = a * a * a

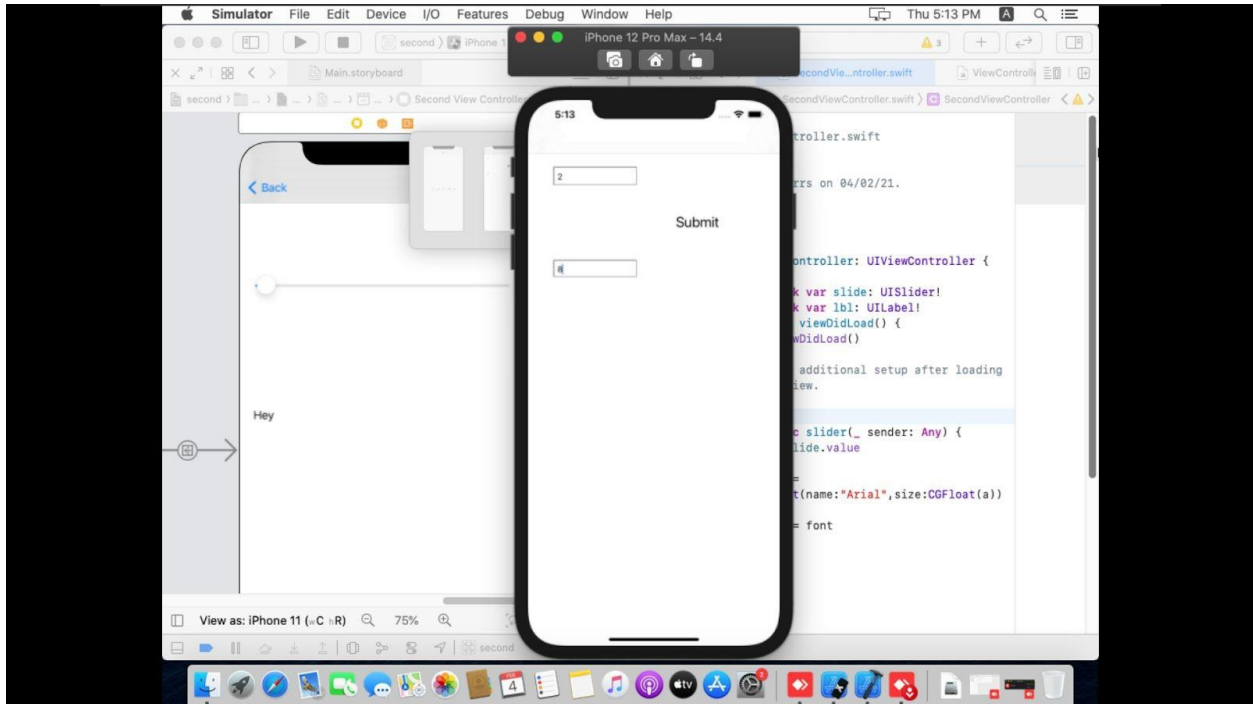
 if (b == c) {

 performSegue(withIdentifier: "connect", sender: self)

 }

 }

}



SecondView:

```
import UIKit
```

```
class SecondViewController: UIViewController {
```

```
    @IBOutlet weak var slide: UISlider!
```

```
    @IBOutlet weak var lbl: UILabel!
```

```
    override func viewDidLoad() {
```

```
        super.viewDidLoad()
```

```
        // Do any additional setup after loading the view.
```

```
    }
```

```
    @IBAction func slider(_ sender: Any) {
```

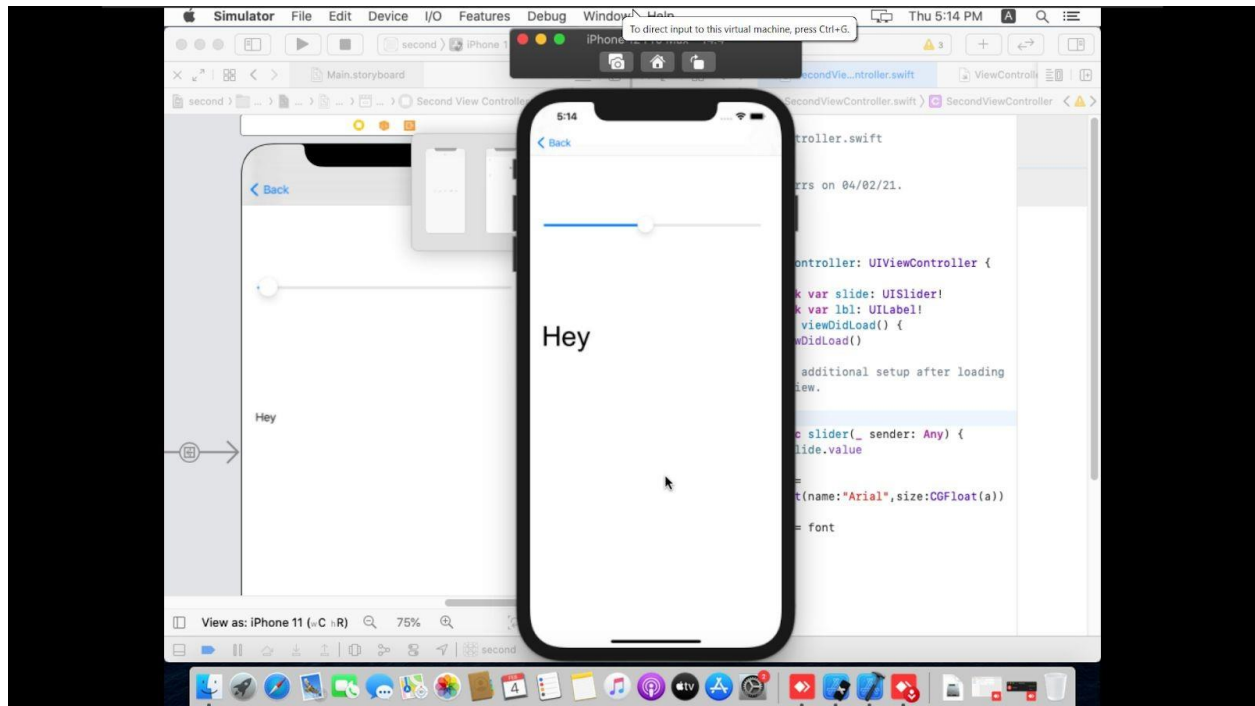
```
        let a = slide.value
```

```
        let font = UIFont(name:"Arial",size:CGFloat(a))
```

lbl.font = font

}

}



//201701619010004

FirstView:

import UIKit

class ViewController: UIViewController {

 @IBOutlet weak var txt1: UITextField!

 @IBOutlet weak var txt2: UITextField!

 override func viewDidLoad() {

 super.viewDidLoad()

 // Do any additional setup after loading the view.

 }

 @IBAction func btn(_ sender: Any) {

 let a:Int? = Int(txt1.text!)

 let b:Int? = Int(txt2.text!)

 var fact :Int = 1

 let n:Int = a!+1

 for i in 1..<n{

 fact = fact * i

 }

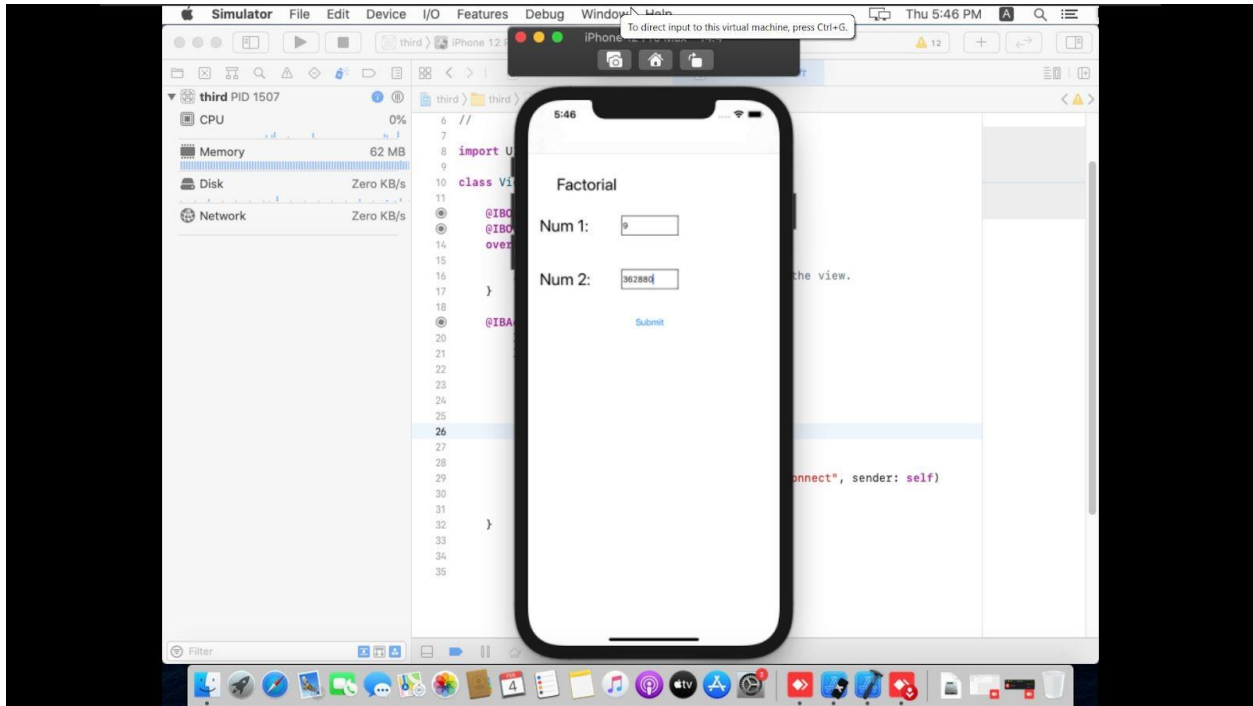
 if fact == b{

 performSegue(withIdentifier: "connect", sender: self)

 }

 }

}



SecondView:

```
import UIKit
```

```
class secondViewController: UIViewController {
```

```
    @IBOutlet weak var salary: UITextField!
```

```
    @IBOutlet weak var lbl: UILabel!
```

```
    override func viewDidLoad() {
```

```
        super.viewDidLoad()
```

```
        // Do any additional setup after loading the view.
```

```
    }
```

```
    @IBAction func btn(_ sender: Any) {
```

```
        let a: Int? = Int(salary.text!)
```

```
        let thra = (a! * 5)/100
```

```
let tda = (a! * 7)/100
```

```
let tta = (a! * 9)/100
```

```
let tma = (a! * 4)/100
```

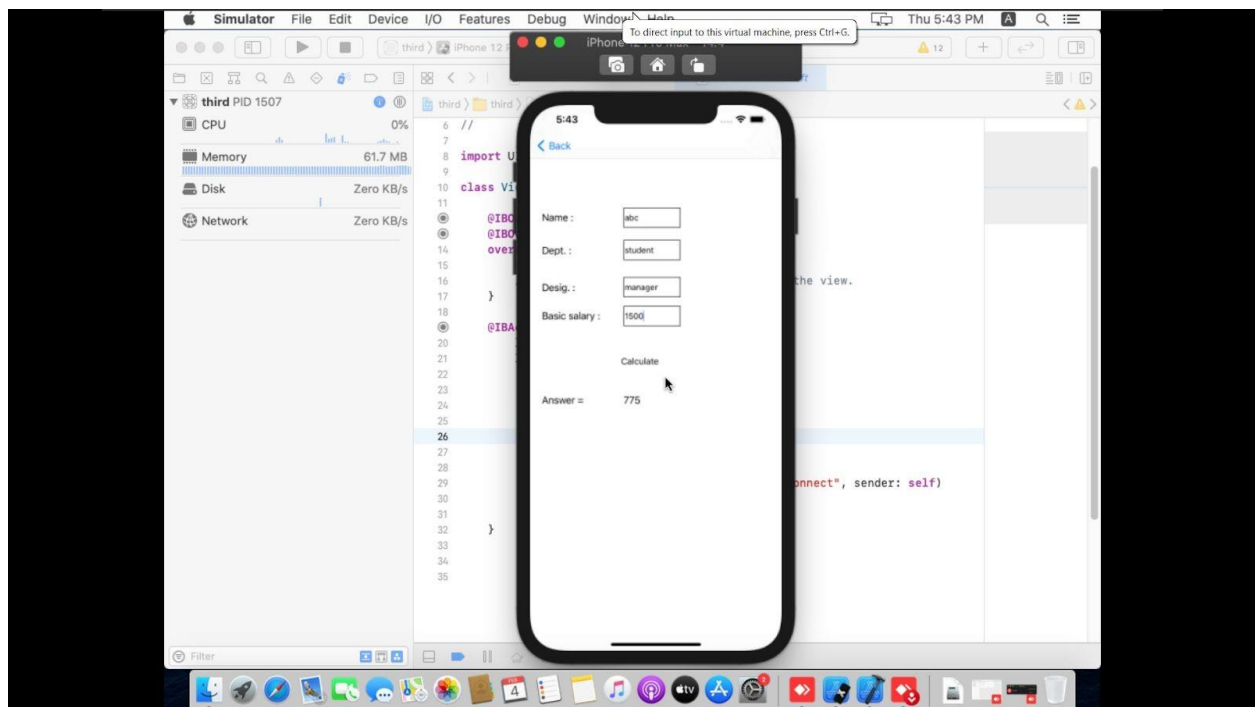
```
let deductions = 1100
```

```
let sum = a! + thra + tda + tta + tma - deductions
```

```
lbl.text = String(sum)
```

```
}
```

```
}
```

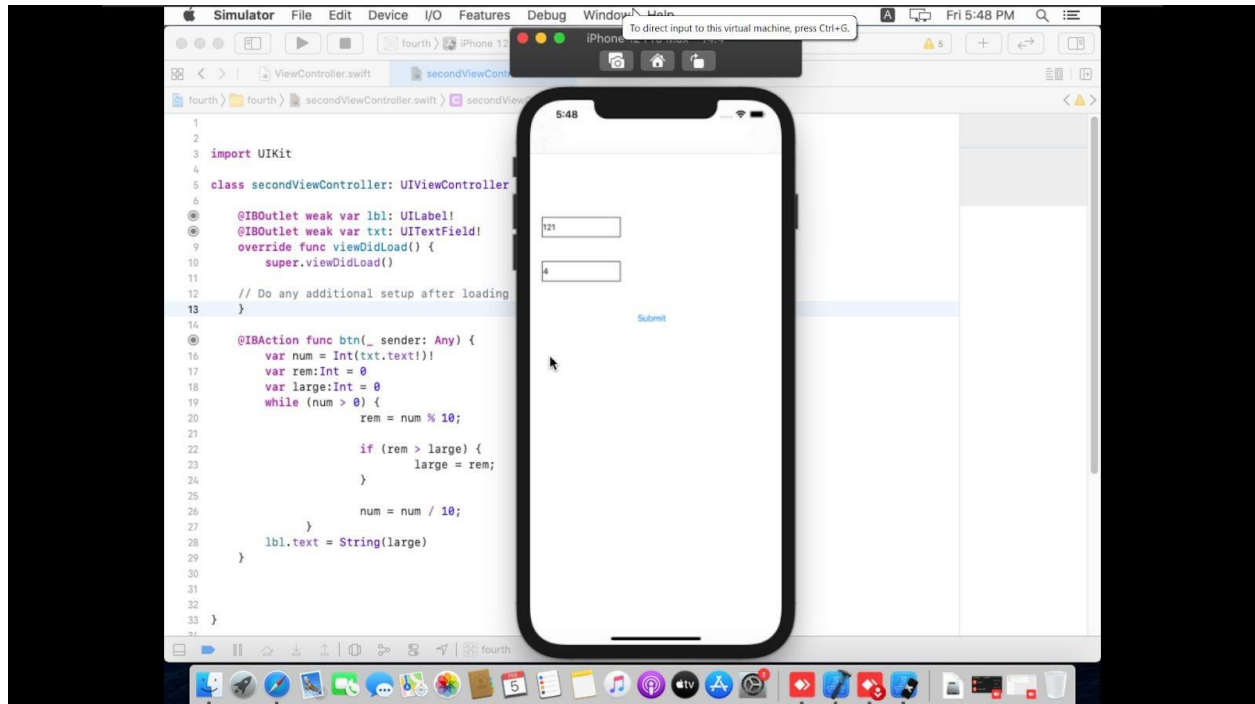


//201701619010004

FirstView:

```
import UIKit
class ViewController: UIViewController {
    @IBOutlet weak var num2: UITextField!
    @IBOutlet weak var num1: UITextField!
    var sum:Int = 0
    var n:Int = 0
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }
    @IBAction func btn(_ sender: Any) {
        var a:Int
        a = Int(num1.text!)!
        var b:Int
        b = Int(num2.text!)!

        while(a>0){
            n = (a % 10)
            sum = (sum + n)
            a = (a/10)
        }
        if (b == sum) {
            performSegue(withIdentifier: "connect", sender: self)
        }
    }
}
```



SecondView:

```
import UIKit
```

```
class secondViewController: UIViewController {
```

```
    @IBOutlet weak var lbl: UILabel!
```

```
    @IBOutlet weak var txt: UITextField!
```

```
    override func viewDidLoad() {  
        super.viewDidLoad()
```

```
    // Do any additional setup after loading the view.  
}
```

```
    @IBAction func btn(_ sender: Any) {  
        var num = Int(txt.text!)
```

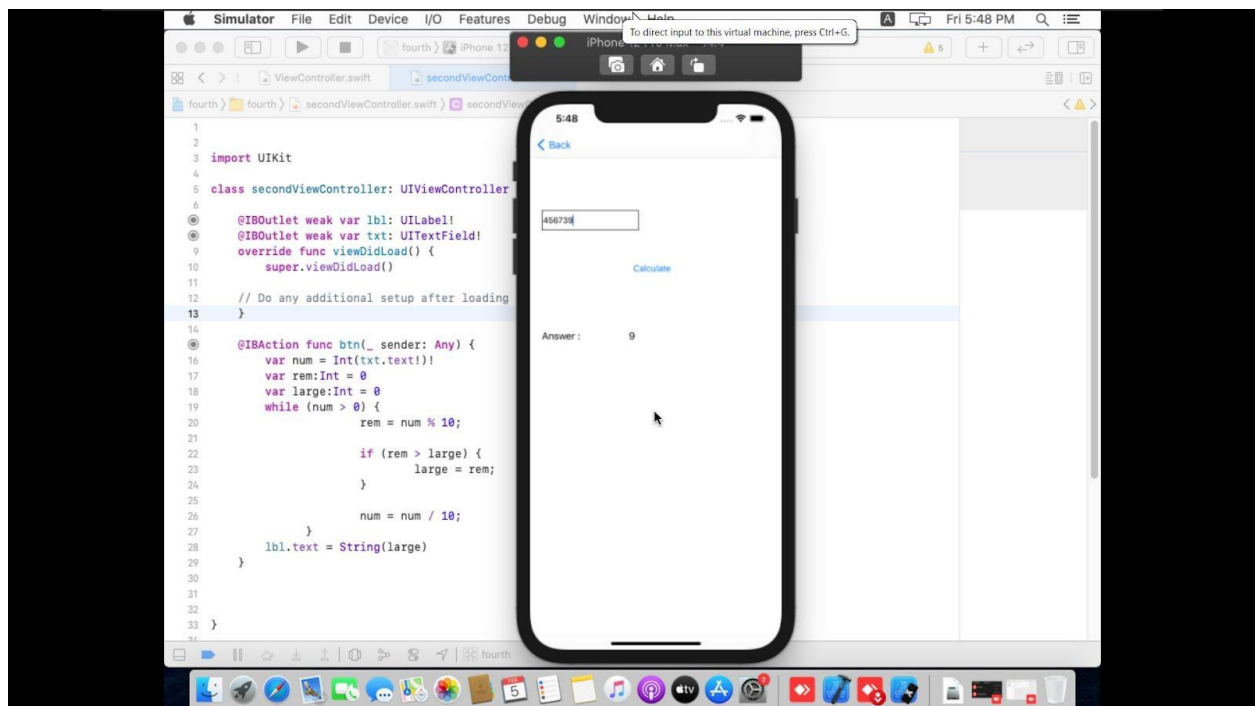
```

var rem:Int = 0
var large:Int = 0
while (num > 0) {
    rem = num % 10;

    if (rem > large) {
        large = rem;
    }

    num = num / 10;
}
lbl.text = String(large)
}
}

```



//201701619010004

FirstView:

```
import UIKit
```

```
class ViewController: UIViewController
```

```
{ @IBOutlet weak var usr: UITextField!
```

```
@IBOutlet weak var pass: UITextField!
```

```
@IBOutlet weak var lbl: UILabel!
```

```
override func viewDidLoad() {
```

```
    super.viewDidLoad()
```

```
}
```

```
@IBAction func submit(_ sender: Any) {
```

```
    if usr.text == "a" && pass.text == "123"{
```

```
        performSegue(withIdentifier: "connect", sender: self)
```

```
    }
```

```
    else
```

```
    {
```

```
        lbl.text="Invalid Credentials ! :"
```

```
    }
```

```
}
```

```
}
```



SecondView:

```
import UIKit
class SecondViewController: UIViewController {
    @IBOutlet weak var lbl: UILabel!
    @IBOutlet weak var txt: UITextField!
    override func viewDidLoad() {
        super.viewDidLoad()
        @IBAction func btn(_ sender: Any) {
            var num:Int = Int(txt.text!)
            var rem:Int = 0
            var large:Int = 0
            var t:Int = 0
            while (num > 0) {
                rem = num % 10;
                if (rem > large) {
                    t = large;
                    large = rem;
                }
                else if (rem >= t){
                    t = rem;
                }
                num = num / 10;
            }
            lbl.text = "Ans : " + String(t)
        }
    }
}
```



//201701619010004

FirstView:

```
import UIKit

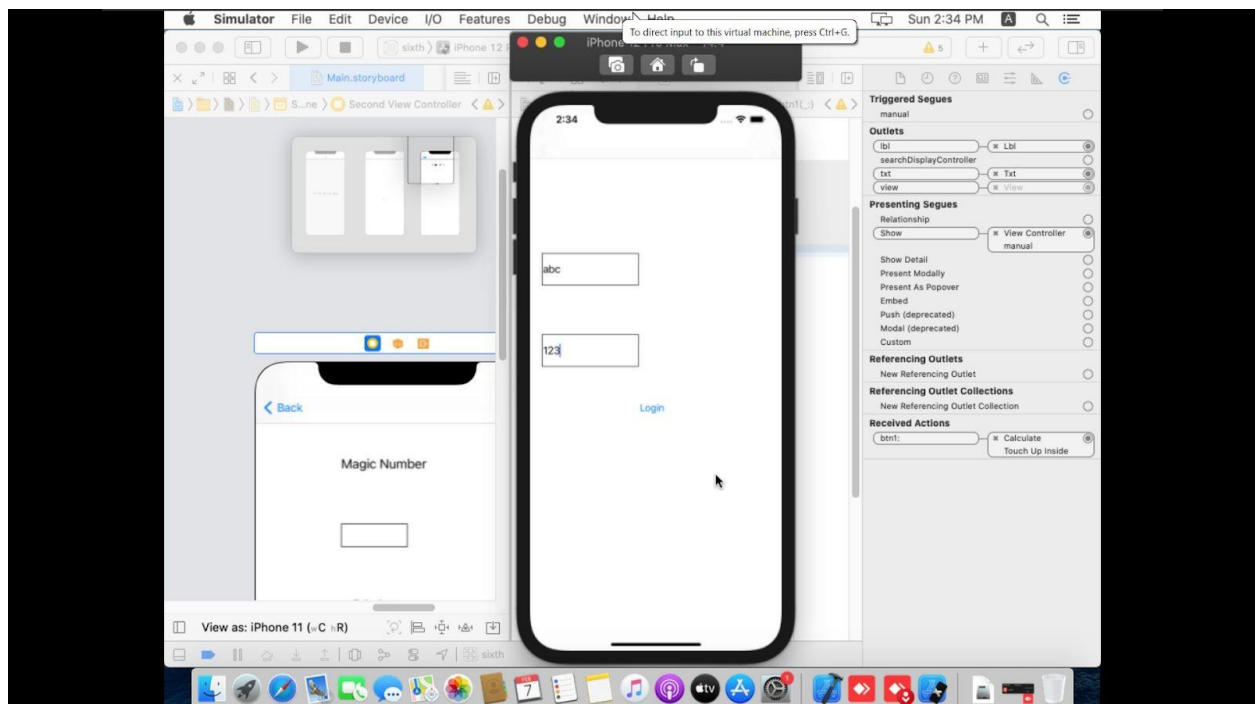
class ViewController: UIViewController {

    @IBOutlet weak var usr: UITextField!

    @IBOutlet weak var pass: UITextField!
    override func viewDidLoad() {
        super.viewDidLoad()

    }

    @IBAction func btn(_ sender: Any) {
        if usr.text == "abc" && pass.text == "123"
        {
            performSegue(withIdentifier: "connect", sender: self)
        }
    }
}
```



SecondView:

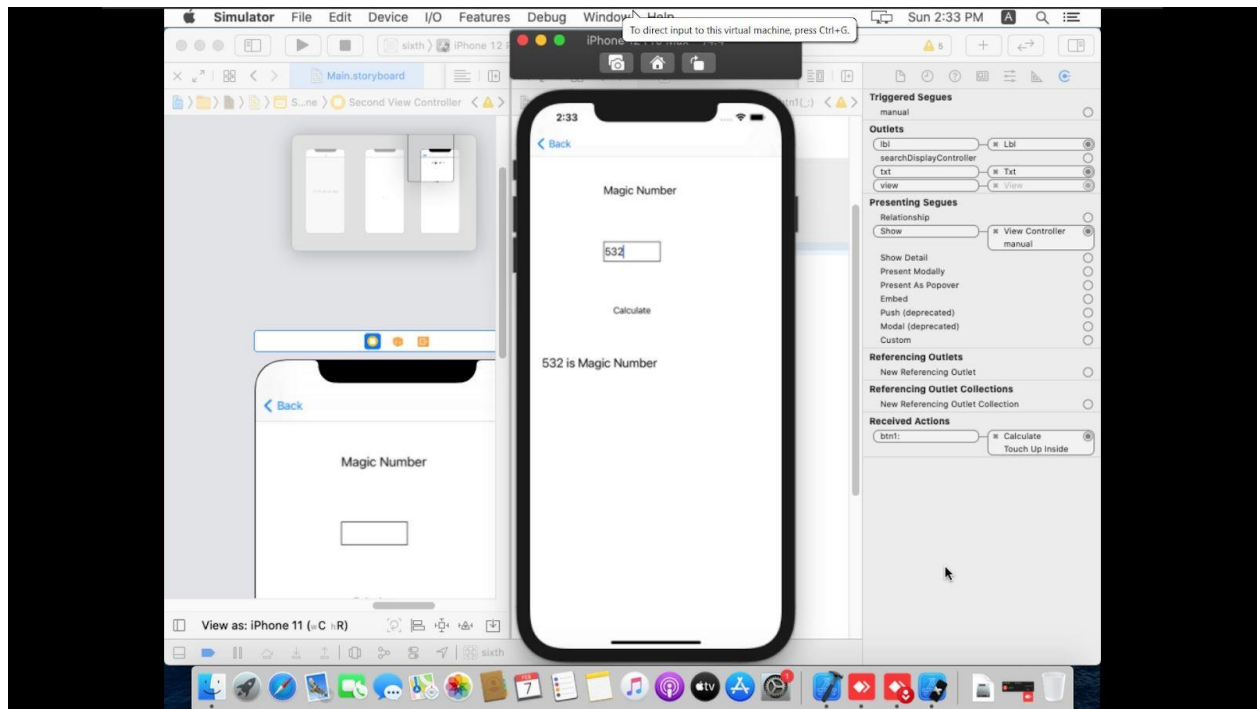
```
import UIKit

class secondViewController: UIViewController {

    @IBOutlet weak var lbl: UILabel!
    @IBOutlet weak var txt: UITextField!
    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
    }

    @IBAction func btn1(_ sender: Any) {
        var num = Int(txt.text!)!
        var sum:Int = 0
        var r:Int = 1
        while (num > 9)
        {
            while (num > 0)
            {
                r = num % 10;
                sum = sum + r;
                num = num / 10;
            }
            num = sum;
            sum = 0;
        }
        if (num == 1)
        {
            lbl.text = txt.text! + " is Magic Number";
        }
        else
        {
            lbl.text = txt.text! + " is Not Magic Number";
        }
    }
}
```



//201701619010004

FirstView:

```
import UIKit
```

```
class ViewController: UIViewController {
```

```
    @IBOutlet weak var num1: UITextField!
```

```
    @IBOutlet weak var num2: UITextField!
```

```
    override func viewDidLoad() {
```

```
        super.viewDidLoad()
```

```
        // Do any additional setup after loading the view.
```

```
    }
```

```
    @IBAction func submit(_ sender: Any) {
```

```
        let a:Int? = Int(num1.text!)
```

```
        let b:Int? = Int(num2.text!)
```

```
        if a! % b! == 0{
```

```
            performSegue(withIdentifier: "connect", sender: self)
```

```
        }
```

```
    }
```



}

SecondView:

```
import UIKit
```

```
class ViewController: UIViewController {
```

```
    @IBOutlet weak var red: UISlider!
```

```
    @IBOutlet weak var green: UISlider!
```

```
    @IBOutlet weak var blue: UISlider!
```

```
    override func viewDidLoad() {
```

```
        super.viewDidLoad()
```

```
        // Do any additional setup after loading the view.
```

```
    }
```

```
    @IBAction func slider(_ sender: Any) {
```

```
        let redslider = red.value
```

```
        let greenslider = green.value
```

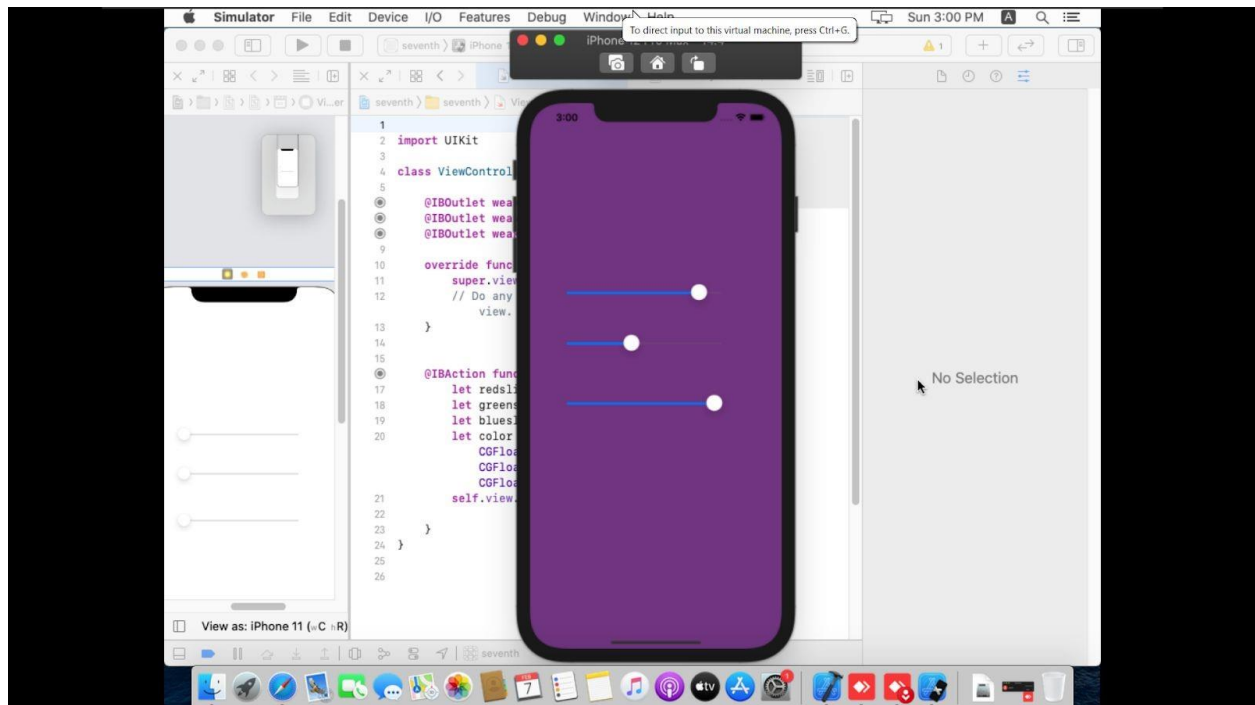
```
        let blueslider = blue.value
```

```
        let color = UIColor(red: CGFloat(redslider/255.0), green: CGFloat(greenslider/255.0), blue: CGFloat(blueslider/255.0), alpha: 0.5)
```

```
        self.view.backgroundColor = color
```

```
    }
```

```
}
```



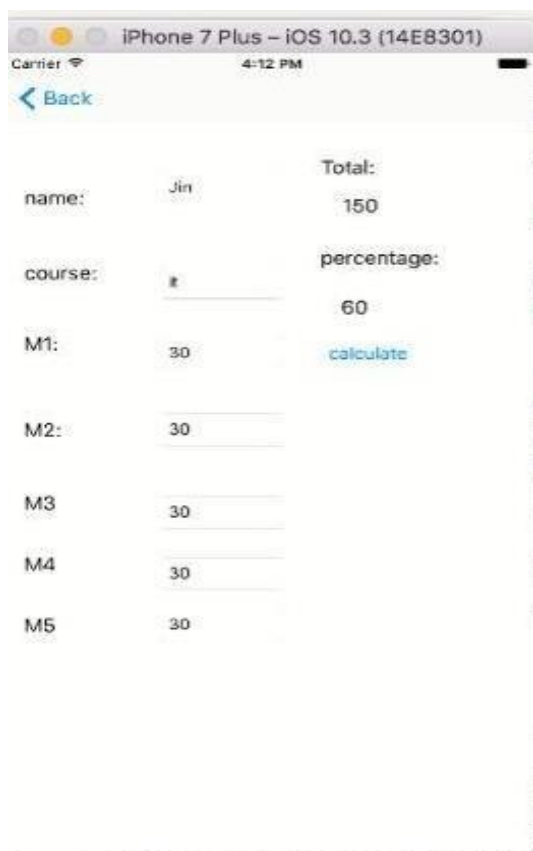
//201701619010004

FirstView:

```
import UIKit

class ViewController: UIViewController {
    @IBOutlet weak var num: UITextField!
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }
    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
    }

    @IBAction func btnsubmit(_ sender: Any) { var
flag:Bool=false;      let number = Int(num.text!)!
for i in 2...(number/2){      if(number%i==0)
    {
        flag=true
break;      }
    }
if flag == false{      performSegue(withIdentifier:
"connect", sender: self)
}
}
}
```



SecondView:

```
import UIKit
class secondViewController: UIViewController {
    @IBOutlet weak var m1: UITextField!
    @IBOutlet weak var m2: UITextField!
    @IBOutlet weak var m3: UITextField!
    @IBOutlet weak var m4: UITextField!
    @IBOutlet weak var m5: UITextField!

    @IBOutlet weak var per: UILabel! @IBOutlet
    weak var lbltotal: UILabel!
    override func viewDidLoad() {
        super.viewDidLoad()
    }
    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }
    @IBAction func btn(_ sender: Any) {
        let mar1 = Int(m1.text!)
        let mar2 = Int(m2.text!)
        let mar3 = Int(m3.text!)
        let mar4 = Int(m4.text!)
        let mar5 = Int(m5.text!)
        let sum = mar1 + mar2 + mar3 + mar4 + mar5
        let percen = (sum *100) /250
        lbltotal.text = String(sum)
        per.text = String(percen)
    }
}
```



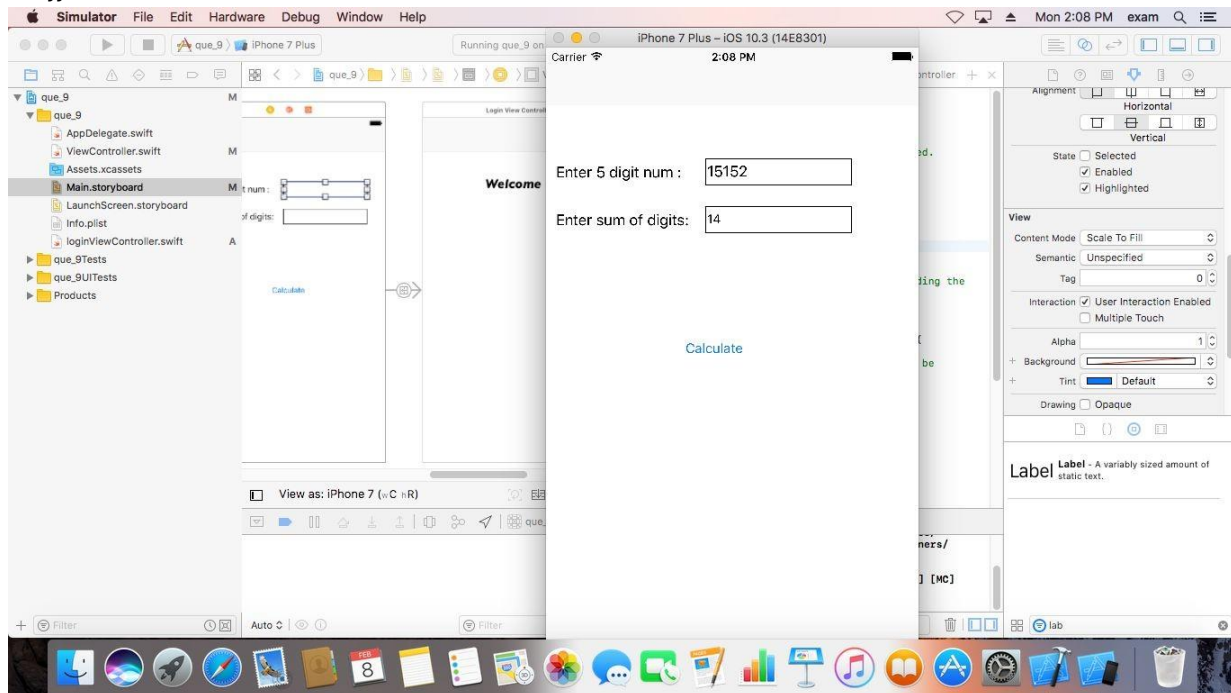
//201701619010004

FirstView :

```
import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var txt1: UITextField!
    @IBOutlet weak var txt2: UITextField!
    override func viewDidLoad() {
        super.viewDidLoad()
    }
    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
    }
    @IBAction func btn(_ sender: Any) {
        let num1 = Int(txt1.text!)
        let num2 = Int(txt2.text!)
        var n = num1
        var temp:Int = 0
        var sum:Int = 0
        while(n > 0){
            temp = n % 10
            sum = sum + temp
            n = n / 10
        }
        if sum == num2 {
            performSegue(withIdentifier: "connect", sender: self)
        }
    }
}
```



SecondView:

```
import UIKit
```

```
class ViewController: UIViewController {
```

```
    @IBOutlet weak var num: UITextField!
```

```
    @IBOutlet weak var lbl: UILabel!
```

```
    override func viewDidLoad() {
```

```
        super.viewDidLoad()
```

```
        // Do any additional setup after loading the view.
```

```
    }
```

```
    @IBAction func btn(_ sender: Any) {
```

```
        var a = Int(num.text!)
```

```
        var num:Int = 0
```

```
        var small:Int = 9
```

```
        while ( a > 0 ){
```

```
            num = a % 10
```

```
            if(num > small){
```

```
                small = num
```

```
            }
```

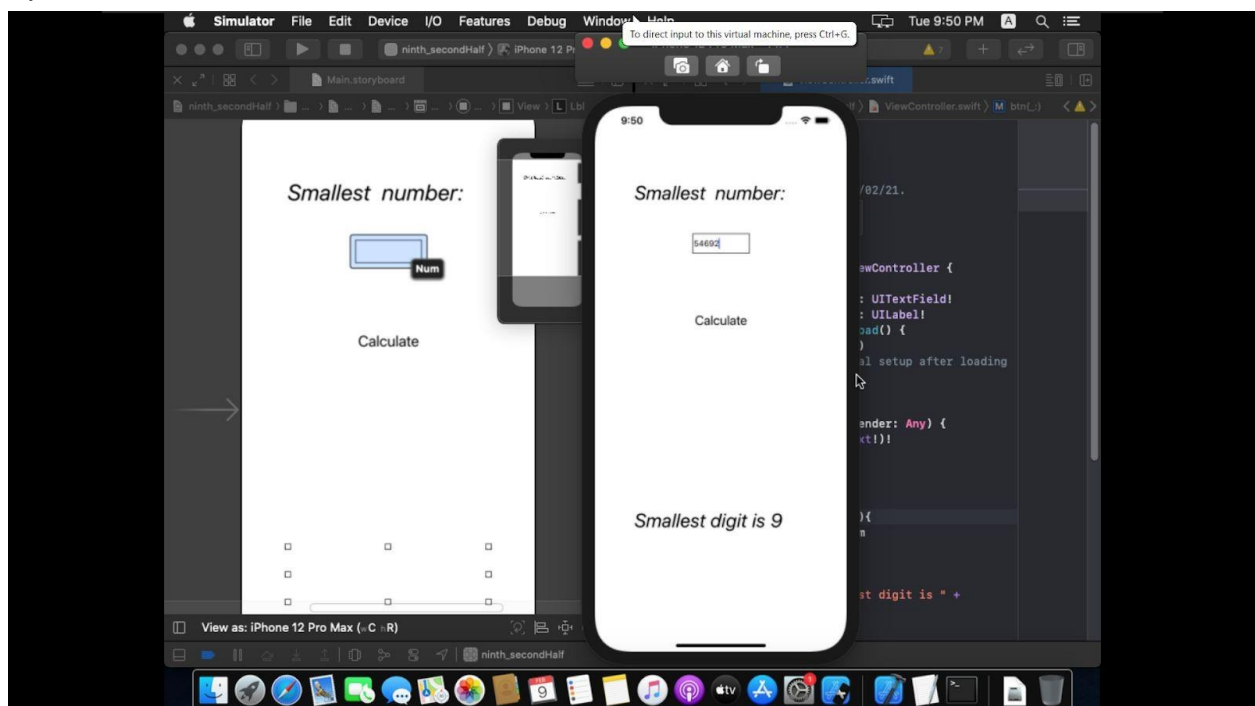
```
            a = a/10
```

```
        }
```

```
        lbl.text = "Smallest digit is " + String(small)
```

```
    }
```

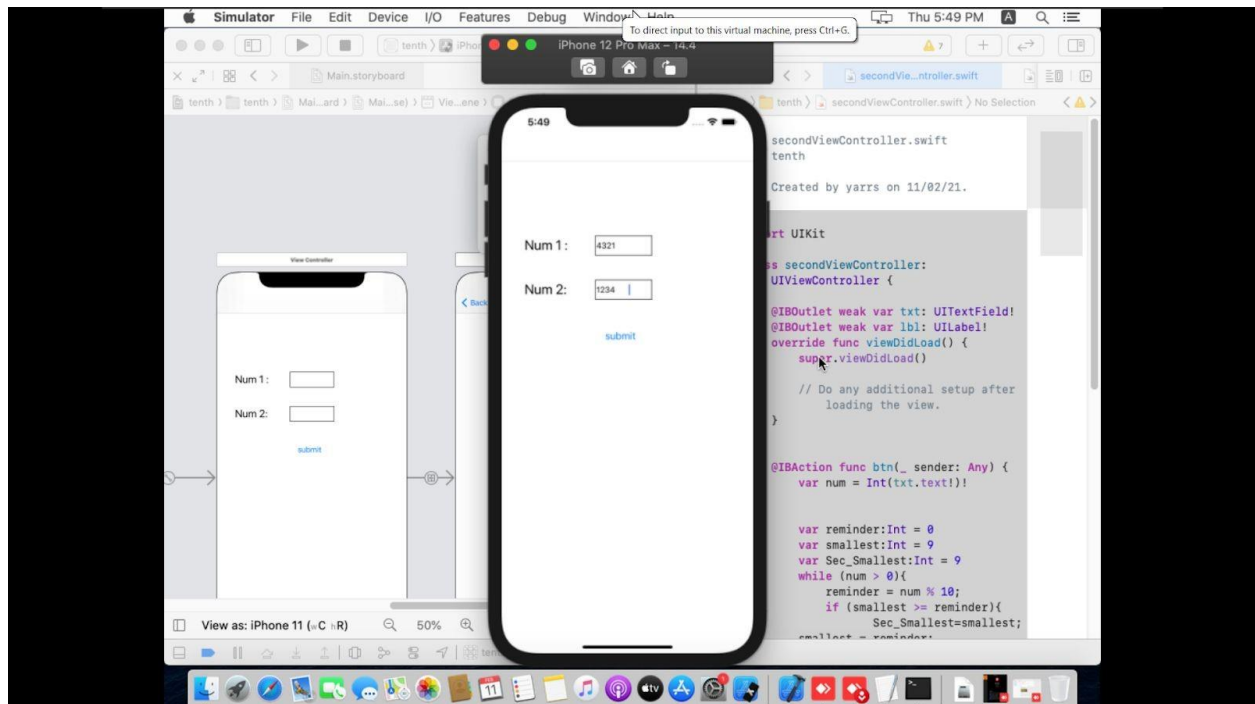
```
}
```



//201701619010004

FirstView :

```
import UIKit
class ViewController: UIViewController {
    @IBOutlet weak var num1: UITextField!
    @IBOutlet weak var num2: UITextField!
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }
    @IBAction func btn(_ sender: Any) {
        var n1 = Int(num1.text!)
        let n2 = Int(num2.text!)
        var reversed:Int = 0
        var sum:Int = 0
        while(n1 != 0) {
            sum = n1 % 10;
            reversed = reversed * 10 + sum;
            n1 = n1 / 10;
        }
        if(reversed == n2){
            performSegue(withIdentifier: "connect", sender: self)
        }
    }
}
```



SecondView:

```
import UIKit
class secondViewController: UIViewController {
    @IBOutlet weak var txt: UITextField!
    @IBOutlet weak var lbl: UILabel!
    override func viewDidLoad() {
        super.viewDidLoad()
    }
    @IBAction func btn(_ sender: Any) {
        var num = Int(txt.text!)!
        var reminder: Int = 0
        var smallest: Int = 9
        var Sec_Smallest: Int = 9
        while (num > 0){
            reminder = num % 10;
            if (smallest >= reminder){
                Sec_Smallest=smallest;
                smallest = reminder;
            }
            else if(reminder <= Sec_Smallest){
                Sec_Smallest=reminder;
            }
            num = num / 10;
        }
        lbl.text = "Second smallest : " + String(Sec_Smallest)
    }
}
```

