

```
tableview, landmark app
//
// ViewController.swift
// tableview landmarks
//
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reserved.
//
```

```
import UIKit
```

```
class ViewController: UIViewController,
UITableViewDelegate, UITableViewDataSource {
```

```
    @IBOutlet weak var tableview: UITableView!
```

```
    var plassering = [String]()
    var utsikt = [UIImage]()
    var chosenplassering = ""
    var chosenutsikt = UIImage()
```

→ dizi

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

```
        tableview.delegate = self
        tableview.dataSource = self
```

```
        //tableview landmark datas
```

```
        plassering.append("eple")
        plassering.append("kinesiskvegg")
        plassering.append("kolosium")
        plassering.append("kremlin")
        plassering.append("maxresdefault")
        plassering.append("rosettastein")
        plassering.append("rumi")
        plassering.append("steinheng")
        plassering.append("tajmahal")
```

```

    utsikt.append(UIImage(named: "eple.png"))
    utsikt.append(UIImage(named:
"kinesiskvegg.jpg"))
    utsikt.append(UIImage(named:
"kolosium.jpg"))
    utsikt.append(UIImage(named:
"kremlin.jpg"))
    utsikt.append(UIImage(named:
"maxresdefault.jpg"))
    utsikt.append(UIImage(named:
"rosettastein.jpg"))
    utsikt.append(UIImage(named: "rumi.jpg"))
    utsikt.append(UIImage(named:
"steinheng.jpg"))
    utsikt.append(UIImage(named:
"tajmahal.jpg"))

```

```

    navigationItem.title = "utsiktplassing"
}

```

*edit meny → qfturmak*

```

func tableView(_ tableView: UITableView,
commitEditingStyle: UITableViewCellEditingStyle,
forRowAt indexPath: IndexPath) {
    if editingStyle == .delete {
        plassering.remove(at: indexPath.row)
        utsikt.remove(at: indexPath.row)
        tableView.deleteRows(at: [indexPath],
with: UITableView.RowAnimation.fade)
    }
}

```

*vis navn på row*

```

func tableView(_ tableView: UITableView,
cellForRowAt indexPath: IndexPath) ->
UITableViewCell {
    let cell = UITableViewCell()
    cell.textLabel?.text =
plassering[indexPath.row] ← String
    return cell
}

```

```
}
```

```
func tableView(_ tableView: UITableView,  
numberOfRowsInSection section: Int) -> Int {  
    return utsikt.count  
}
```

*→ [image]*

```
func tableView(_ tableView: UITableView,  
didSelectRowAt indexPath: IndexPath) {  
    chosenplassering =  
plassering[indexPath.row]  
    chosenutsikt = utsikt[indexPath.row]  
    performSegue(withIdentifier:  
"tablescreen", sender: nil)  
}
```

*hopp etter valg*

```
override func prepare(for segue:  
UIStoryboardSegue, sender: Any?) {  
    if segue.identifier == "tablescreen" {  
        let destinationVC = segue.destination  
as! ScreenVC  
        destinationVC.selectedplassering =  
chosenplassering  
        destinationVC.selectedutsikt =  
chosenutsikt  
    }  
}
```

*match v controllers*

```
}
```

```
/// viewController 2....
```

```
//
```

```
// ScreenVC.swift
```

```
// tableView landmarks
```

```
//
```

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```

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reserved.  
//
```

```
import UIKit
```

```
class ScreenVC: UIViewController {
```

```
    @IBOutlet weak var screenImage: UIImageView!  
    @IBOutlet weak var screenLabel: UILabel!
```

```
    var selectedplassing = ""  
    var selectedutsikt = UIImage()
```

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

```
        screenLabel.text = selectedplassing  
        screenImage.image = selectedutsikt
```

```
    }
```

```
}
```

ganske

praktisk!