//

// ViewController.h

// ReactionTestApp

//

// Created by DevelopersMP on 15-02-15.

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//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

@property (nonatomic, retain) NSTimer \*timer;

@property float timeNumber;

@property float bestTime;

@property (nonatomic, retain) IBOutlet UILabel \*timeNumberLabel;

@property (nonatomic, retain) IBOutlet UIButton \*stopButton;

@property (nonatomic, retain) IBOutlet UIButton \*startButton;

@end

//

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//

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

@synthesize timer, timeNumber, timeNumberLabel, startButton, stopButton, bestTime;

- (IBAction)startGame {

startButton.hidden = YES;

int randomNumber;

randomNumber = arc4random() %5;

switch (randomNumber) {

case 0: timeNumberLabel.text = @"ready?";

[self performSelector:@selector(startTimer) withObject:self afterDelay:1.0f]; break;

case 1: timeNumberLabel.text = @"ready?";

[self performSelector:@selector(startTimer) withObject:self afterDelay:2.0f]; break;

case 2: timeNumberLabel.text = @"ready?";

[self performSelector:@selector(startTimer) withObject:self afterDelay:3.0f]; break;

case 3: timeNumberLabel.text = @"ready?";

[self performSelector:@selector(startTimer) withObject:self afterDelay:4.0f]; break;

case 4: timeNumberLabel.text = @"ready?";

[self performSelector:@selector(startTimer) withObject:self afterDelay:5.0f]; break;

default: exit(0); break;

}

}

- (IBAction)player1 {

stopButton.hidden = YES; startButton.hidden = NO;

[timer invalidate];

if (bestTime == 0) { bestTime = 10; }

if (bestTime > timeNumber) { bestTime = timeNumber; }

UIAlertView \*yourTime = [[UIAlertView alloc] initWithTitle:@"Your reaction time" message:[[NSString alloc] initWithFormat:@"Your time: %.3f \nBest time: %.3f \nOnly %.3f away from your best time!",timeNumber, bestTime, timeNumber - bestTime] delegate:self cancelButtonTitle:@"Try again" otherButtonTitles:nil];

[yourTime show];

timeNumberLabel.text = @"Reaction speed test";

timeNumber = 0;

}

- (IBAction)player2 {

// next episode (online: 5 likes on previous tutorial)

}

- (IBAction)clickedTooEarly {

// next episode (online: 5 likes on previous tutorial)

}

- (void)startTimer {

stopButton.hidden = NO;

timer = [NSTimer scheduledTimerWithTimeInterval:0.001 target:self selector:@selector(counting) userInfo:nil repeats:YES];

}

- (void)counting {

timeNumber +=0.001;

timeNumberLabel.text = [[NSString alloc] initWithFormat:@"%.3f", timeNumber];

}

- (void)viewDidLoad {

stopButton.hidden = YES; startButton.hidden = NO;

timeNumberLabel.text = @"Reaction speed test";

[super viewDidLoad];

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

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end

.xib (don’t forget to link!)

