*//*

*// ViewController.swift*

*// OughterardGolfClub*

*//*

*// Created by Aboli on 06/03/2019.*

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*//*

**import** UIKit

**class** ViewController: UIViewController{

*//women's score card variables*

**@IBOutlet** **weak** **var** netLabel2: UILabel!

**@IBOutlet** **weak** **var** handicapTF2: UITextField!

**@IBOutlet** **weak** **var** grossLabel2: UILabel!

**@IBOutlet** **weak** **var** tf2\_18: UITextField!

**@IBOutlet** **weak** **var** tf2\_17: UITextField!

**@IBOutlet** **weak** **var** tf2\_16: UITextField!

**@IBOutlet** **weak** **var** tf2\_15: UITextField!

**@IBOutlet** **weak** **var** tf2\_14: UITextField!

**@IBOutlet** **weak** **var** tf2\_13: UITextField!

**@IBOutlet** **weak** **var** tf2\_12: UITextField!

**@IBOutlet** **weak** **var** tf2\_11: UITextField!

**@IBOutlet** **weak** **var** tf2\_10: UITextField!

**@IBOutlet** **weak** **var** tf2\_9: UITextField!

**@IBOutlet** **weak** **var** tf2\_8: UITextField!

**@IBOutlet** **weak** **var** tf2\_7: UITextField!

**@IBOutlet** **weak** **var** tf2\_6: UITextField!

**@IBOutlet** **weak** **var** tf2\_5: UITextField!

**@IBOutlet** **weak** **var** tf2\_4: UITextField!

**@IBOutlet** **weak** **var** tf2\_3: UITextField!

**@IBOutlet** **weak** **var** tf2\_1: UITextField!

**@IBOutlet** **weak** **var** tf2\_2: UITextField!

*//men's score card variables*

**@IBOutlet** **weak** **var** tf1: UITextField!

**@IBOutlet** **weak** **var** tf2: UITextField!

**@IBOutlet** **weak** **var** tf4: UITextField!

**@IBOutlet** **weak** **var** tf3: UITextField!

**@IBOutlet** **weak** **var** tf5: UITextField!

**@IBOutlet** **weak** **var** tf6: UITextField!

**@IBOutlet** **weak** **var** tf7: UITextField!

**@IBOutlet** **weak** **var** tf8: UITextField!

**@IBOutlet** **weak** **var** tf9: UITextField!

**@IBOutlet** **weak** **var** tf10: UITextField!

**@IBOutlet** **weak** **var** tf11: UITextField!

**@IBOutlet** **weak** **var** tf12: UITextField!

**@IBOutlet** **weak** **var** tf13: UITextField!

**@IBOutlet** **weak** **var** tf14: UITextField!

**@IBOutlet** **weak** **var** tf15: UITextField!

**@IBOutlet** **weak** **var** tf17: UITextField!

**@IBOutlet** **weak** **var** tf16: UITextField!

**@IBOutlet** **weak** **var** tf18: UITextField!

**@IBOutlet** **weak** **var** netLabel: UILabel!

**@IBOutlet** **weak** **var** handicapTF: UITextField!

**@IBOutlet** **weak** **var** grossLabel: UILabel!

**override** **func** viewDidLoad() {

**super**.viewDidLoad()

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

}

**@IBAction** **func** calculateButton(**\_** sender: **Any**) {

**let** num1 = Int(tf1.text!)

**let** num2 = Int(tf2.text!)

**let** num3 = Int(tf3.text!)

**let** num4 = Int(tf4.text!)

**let** num5 = Int(tf5.text!)

**let** num6 = Int(tf6.text!)

**let** num7 = Int(tf7.text!)

**let** num8 = Int(tf8.text!)

**let** num9 = Int(tf9.text!)

**let** num10 = Int(tf10.text!)

**let** num11 = Int(tf11.text!)

**let** num12 = Int(tf12.text!)

**let** num13 = Int(tf13.text!)

**let** num14 = Int(tf14.text!)

**let** num15 = Int(tf15.text!)

**let** num16 = Int(tf16.text!)

**let** num17 = Int(tf17.text!)

**let** num18 = Int(tf18.text!)

**let** output = Int(num1! + num2! + num3! + num4! + num5! + num6! + num7! + num8! + num9! + num10! + num11! + num12! + num13! + num14! + num15! + num16! + num17! + num18!)

**let** handicap = Int(handicapTF.text!)

**let** net = Int(output - handicap!)

grossLabel.text = " \(output)"

netLabel.text = " \(net)"

}

**@IBAction** **func** calculateButton2(**\_** sender: **Any**) {

**let** num2\_1 = Int(tf2\_1.text!)

**let** num2\_2 = Int(tf2\_2.text!)

**let** num2\_3 = Int(tf2\_3.text!)

**let** num2\_4 = Int(tf2\_4.text!)

**let** num2\_5 = Int(tf2\_5.text!)

**let** num2\_6 = Int(tf2\_6.text!)

**let** num2\_7 = Int(tf2\_7.text!)

**let** num2\_8 = Int(tf2\_8.text!)

**let** num2\_9 = Int(tf2\_9.text!)

**let** num2\_10 = Int(tf2\_10.text!)

**let** num2\_11 = Int(tf2\_11.text!)

**let** num2\_12 = Int(tf2\_12.text!)

**let** num2\_13 = Int(tf2\_13.text!)

**let** num2\_14 = Int(tf2\_14.text!)

**let** num2\_15 = Int(tf2\_15.text!)

**let** num2\_16 = Int(tf2\_16.text!)

**let** num2\_17 = Int(tf2\_17.text!)

**let** num2\_18 = Int(tf2\_18.text!)

**let** output2 = Int(num2\_1! + num2\_2! + num2\_3! + num2\_4! + num2\_5! + num2\_6! + num2\_7! + num2\_8! + num2\_9! + num2\_10! + num2\_11! + num2\_12! + num2\_13! + num2\_14! + num2\_15! + num2\_16! + num2\_17! + num2\_18!)

**let** handicap2 = Int(handicapTF2.text!)

**let** net2 = Int(output2 - handicap2!)

grossLabel2.text = " \(output2)"

netLabel2.text = " \(net2)"

}

**@IBAction** **func** showPopUp(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp2(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen2") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp3(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen3") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp4(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen4") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp5(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen5") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp6(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen6") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp7(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen7") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp8(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen8") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp9(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen9") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp10(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen10") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp11(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen11") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp12(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen12") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp13(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen13") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp14(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen14") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp15(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen15") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp16(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen16") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp17(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen17") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showPopUp18(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "popUpScreen18") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showfacility1(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "facility1popup") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showfacility2(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "facility2popup") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** showfacility3(**\_** sender: **Any**) {

**let** popOverVC = UIStoryboard(name: "Main", bundle: **nil**).instantiateViewController(withIdentifier: "facility3popup") **as**! PopUpViewController

**self**.addChild(popOverVC)

popOverVC.view.frame = **self**.view.frame

**self**.view.addSubview(popOverVC.view)

popOverVC.didMove(toParent: **self**)

}

**@IBAction** **func** bookingsBtn(**\_** sender: **Any**) {

**let** url = NSURL(string: "https://www.brsgolf.com/oughterard/member/login/")

UIApplication.shared.open(url! **as** URL, options: [:], completionHandler: **nil**)

}

**@IBAction** **func** resultsBtn(**\_** sender: **Any**) {

**let** url = NSURL(string: "https://oughterardgolfclub.com/results-2019/")

UIApplication.shared.open(url! **as** URL, options: [:], completionHandler: **nil**)

}

**@IBAction** **func** clearWomen(**\_** sender: **Any**) {

tf2\_1.text = "0"

tf2\_2.text = "0"

tf2\_3.text = "0"

tf2\_4.text = "0"

tf2\_5.text = "0"

tf2\_6.text = "0"

tf2\_7.text = "0"

tf2\_8.text = "0"

tf2\_9.text = "0"

tf2\_10.text = "0"

tf2\_11.text = "0"

tf2\_12.text = "0"

tf2\_13.text = "0"

tf2\_14.text = "0"

tf2\_15.text = "0"

tf2\_16.text = "0"

tf2\_17.text = "0"

tf2\_18.text = "0"

handicapTF2.text = "0"

netLabel2.text = ""

grossLabel2.text = ""

}

**@IBAction** **func** clearMen(**\_** sender: **Any**) {

tf1.text = "0"

tf2.text = "0"

tf3.text = "0"

tf4.text = "0"

tf5.text = "0"

tf6.text = "0"

tf7.text = "0"

tf8.text = "0"

tf9.text = "0"

tf10.text = "0"

tf11.text = "0"

tf12.text = "0"

tf13.text = "0"

tf14.text = "0"

tf15.text = "0"

tf16.text = "0"

tf17.text = "0"

tf18.text = "0"

handicapTF.text = "0"

netLabel.text = ""

grossLabel.text = ""

}

}

*//*

*// PopUpViewController.swift*

*// OughterardGolfClub*

*//*

*// Created by Aboli on 21/03/2019.*

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*//*

**import** UIKit

**class** PopUpViewController: UIViewController {

**override** **func** viewDidLoad() {

**super**.viewDidLoad()

**self**.view.backgroundColor = UIColor.black.withAlphaComponent(0.8)

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

}

**@IBAction** **func** closeButton(**\_** sender: **Any**) {

**self**.view.removeFromSuperview()

}

*/\**

*// MARK: - Navigation*

*// In a storyboard-based application, you will often want to do a little preparation before navigation*

*override func prepare(for segue: UIStoryboardSegue, sender: Any?) {*

*// Get the new view controller using segue.destination.*

*// Pass the selected object to the new view controller.*

*}*

*\*/*

}

*//*

*// AppDelegate.swift*

*// OughterardGolfClub*

*//*

*// Created by Aboli on 06/03/2019.*

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*//*

**import** UIKit

**@UIApplicationMain**

**class** AppDelegate: UIResponder, UIApplicationDelegate {

**var** window: UIWindow?

**func** application(**\_** application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: **Any**]?) -> Bool {

*// Override point for customization after application launch.*

**return** **true**

}

**func** applicationWillResignActive(**\_** application: UIApplication) {

*// Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.*

*// Use this method to pause ongoing tasks, disable timers, and invalidate graphics rendering callbacks. Games should use this method to pause the game.*

}

**func** applicationDidEnterBackground(**\_** application: UIApplication) {

*// Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to restore your application to its current state in case it is terminated later.*

*// If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.*

}

**func** applicationWillEnterForeground(**\_** application: UIApplication) {

*// Called as part of the transition from the background to the active state; here you can undo many of the changes made on entering the background.*

}

**func** applicationDidBecomeActive(**\_** application: UIApplication) {

*// Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the background, optionally refresh the user interface.*

}

**func** applicationWillTerminate(**\_** application: UIApplication) {

*// Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.*

}

}