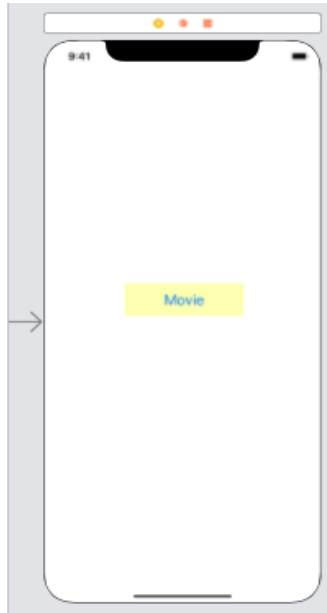


In-class activity on AVPlayerDemo

1. Create a single View App with XCode and name it as AVPlayerApp. Drag a button from Object library into the View Controller. Label the button as “Movie”.



2. Drag an AV Player View Controller from Object library and place it on the right side of the first view controller. Right-click on the “Movie” button → control-drag the **action circle** under the Triggered Segues Section to the AV Player View Controller → select **Show**



- Let's work on the prepare-for-segue method in ViewController.swift file to send the movie information to AVPlayer View Controller when the button is touched to trigger the segue.

```
import UIKit
import AVKit

class ViewController: UIViewController {

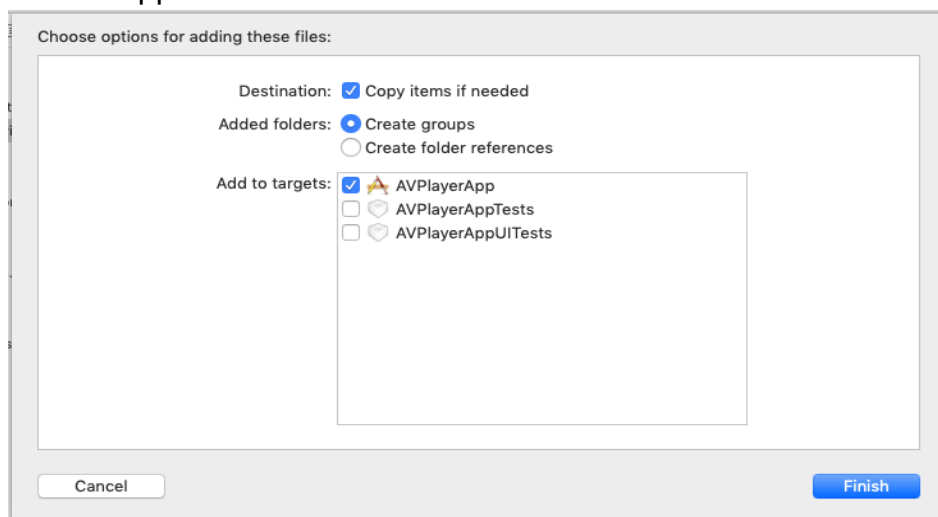
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }

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

        let destination = segue.destination as! AVPlayerViewController
        let url = URL(string: "https://www.ebookfrenzy.com/ios_book/movie/movie.mov")

        if let movieURL = url {
            destination.player = AVPlayer(url: movieURL)
        }
    }
}
```

- Run the app to see how it works. Take a screen shot of the video and submit it.
- Next let's try to play a local movie file. Download "mov_bbb.mp4" from our in-class activity moodle page → drag it into AVPlayerApp project folder → a popup window appears:



→ Check “AVPlayerApp as target → Finish

Comment out or remove the two statements for setting up URL for AVPlayer inside the prepare-for-segue method, and add the following highlighted code :

```
import UIKit
import AVKit
import AVFoundation

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }

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

        let destination = segue.destination as! AVPlayerViewController

        /*
        let url = URL(string "https://www.ebookfrenzy.com/ios_book/movie/movie.mov")

        if let movieURL = url {
            destination.player = AVPlayer(url: movieURL)
        }
        */
        if let path = Bundle.main.path(forResource: "mov_bbb", ofType: "mp4") {
            destination.player = AVPlayer(url: URL(fileURLWithPath: path))
        } else {
            debugPrint("mov_bbb.mp4 not found")
            return
        }
    }
}
```

6. Run the app. Take a screen shot of the video and submit it.