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//
// ViewController.swift
// FirstApp
//
// Created by Christopher Moretti on 2/25/16.
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//

import UIKit

class ViewController: UIViewController {

    @IBOutlet var decimalText : UITextField!
    @IBOutlet var baseSelect : UISegmentedControl!
    @IBOutlet var resultsView : UITextView!

    let bc = BasesModel(input: "0")

    /*
    For those who were following along in class,
    the piece I missed was that after writing this,
    I needed to go back to the Storyboard, and on
    the ViewController screen, drag viewTapped onto
    the Gesture Recognizer at the top of the view.
    This is why it wasn't updating value, because I
    was never "done editing" the input box
    Sorry for the confusion!
    */
    @IBAction func viewTapped(sender : AnyObject) {
        decimalText.resignFirstResponder()
    }

    @IBAction func baseSelectAction (sender : AnyObject) {
        switch baseSelect.selectedSegmentIndex {
            case 0: resultsView.text = bc.convert(1)
            case 1: resultsView.text = bc.convert(2)
            case 2: resultsView.text = bc.convert(4)
            case 3: resultsView.text = bc.convert(6)
            case 4: resultsView.text = bc.convert(8)
            case 5: resultsView.text = bc.convert(12)
            case 6: resultsView.text = bc.convert(16)
            default : resultsView.text = ""
        }
    }

    @IBAction func inputAction(sender: AnyObject) {
        bc.setInput(decimalText.text ?? "0")
        baseSelectAction(sender)
    }

    /* below are auto-generated */

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }
}
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    override func didReceiveMemoryWarning() {  
        super.didReceiveMemoryWarning()  
        // Dispose of any resources that can be recreated.  
    }  
  
}
```