

WatchKit

Hands-On Challenges

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Challenge D: More Segue Data

Updated for Xcode 6.2 Beta 2 on December 13, 2014.

The app has the correct segues but there's still one more piece of data that isn't being passed to the mood details controller: the value of the "Offer Advice" switch.

Your challenge is to pass that data along, and then either show or hide the advice text label on the details controller.

There are two steps to this challenge:

1. Send the value of the switch through the context
2. Change the contents of the detail controller based on the switch value

Sending the switch value

Open **InterfaceController.swift** and update the definition of MoodContextData to the following:

```
class MoodContextData {  
    let moodIndex: Int  
    let shouldShowAdvice: Bool  
  
    init(moodIndex: Int, shouldShowAdvice: Bool) {  
        self.moodIndex = moodIndex  
        self.shouldShowAdvice = shouldShowAdvice  
    }  
}
```

In addition to `moodIndex`, this new implementation has a new initializer to set the `shouldShowAdvice` property.

Next, find `contextForSegueWithIdentifier` and update the line that returns a `MoodContextData` instance with the following:

```
return MoodContextData(moodIndex: currentMood,  
    shouldShowAdvice: shouldShowAdvice)
```

This will use the new initializer to pass the context data, complete with the switch value.



Updating the detail controller

Open **MoodDetailsController.swift** and add another property to the class:

```
var shouldShowAdvice = true
```

You'll use this property to store whatever data comes through the context.

Next, add the following line inside the `if` clause in `awakeWithContext()`:

```
shouldShowAdvice = moodContextData.shouldShowAdvice
```

This will set the property based on the data in the context.

Finally, add the following lines to the end of `willActivate`:

```
if shouldShowAdvice {  
    moodAdviceLabel.setText(  
        "Feeling \(moodName)? Try some tutorials!")  
    moodAdviceLabel.setHidden(false)  
} else {  
    moodAdviceLabel.setHidden(true)  
}
```

If `shouldShowAdvice` is true, this code will set some friendly advice text and un-hide the text label. If false, it will simply hide the text label.

Build and run, and you'll see some sage advice...or not! ;]



You've successfully updated the data passed in through the context and then processed it on the other side!



Über H4xx0r challenge

If that wasn't enough for you, there's a bigger challenge awaiting!

The Help screen always shows the same help text. But if the user is already in a rage, can't figure out the app and taps the Help button, maybe you should try to exert a calming influence?

Your challenge is to put together many of the things you've learned so far: If the user taps the Help button while the slider is set to a value of 3 or 4, continue to show the help screen but make the text appear in a more calming color. Studies show that green is very easy on the eyes, so that would be a good choice.

You'll probably need to add another class for the help controller. Also, the help segue is triggered in code rather than from the storyboard, so sending the context is a little bit different.

There's a sample über solution available, so you can have a look there for more hints if you feel your own mood start to get worse as you work through the challenge. Good luck!

