WatchKit

Hands-On Challenges

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Challenge F: Category Icons

In the previous challenge, you added an image element to the table row layout to hold an icon.
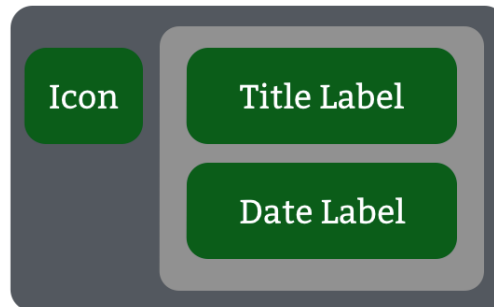
In this short challenge, you'll finish the implementation by setting that icon image based on the post category.

There are four post categories and matching icons in the asset catalog:

Category	Image
Announcements	announcement
Podcast Episodes	podcast
Tutorials	written
Video Tutorials	video

Read on for the walkthrough!

Updating the image

You've already done most of the leg work here – you have the row interface set up, the outlets connected, and code in the interface controller to fill in the row data.

All you need to do is change the image displayed in the row's `image` outlet based on the post category.

Open **PostListController.swift** and find `willActivate()`. Add the following lines of code to the innermost `if` block inside the `for` loop:

```swift
if post.category == "Announcements" {
    row.image.setImageNamed("announcement")
```

```
    } else if post.category == "Podcast Episodes" {
      row.image.setImageNamed("podcast")
    } else if post.category == "Video Tutorials" {
      row.image.setImageNamed("video")
    } else {
      row.image.setImageNamed("written")
    }
```

This will look at the value of `post.category` and then set the correct image. The default case in the `else` block is to show the icon for written tutorials.

That's all you need to do! Build and run and you should see a nice variety of icons.


Über H4xx0r challenge

Was that challenge not enough for you?

Let's jump into the future and say audio playback for the Watch is a possibility. Now, you want podcast episodes to have a button in their table row to play the audio directly from the Watch.

You can imagine needing different row layouts for different kinds of data, so that's exactly what you'll try if you think your WatchKit skills are at the über level!

Here's what the app should look like after you finish the challenge:
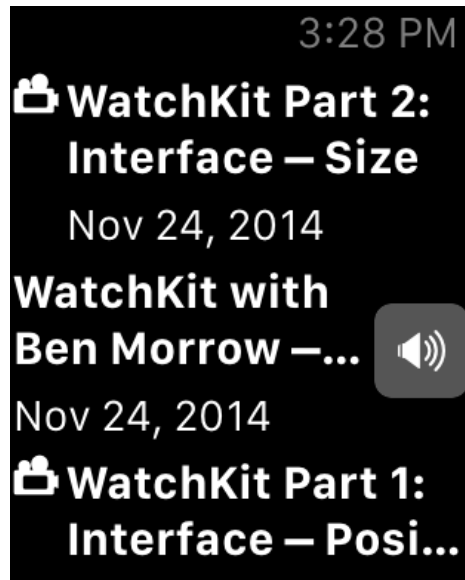
Here are some hints to get you started:

• You can copy-and-paste a row in interface builder to get started.

• Buttons can be set to show a background, text, or to act like a group. If you set them to act like a group, you can then add other things like images inside them.

• You can set the rows all at once by passing an array into `table.setRowTypes()`, but it might be easier to add rows one at a time with `insertRowsAtIndexes` so you can have a conditional to check the category first.

• You don't have to set up a new class for each row type – if the rows are similar enough, they can use the same class to save some code.

Check out the sample über-solution if you want to see one way to accomplish this.