Transcript

Starting to get a more complete simulation now and a more complete app. And I'm really liking it because these user controls, it's taking me a little while to get going because I'm having to change a few logic issues. But it's really good and it's really satisfying. So you can see that I can control the starting number of sheep. Now. You can also see there's some issues with the button text, I've got to fix that. You'll also notice that the scene does not populate immediately that I've made it to wait until after you set the number of sheep and then hit start. To get it to work I had to put in a new variable. And then I just went into my update code and changed it with an if statement. It's pretty simple and straightforward, straight out of Swift Playgrounds, just like we've done before. It's just about using that logic in the right place