

```

import UIKit

extension UIColor {
    public init(rgba: UInt16) {
        self.init(
            red: CGFloat((rgba & 0xFF000000) >> 24) / 255.0,
            green: CGFloat((rgba & 0x00FF0000) >> 16) / 255.0,
            blue: CGFloat((rgba & 0x0000FF00) >> 8) / 255.0,
            alpha: CGFloat(rgba & 0x000000FF) / 255.0)
    }
}

struct Sinner {
    var name : String?
}

var hellInstance : Hell?
class Hell {
    var flameColor : UIColor!
    var numberOfSinners : UInt64 {
        didSet {
            switch (numberOfSinners) {
                case 0:
                case 1...10:
                    flameColor = UIColor(rgba: 0xffff00)
                case 10...100:
                    flameColor = UIColor(rgba: 0xff8000)
                default:
                    flameColor = UIColor(rgba: 0xff0000)
            }
        }
    }
    private var lastSinner : Sinner?

    class var sharedInstance : Hell {
        if hellInstance == nil {
            hellInstance = Hell()
        }
        return hellInstance!
    }

    init() {
        numberOfSinners = 0
    }

    func showLastSinner() {
        guard lastSinner != nil else {
            println("There is no sinner")
        }
        println(lastSinner!)
    }
}

```