Use either auto resizing or constraints (exclusive or)

Stack View for dayzzz!!!

Fit constraints to where it is on the frame

Edit constraints

Under the ruler label

Add + next to installed

Add variance

Then click uninstall

func textFieldShouldReturn(UITextFied)->bool

checkAmount.delegate=self

Swift

Uninitialized variables must be designated a type

var word: String (or Float, Int, bool, Character \*must be specified to avoid assumption of string\*)

let c: Character = “s”

\” allows you to have quotation marks in a string

constant = let

print(“Hello world”)

+ used to concatenate strings

Enumerations

Arrays

Var integers: [Int] (Creates an array of integers)

Dictionaries  
Sets (NSArray, NSDDictionaries, NSSets)

Optionals: Only values which can be NULL, null, nil in swift

Denoted by ?- var color: String?

Unwrapping: Must follow var with ! to access actual value- let actualColor = color!

Unwrapped optionals must be given their own name, but it can be the same name as the optional

if number < 10 {} (Parenthesis not required, but can be used)

for loops

for var i = 0; i<10; i+=1 {}

while i<10 {}

Repeat- Checks if condition is still true at the end of the loop

Switch statement

Functions fun nameOfFunction(width: Double, height: Double) -> Double {return width\*height}

Will return a double (->Double) if void (->Void or can skip arrow)

function arguments can have internal and external names (width w: Double, height h: Double) {return w\*h} external name comes first, if only one argument given then it is assumed this is the internal name

\_ means that there is no external name and that the name of the argument need not be supplied

Throwing and catching errors

The guard statement

Classes and Structs

SCROLL VIEW

IOS can have a timer class (Used for animations)

Can animate on UI View (UIViewPropertyAnimator)

1. frame
2. bounds
3. center
4. transform
5. alpha
6. backgroundColor