

### Problem:

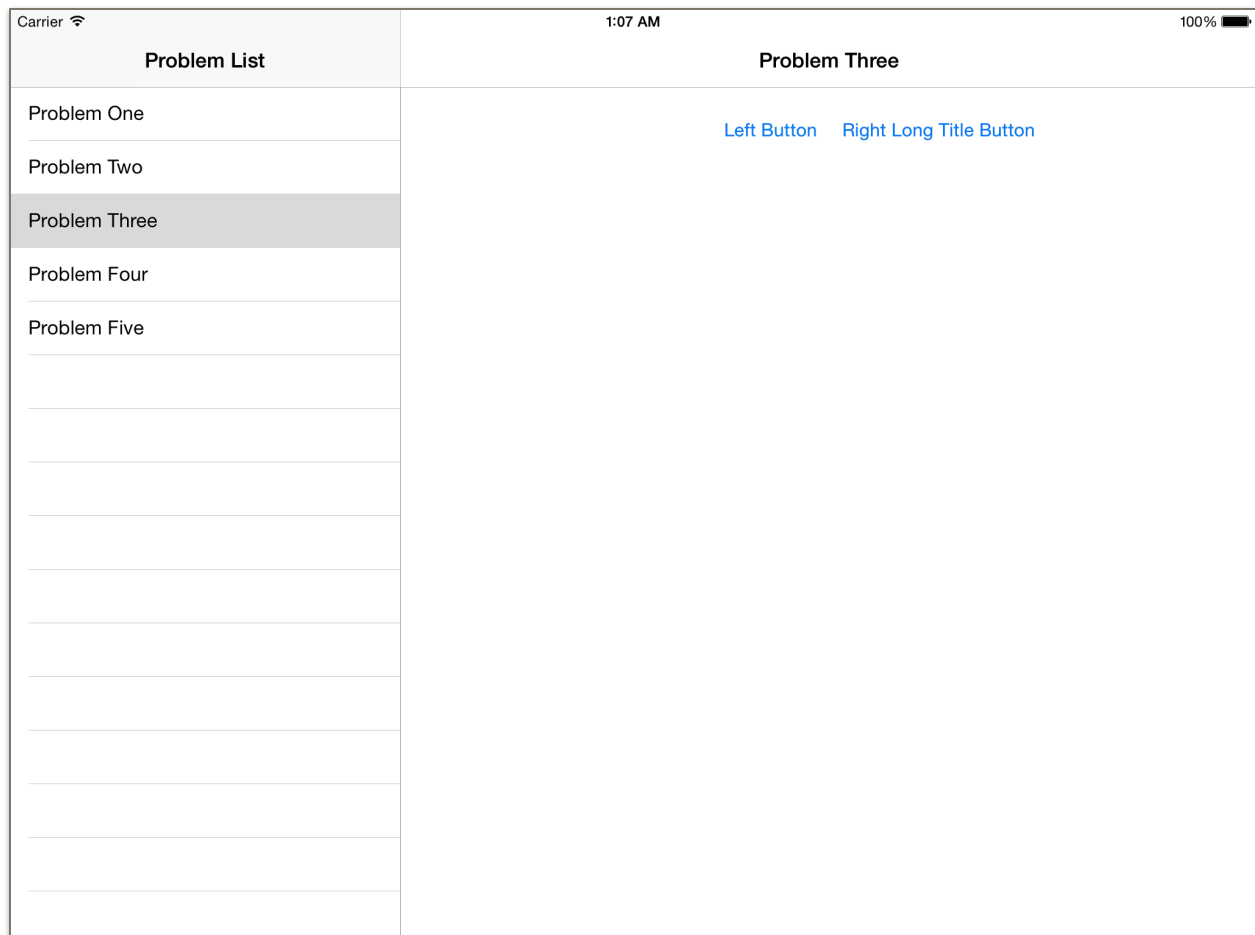
Sometimes it is necessary to add **hidden** view objects to a scene to act as spacer views to properly implement a design. One instance where this is necessary is if you have more than a single view that you want to be offset to the left and right of center. An example of this might be two buttons of different widths spaced apart from each other, with the space between them on the center axis.

Add a plain view to the Problem Three scene. Using the attributes inspector, set the background color of the plain view to Black so that it is visible, also set the view to hidden so that it will not be drawn at runtime. Add two buttons to the scene. Change the title text of the first button to “Left Button” and the title text of the second button to “Right Long Title Button”. Do not change the default font of the buttons.

Add constraints to the scene to express the following layout requirements:

- Both buttons should respect their intrinsic content size unless that would cause there to be less than 20 points of visual space between them and the right edge
- Both buttons should have 20 points of visual space between them and the top edge
- The spacer view should be 20 points wide and be used to provide space between the buttons
- The spacer view should be the only view with a horizontal centering constraint

### Expected Results:



# iOS App Development Assignment 2

[illegible]