**Topic: Adding logic to an app**

Intro

* Look at due dates: lab 1 release, lab 2 beta and review, quiz
* Ask if everyone gave and got a code review

Review

* Review auto layout constraints

Events

* Review
  + Look at event handlers in PhoneWord, ViewController.cs, ViewDidLoad
  + Look at the Button Fun example
* FirstResponder, responder chain – events bubble up the hierarchy to the screen.

UI Constraints

* Adaptive layout, or Auto Layout
  + Aka responsive design
  + This is adaptive layout “lite” using just auto layout constraints – no size classes (Maskrey Ch. 5)
  + Relative control placement using
  + Adapts to different screen sizes and orientations
* Auto Layout constraints
  + Auto Layout mode enabled by default in Xamarin Studio (setting of the storyboard)
  + Toolbar at top of storyboard has constraint controls
    - Add constraints- adds default constraints
    - Remove constraints- removes them all
    - Update frames based on constraints. This fixes the problem of the rendering in the storyboard not being in sync with new constraints
  + Mathematical relationship between UI elements
    - Look at some constraints
  + Pin Spacing controls
    - T shaped handles on the UI elements