

Container1

- Vlist
 - Text1
 - Container2
 - Text2

1. screen is 100x100
2. container 1 has insets 5
3. container 2 has insets 10
4. text1 is 10 high
5. text2 is 20 high

Type	parent_constraint	remaining parent	self constraint	self_size	operation
Before	none	x	(100, 100)		init
Container1 ↓	Before: (100, 100)	x	(90,90)		push(constraint)
Vlist ↓	C1: (90, 90)	x			
Text1 ↓	C1: (90, 90)	x			
Text1 ↑	C1: (90, 90)	C1: (90, 90)		(90, 10)	calc_size(text)
	C1: (90, 90)	C2: (90, 80)			remaining -= size
Container2 ↓	C1: (90, 90)	C1: (90, 80)	(70, 60)		push_constraint(remaining -= padding)
Text2 ↓	C2: (70, 60)	C2: (70, 60)			
Text2 ↑	C2: (70, 60)	C2: (70, 60)		(70, 20)	calc_size(text2)
	C2: (70, 60)	C2: (70, 40)			remaining -= size
Container2 ↑	C2: (70, 60)	C2: (70, 40)		(90, 40)	calc_size(parent-remaining + padding)
	C1: (90, 90)	C1: (90, 40)		(90, 40)	remaining -= size
Vlist ↑	C1: (90, 90)	C1: (90, 40)		(90, 50)	calc_size(constraint-remaining)
Container1 ↑	C1: (90, 90)	C1: (90, 40)		(100, 60)	calc_size(parent-remaining + padding)
	Before: (100, 100)	Before: (100, 40)		(100, 60)	remaining -= size