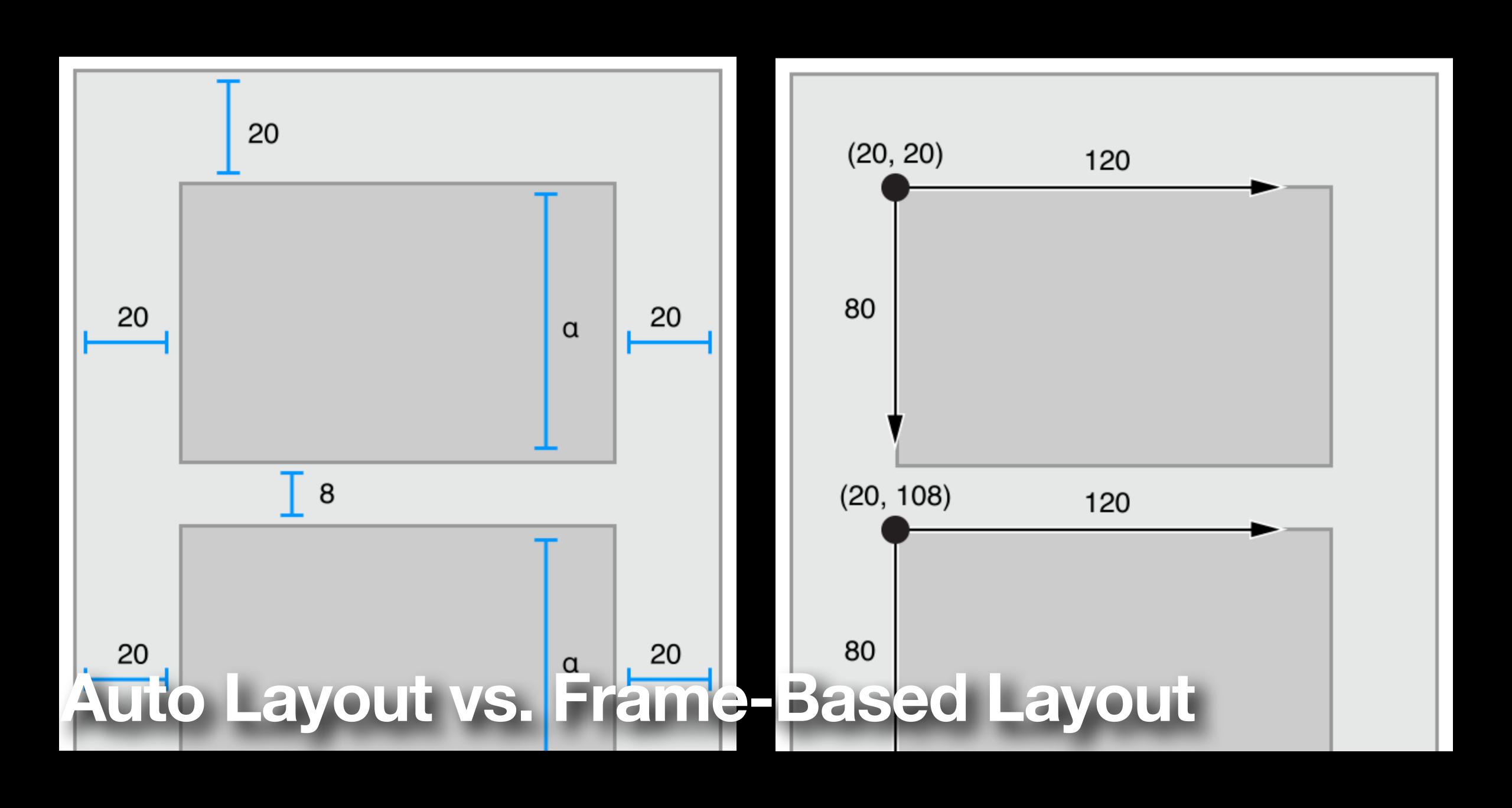
## 

Part 6 – Auto Constraint Layout

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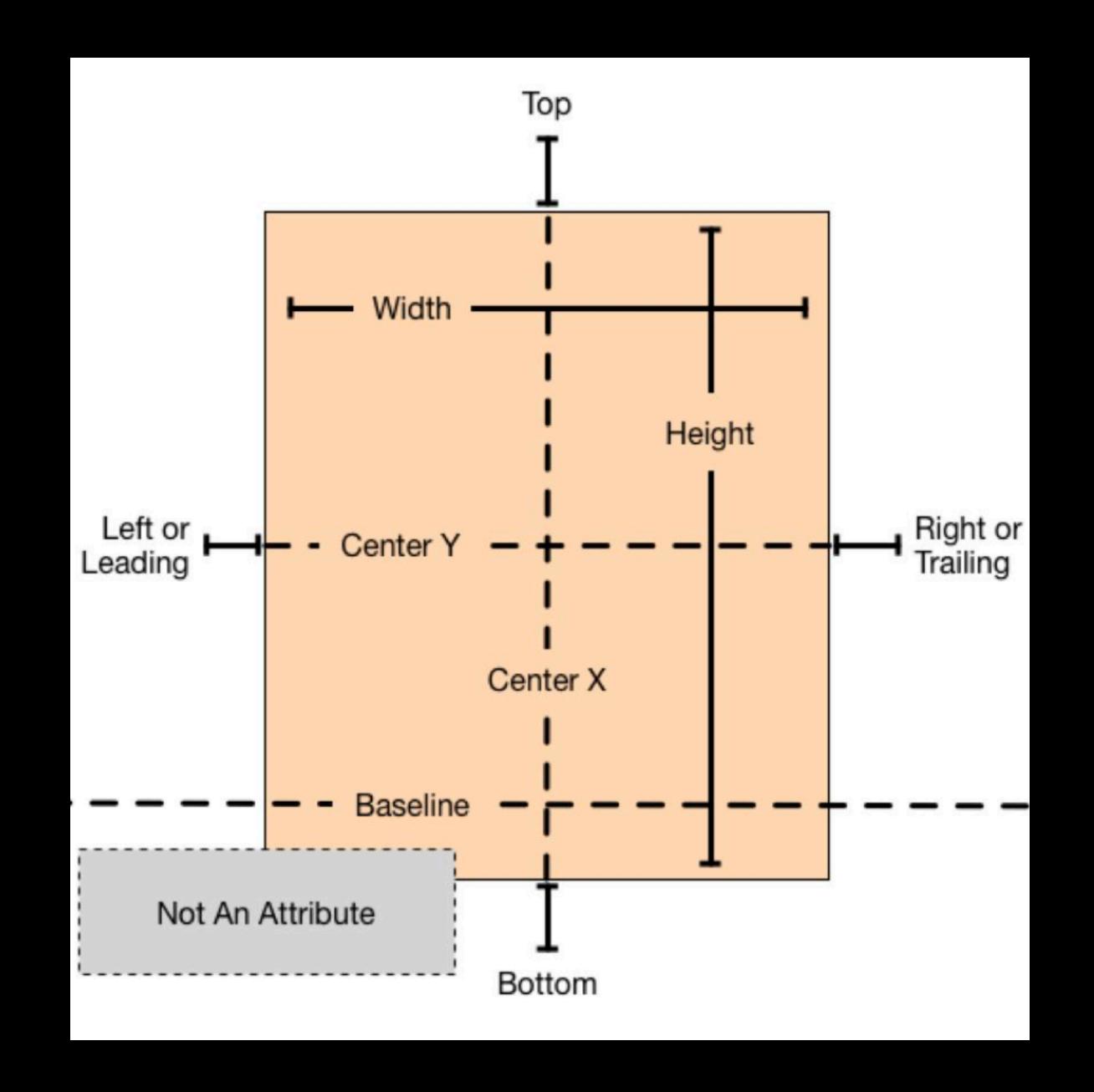
#### What is Auto Layout?

Auto Layout dynamically calculates the size and position of all the views in your view hierarchy, based on constraints placed on those views.



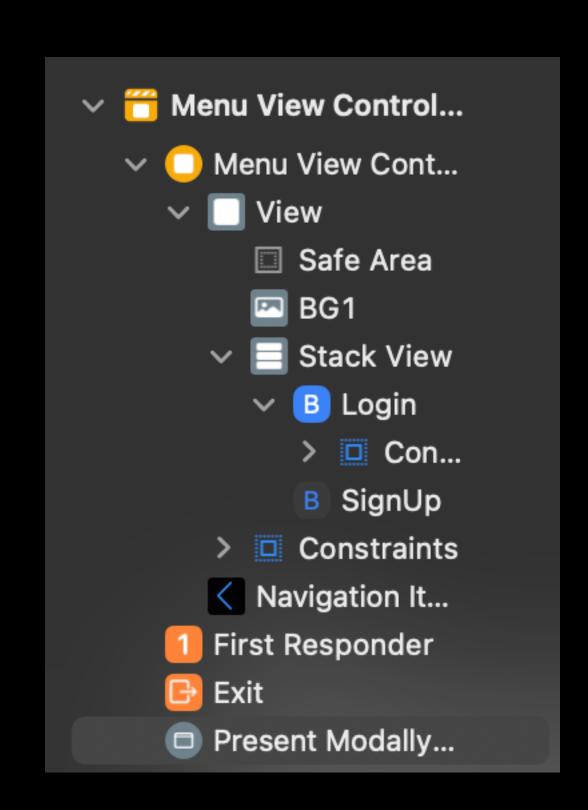
## Auto Layout Attributes

- In general, this includes the four edges (leading, trailing, top, and bottom), as well as the height, width, and vertical and horizontal centers.
- UlLabel items also have one or more baseline attributes.



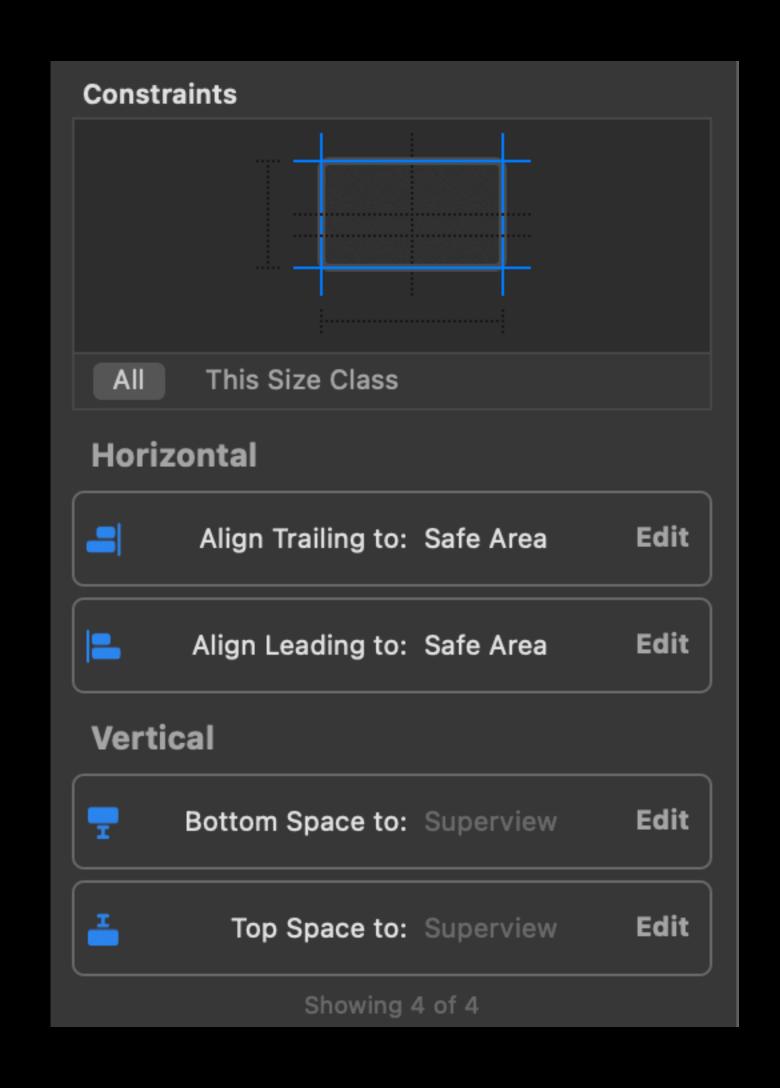
#### How to make an auto constraint layout?

- 1. Click when on storyboard/xib file (located at bottom right canvas)
- 2. Add the top, bottom, leading, and trailing constraints
- 3. If needed, you can also add height or width
- 4. Make sure there's no warning (yellow warning still acceptable)



#### How to modify an auto constraint layout?

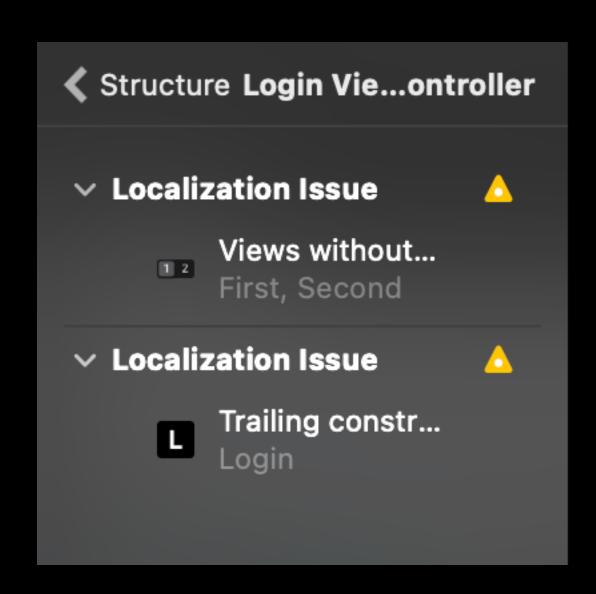
- 1. Click "Size inspector" panel
- 2. At "Constraints" section look up and make sure layout in correct corresponding constraints
- 3. If you stil need modification, just double click one of given constraint to see detail



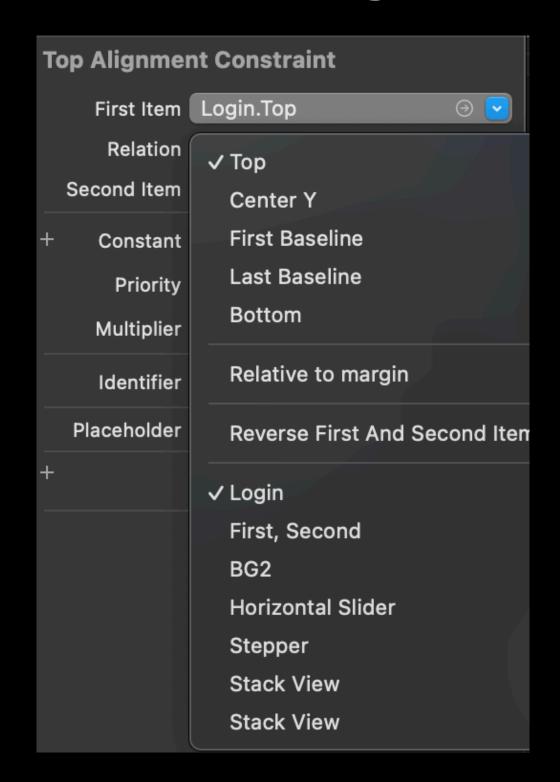
#### How to prevent a warning in auto constraint layout?

- 1. Make sure you gave correct constraint
- 2. Minimum contraint contains of one X position (top or bottom) and one Y position (leading or trailing)
- 3. To prevent constraint ambiguity, you should add width or height of you Object
- 4. Make sure "First item" and "Second item" in "size inspector panel" are in correct ways if you missed something when adding using button

#### How to prevent a warning in auto constraint layout?



Always keep an eye on document outline (left position on canvas area)



Also double check constraint given by double clicking on it

#### Giving up on modifying constraints? Try this before!

- 1. Need to clear all current selected Object constraints? click and select "Clear Constraints" on "Selected Views" section
- 2. Stuck? needed to complete remaining constraints? click and select "Add Missing Constraints" on "Selected Views" section
- 3. Ruin a constraints? why not reset to suggested constraints? click and select "Reset to Suggested Constraints" on "Selected Views" section
- 4. Updating constraints value but not changed? click and select "Update Constraint Constants" on "Selected Views" section

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Finished added constraints, but still error or running but not expected?

- 1. Take a look your Objects connection on "Connections inspector" panel
- 2. Make sure you connect correct ViewController Swift file to current UIViewController in XIB/Storyboard by checking on "Identity inspector" panel
- 3. Make sure you already add your programatically code of your Objects
- 4. Keep an eye and repeat check on your @IBOutlet and @IBAction

Always clear current view constraints before removing entire constraint on your view controller

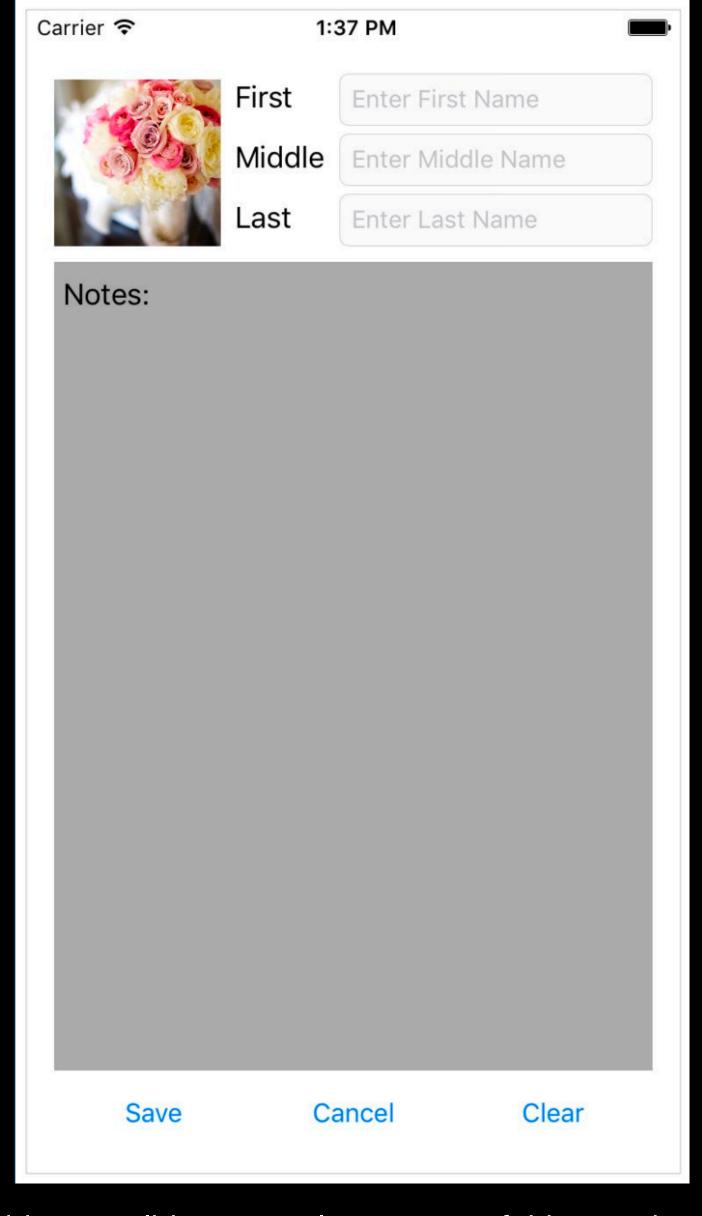
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## Practice, Practice, and Practice

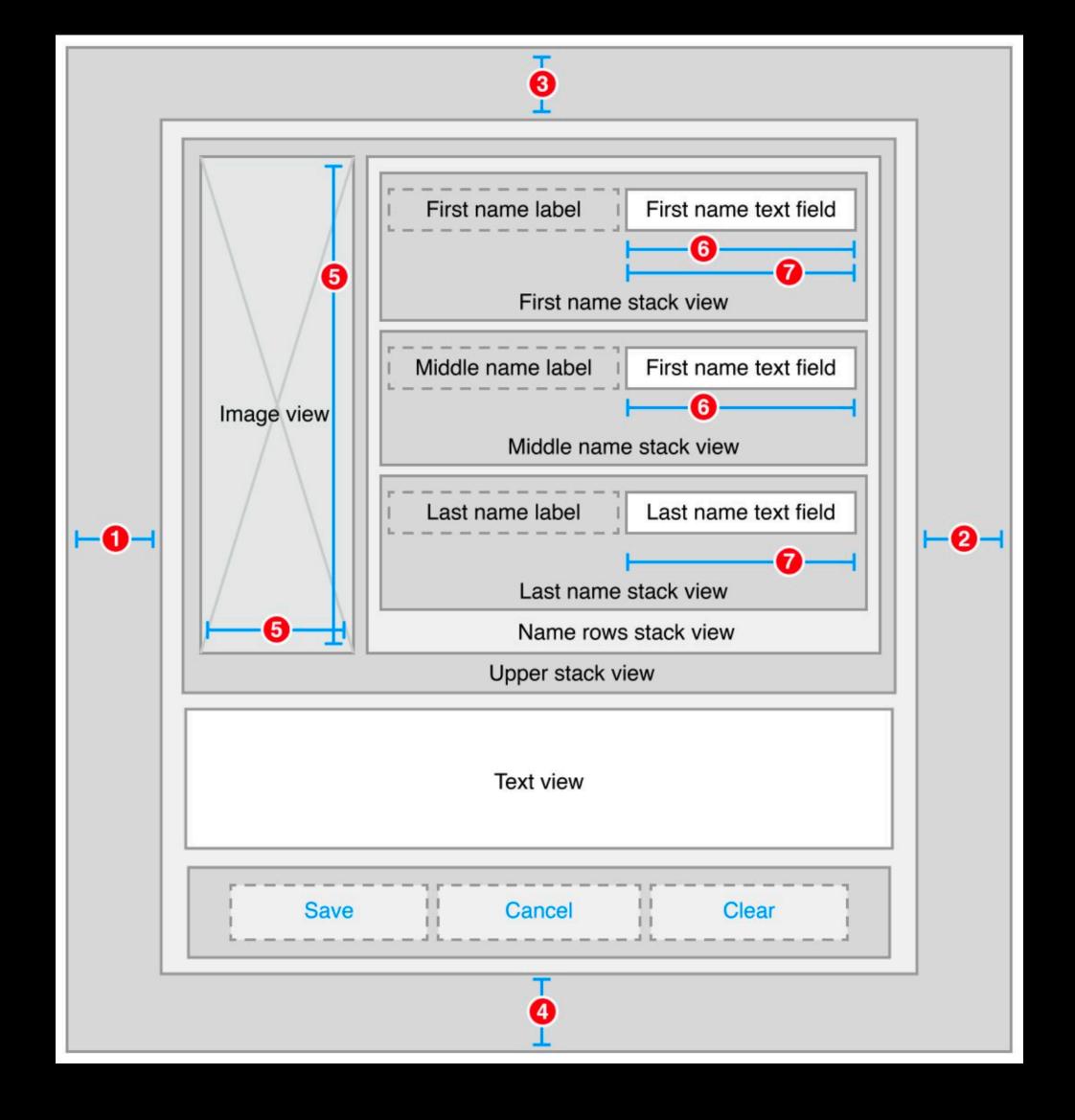
to improve our auto layouting in UlKit

# Practice given screenshot beside

Auto Layouting with Nested Stack Views.



# The answer of prototype



# Thanks For Your Attendance Today!