



MY FIRST iOS APP (PART 6) - Image Assets

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Tools



Technologies



Languages

IMAGE ASSETS

Put the Bull's Eye as close as you can to: 62



[Start Over](#)

Score: 0

Round: 1



IMAGE ASSETS

Put the Bull's Eye as close as you can to: 79



Hit Me!



Score: 135

Round: 3

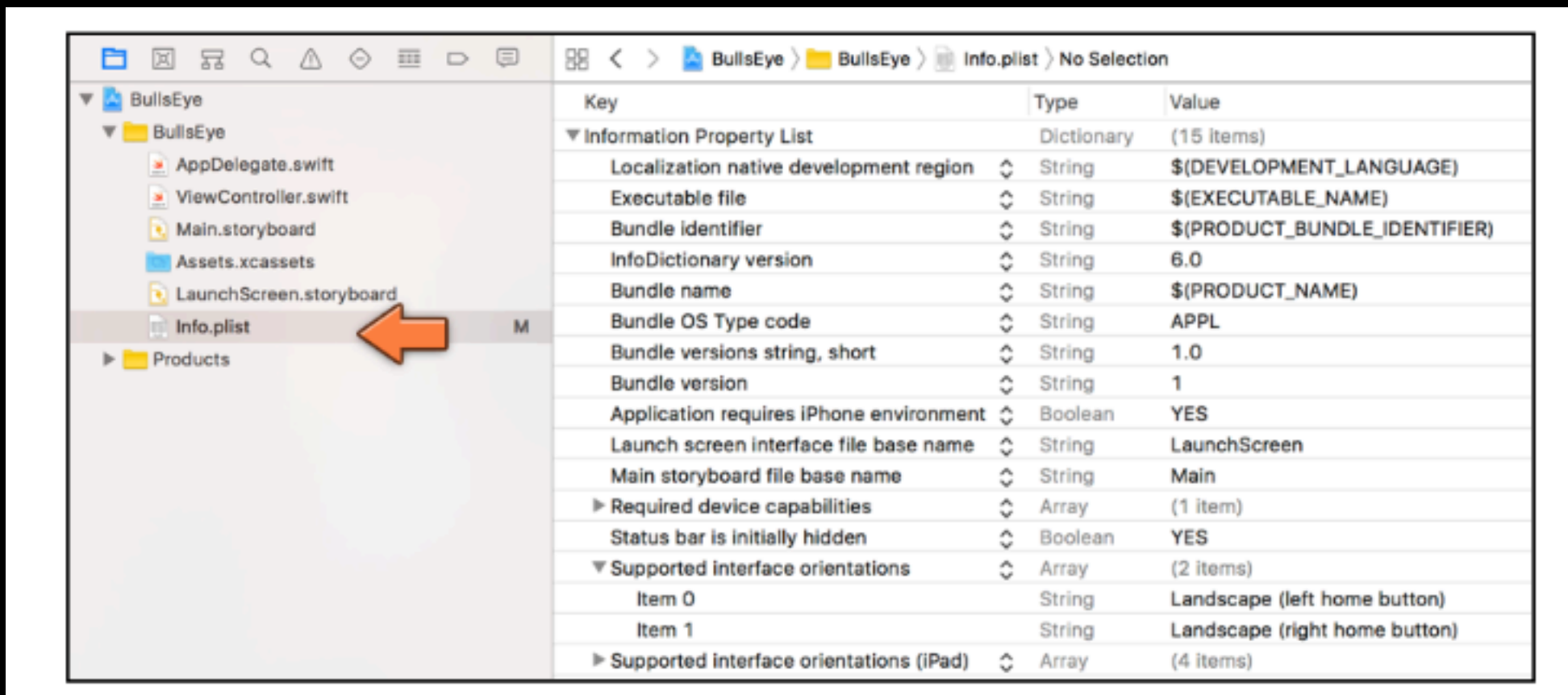


ENOUGH TALK, LET'S JUMP TO `<CODE/>`



WHAT IS INFO.PLIST?

- ▶ Info.plist is a configuration file inside the application bundle that tells iOS how the app will behave. It also describes certain characteristics of the app, such as the version number, that don't really fit anywhere else
- ▶ With some earlier versions of Xcode, you often had to edit Info.plist by hand, but with the latest Xcode versions this is hardly necessary anymore. You can make most of the changes directly from the Project Settings screen.



UIEdgeInsets

The inset distances for views.

Declaration

```
struct UIEdgeInsets
```

Overview

Edge inset values are applied to a rectangle to shrink or expand the area represented by that rectangle. Typically, edge insets are used during view layout to modify the view's frame. Positive values cause the frame to be inset (or shrunk) by the specified amount. Negative values cause the frame to be outset (or expanded) by the specified amount.

See also [init\(top:left:bottom:right:\)](#) and [zero](#).



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THANK YOU

