**viewDidLoad**

* outlets are ready to use
* good place to make service calls here
* geometry and layout is not yet ready - don’t do any visual calculations
* only called once

**viewWillAppear**

* layout has not happened yet
* called just before the view is visible on screen
* called multiple times - will also be called whenever you come back to this screen from another screen

**viewWillLayoutSubviews**

* layout is about to happen
* programmatically change constraints here as needed
* may be called multiple times (e.g. orientation change)

**viewDidLayoutSubviews**

* layout has completed, frame/bounds values are correct
* may be called multiple times (e.g. orientation change)

**viewDidAppear**

* view has been drawn on the screen
* when you want to do something after a short delay after the screen is visible
* called multiple times - will also be called whenever you come back to this screen from another screen

**viewWillDisappear**

* view is about to be removed, but is still visible
* do clean up, which can be done while the screen is still visible (e.g. remove observers)

**viewDidDisappear**

* view has been removed and is no longer visible
* do clean up, that you want to happen after the screen is gone (e.g. reset navigation)

