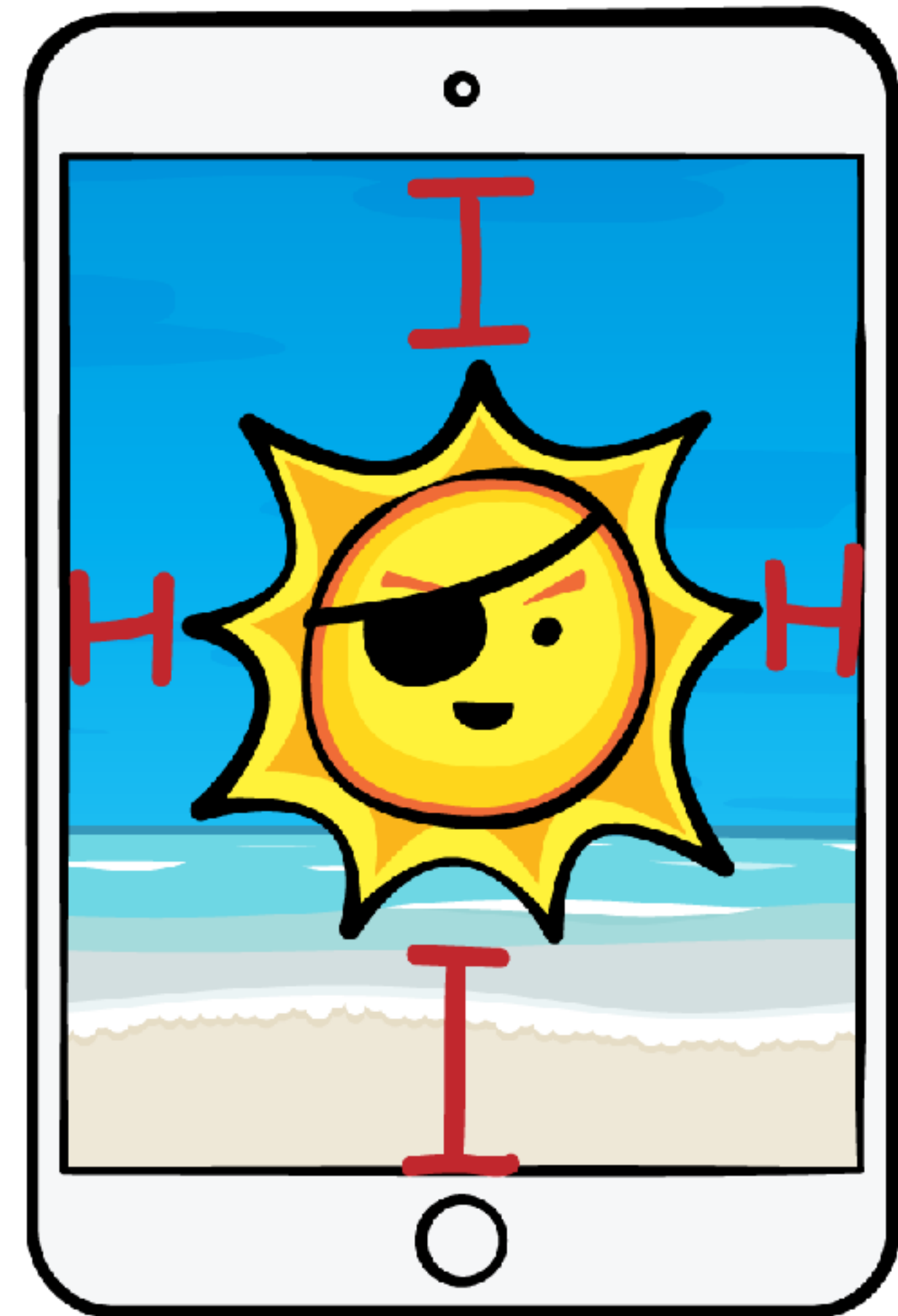


BEGINNING

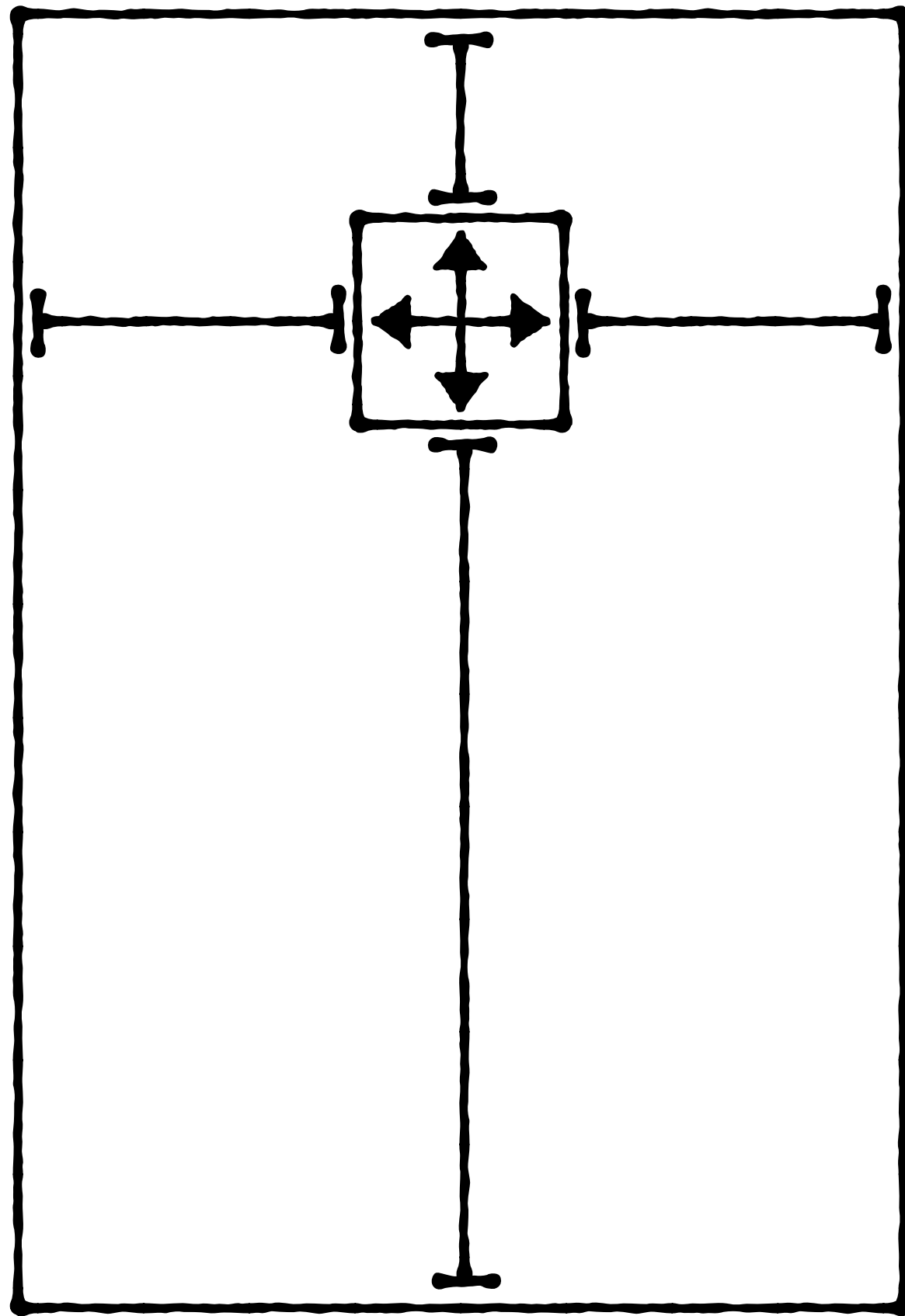
# AUTO LAYOUT



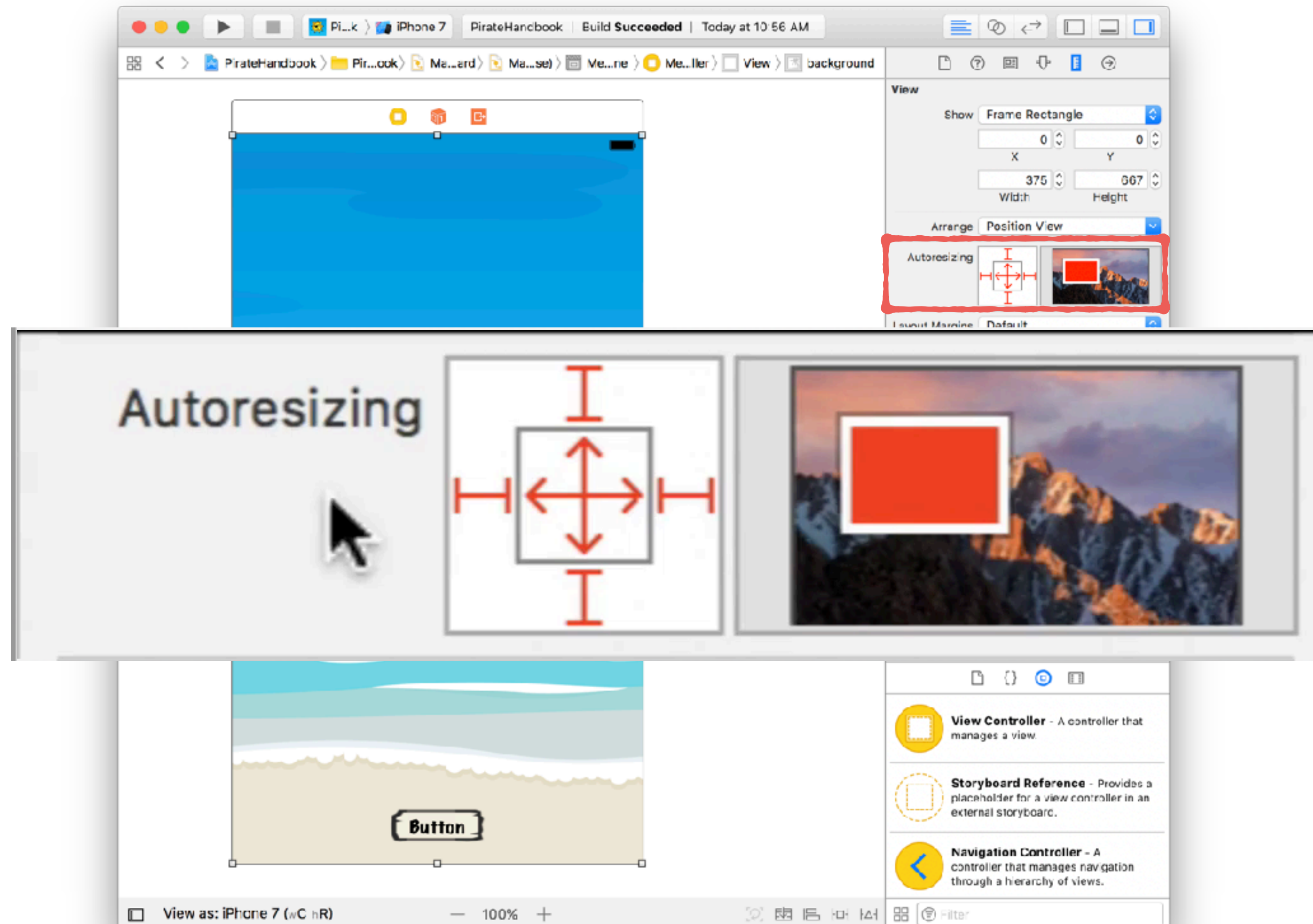
## PART 2: AUTORESIZING MASKS

# AUTORESIZING MASK ATTRIBUTES

---

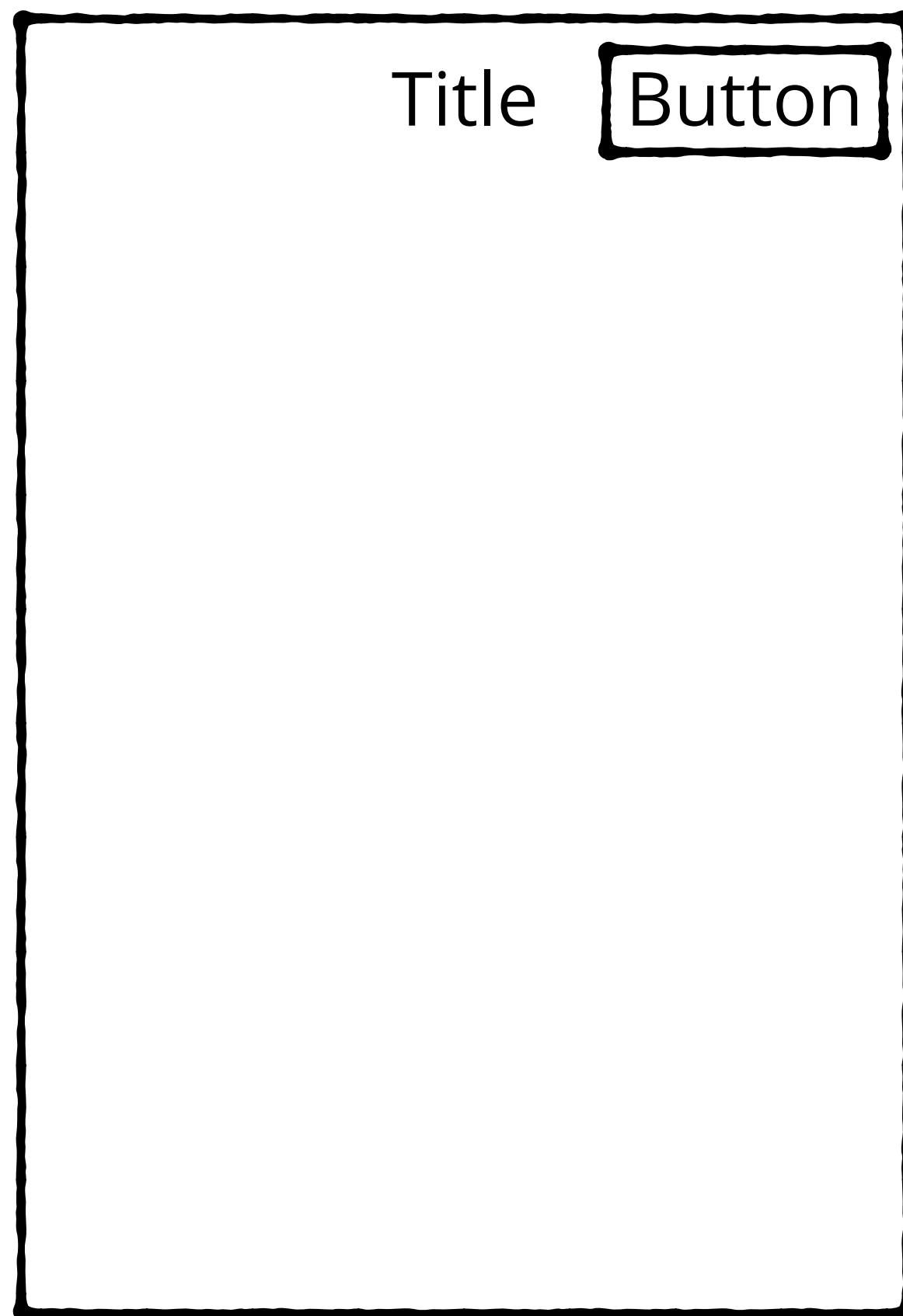


# INTERFACE BUILDER



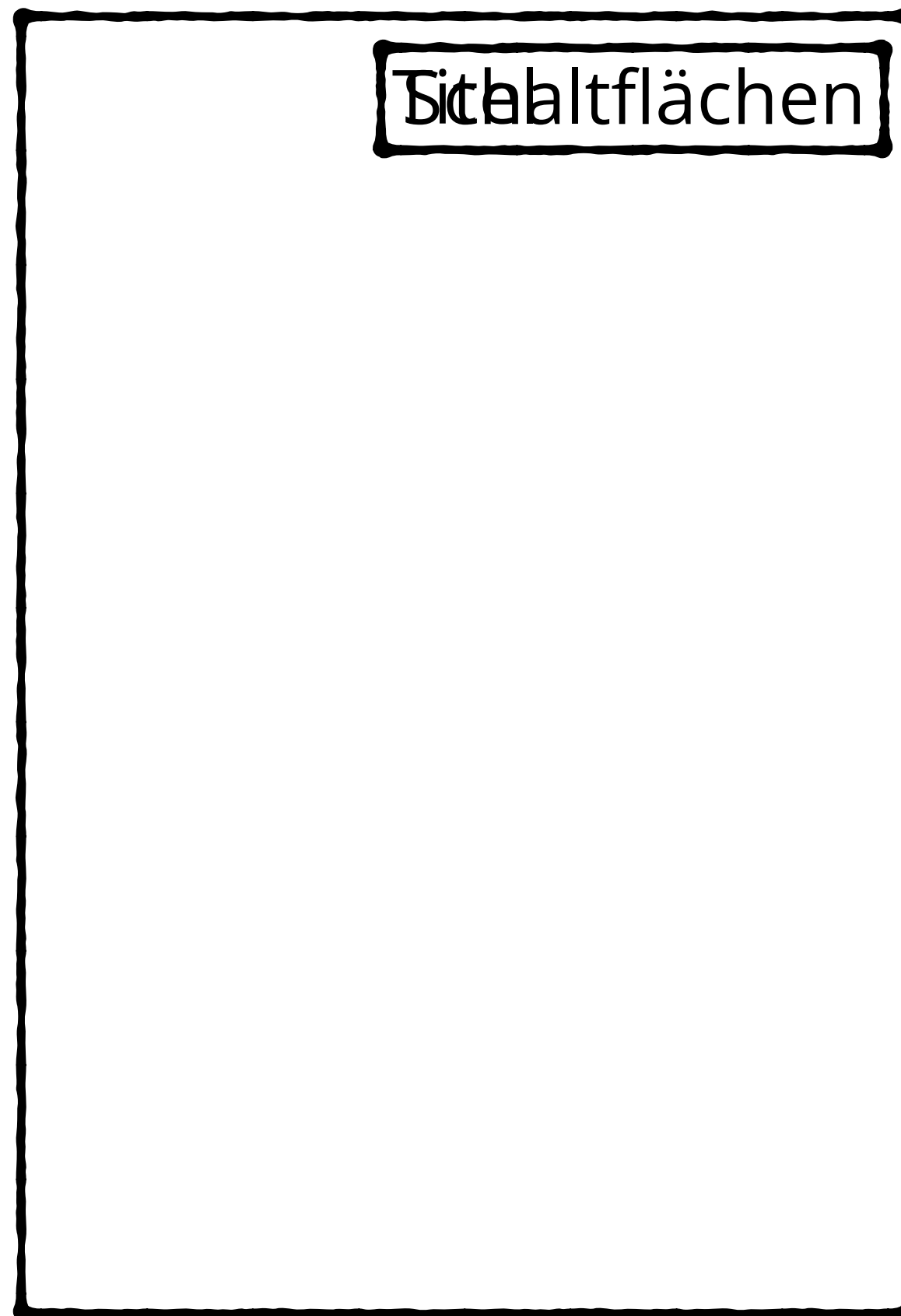
# LIMITATIONS

---



# LIMITATIONS

---



# AUTORESIZING MASKS AND CONSTRAINTS

---



# CHALLENGE TIME!

