

Constraints

- ✓

Introduction2:23

FREE

Join us for a tour of the Auto Layout features that will allow you to create universal layouts that work great on all devices.
- ✓

Constraint Inequalities4:40

Sometimes you'll want a property to be constrained not equal to another, but greater than or equal to it, or less than!
- ✓

Constraint Priorities3:46

Satisfy ambiguous or conflicting constraints by defining priorities for them, to match your intended design.
- ✓

Challenge: Constraints in Scroll Views4:32

FREE

Create an Auto Layout-based treasure map using scroll views, combined with what else you've learned in this course.
- ✓

UILayoutGuide3:57

Instead of using empty views to control the spacing of views, when you're not using Stack Views, you can use UILayoutGuides!
- ✓

NSLayoutAnchor6:27

Layout anchors are used for creating constraints on views, in code. They also work on layout guides!
- ✓

Challenge: Stack View Conversion3:48

Use your Auto Layout coding skills along with your knowledge of Stack Views in order to simplify your layout code.
- ✓

Visual Format Language8:02

The Visual Format Language allows you to create many Auto Layout constraints, without requiring many lines of code.
- ✓

Challenge: Visual Format Language2:47

Create the constraints necessary to achieve a simple three-view layout using the Visual Format Language.
- ✓

Conclusion0:23

You're well on your way to mastering constraints. It's time to begin doing the same for adaptive layout!

Adaptive Layout

- ✓

Introduction1:02

Adaptive layout is about dealing with different screen sizes, but it's also a lot more than that! Let's learn how deep this water is!
- ✓

Size Classes3:42

Use size classes to create universal layouts: ones that take advantage of the smallest iPhone to the largest iPad!
- ✓

Challenge: Size Classes3:25

Create an adaptive layout, combining your new knowledge of size classes with what you know about constraints.
- ✓

Images and Other Properties3:36

Views and constraints aren't the only things you might want to vary by size class. Learn how to adjust fonts, images, and more.
- ✓

Challenge: Add Variations0:59

Use the techniques learned in the last video to add a layout variation to two buttons based on environment width.
- ✓

Adaptive Layout Environment7:09

Learn about the types and protocols that form the basis for adaptive layout in iOS, for greater control in code.
- ✓


Adaptive Presentation3:59

View controllers can adapt how they are presented based on the adaptive environment. Learn what the framework does for you and how to modify default behavior.
- ✓

Conclusion1:44

Let's have a recap of what you've learned in this course. Soon you'll be telling your own Auto Layout tales!


Contributors



Jessy Catterwaul

Fascinated by technology consistently making learning easier, Jessy enjoys exploring new techniques involving creative software...

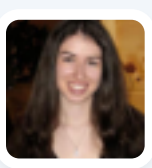
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Catie Catterwaul

Catie makes things for, with, and about Apple tech in collaboration with her husband, [Jessy](#)! She is inspired by everyone at...

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Victoria Wenderlich

Vicki is Ray's wife and business partner. She is a digital artist who creates illustrations, game art, and a lot of other art...

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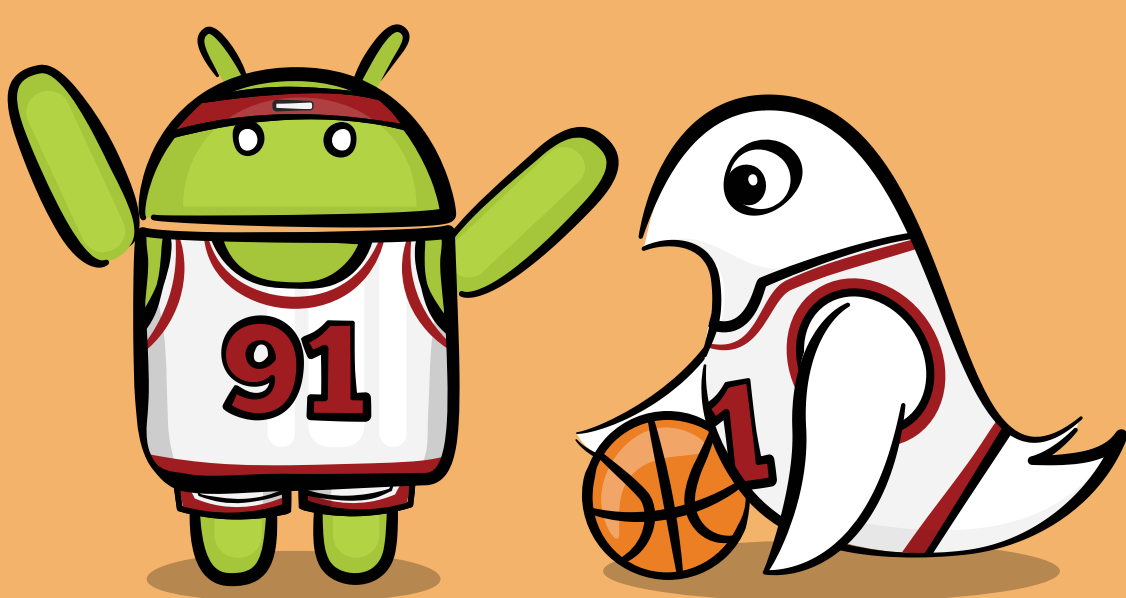


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Sep 5 2017 · Video Course (1 hr, 53 mins) · Beginner

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Version

Swift 4, iOS 11, Xcode 9

Core ConceptsSoftware EngineeringiOS & Swift Tutorials



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Introduction4:44FREE

This video will introduce you to the topics covered in the course and how they will improve your Xcode proficiency.

✓

Keyboard Shortcuts10:58

Being able to navigate your project with keyboard shortcuts is your best road to proficiency in Xcode. In this video you'll learn the most-used shortcuts.

✓

Preferences and Editing11:56

Learn how to use Markdown for README files and create custom file headers.

✓

Workspaces and Frameworks15:22

Find out how to manage project dependencies with workspaces. You'll also create a reusable framework for a checkbox control.

✓

Schemes and Targets14:39

Manage building your projects using schemes, configurations and targets. You'll create a lite version of the sample app in a new target.

✓

Storyboards and Visual Debugging11:51

Learn how to control complex storyboards with storyboard references. You'll also debug the sample app using the visual debugger.

✓

Breakpoints13:55

Go beyond debugging basics using breakpoints. Find out how to use exception breakpoints to your advantage.

✓

Code Snippets14:24

Create a library of code snippets which you can use for general coding or for giving presentations. You'll also complete a fun quiz using code snippets.

✓

Behaviors12:46


Set up your perfect coding environment using behaviors and tabs. Learn how to create a script to open a Terminal window at the project folder.

✓

Conclusion2:53

Review what you learned in the course and discover where you can learn more.

Contributors



Caroline Begbie

I'm an indie iOS developer. When I'm not developing, I'm playing around with 2D and 3D animation software, or learning Arduino...

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