

Introducing

# Auto Layout

Hands-On Challenges

# Introduction to Auto Layout Challenge Instructions

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# From Design to Layout

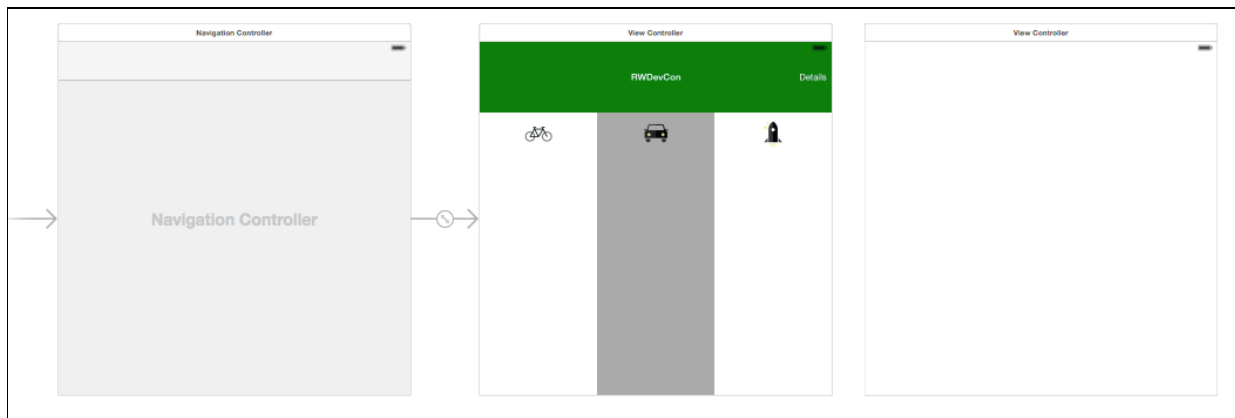
You're now familiar with all kinds of ways to add constraints – from buttons, menus, dragging between views, code, and the visual format language. You're well on your way to creating even more interesting layouts for your apps!

In this challenge, you'll reproduce one more view controller for the **About RWDevCon** app from a screenshot.

If you're confident, just look at the screenshot below and get started! If you get stuck, there are a few hints on the following pages.

## Another view controller

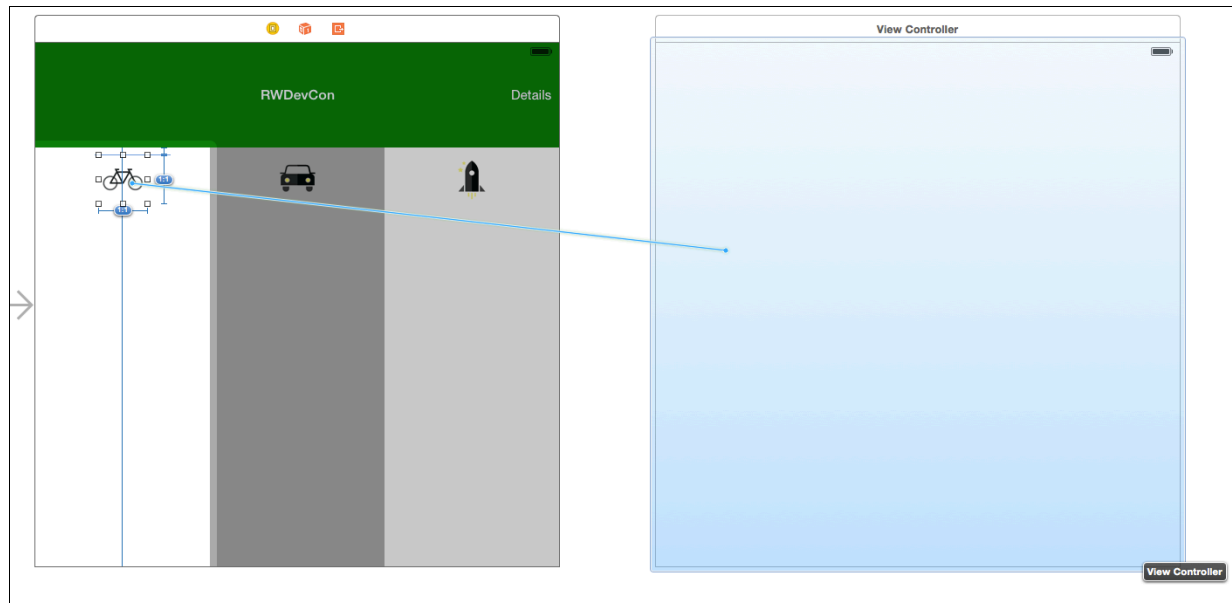
Open the storyboard and drag out another view controller.



Just in case you want to test the new view controller on device, you can connect a segue from one of the buttons.

Control-drag from the beginner (bicycle) button to your new view controller.



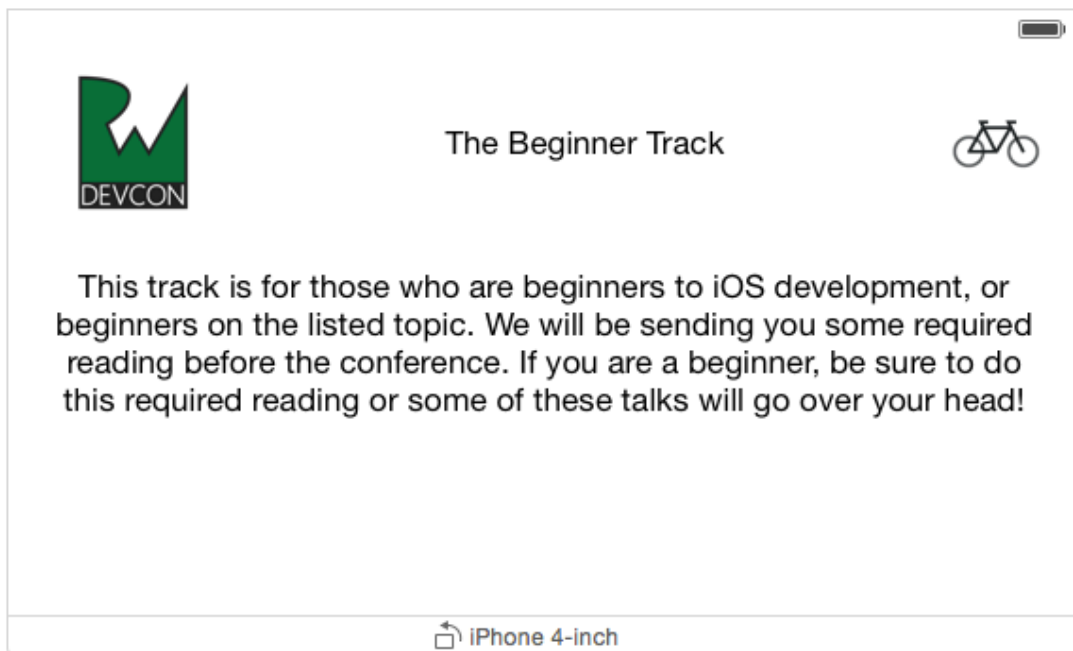


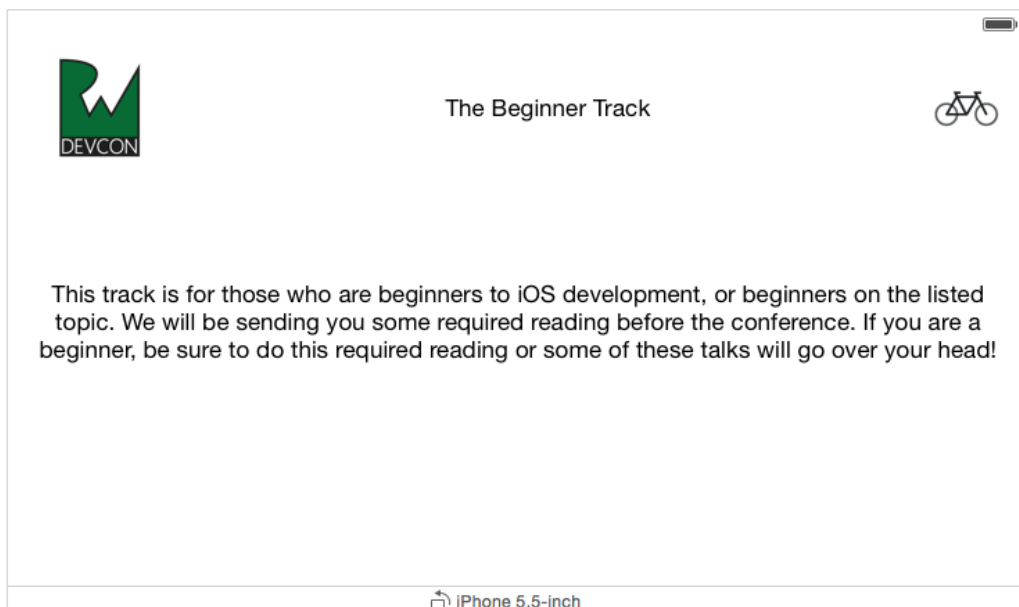
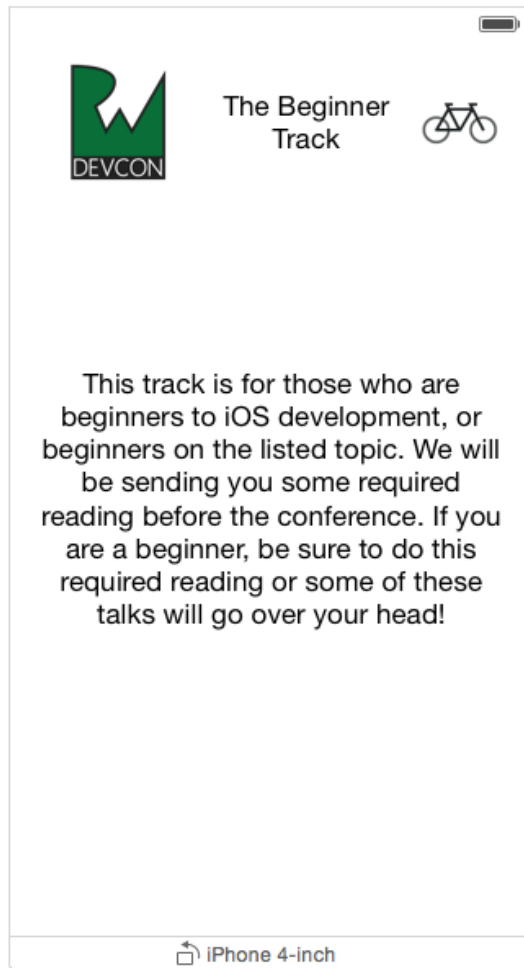
In the popup, select **Push** in the **Action Segue** heading.

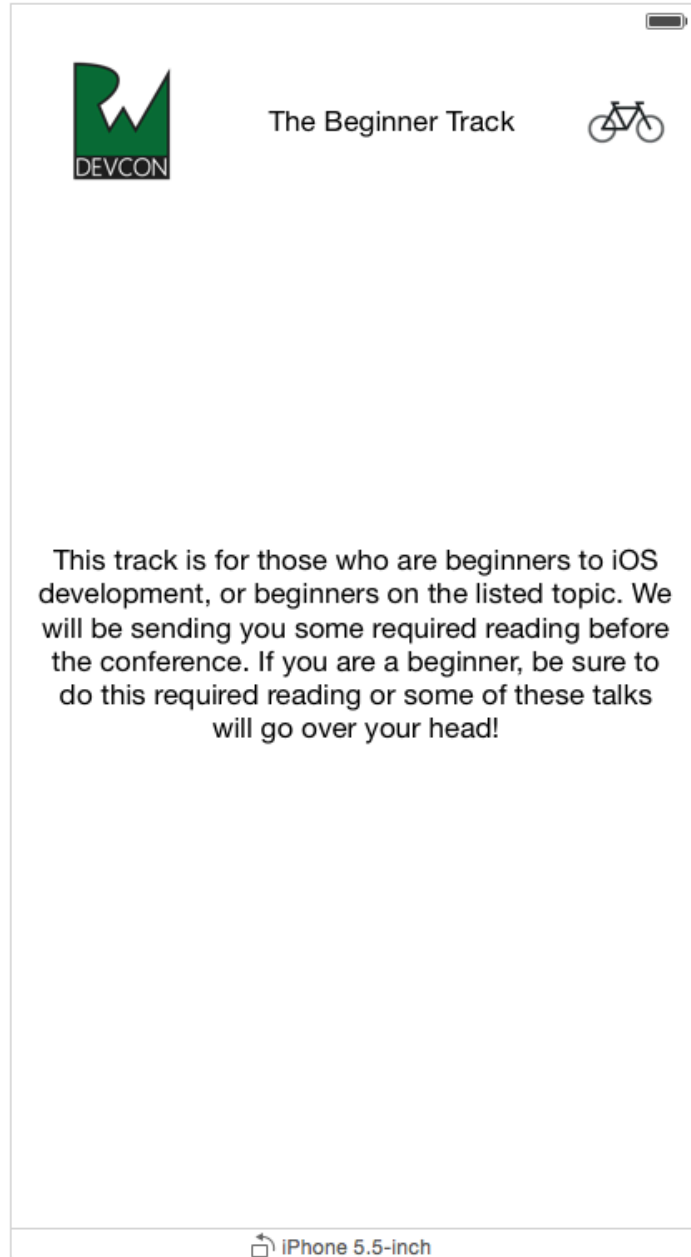
Now when you run the app, you can tap on the bicycle to show the second view controller.

## Target design

Here's what the view controller should look like, in a few sizes. You'll find the images in the asset catalog.







## Hints

Here are some hints, going from top to bottom in the layout.

1. Note that the RWDevCon icon, "The Beginner Track" label, and the bicycle are all **Center Y** aligned. That is, you could draw a straight horizontal line through their centers.
2. The easiest way to get the two images is just in an image view with a fixed size. I suggest around 100x100 for the RWDevCon image, and 57x57 for the bicycle.



3. “The Beginner Track” has its leading and trailing space to its neighbors set to keep it between the two images. The label has its number of lines set to 0 so it can wrap nicely if needed.
4. The blurb of text is vertically centered in the superview.

## Solution

For a sample solution, check out the resources for this session. You’ll find an Xcode project with the view controller build out in the storyboard.

