


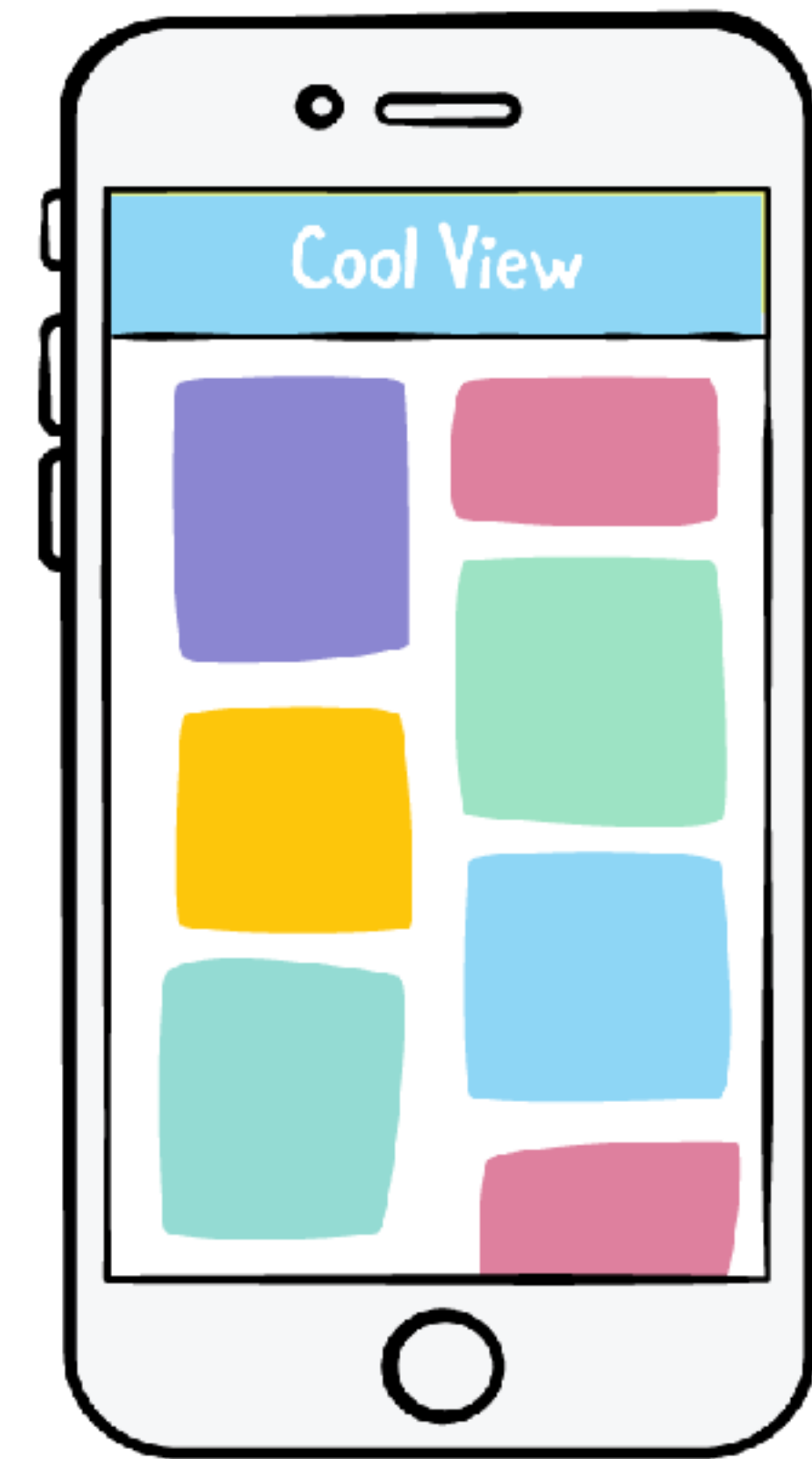


CUSTOM 
COLLECTION
 VIEW
LAYOUT 



PART 11: MOSAIC LAYOUT: CELL CONTENT



Red Fire Ant

Not your parents sibling!
This bug spits burning acid!



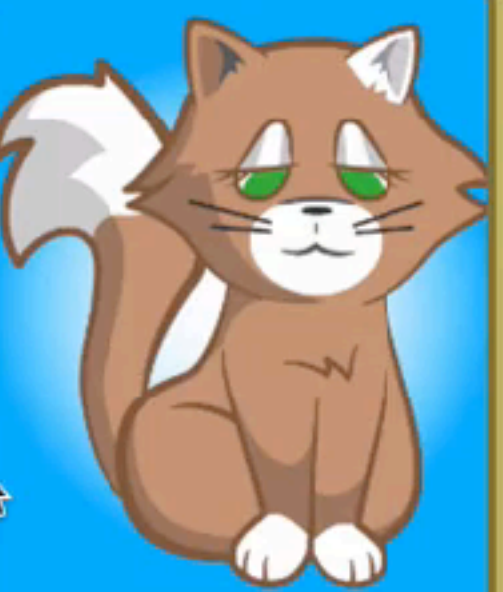
Obstructed Bear

Does a bear poo in the woods?
It's been days for this grumpy guy!



Zombie Food

Guaranteed to satisfy the
most voracious zombie!



Sleepy Cat

He's just not interested.



Daydreaming Crocodile

Constantly stares into the sky!



Armored Rex

HOW WE ARE ACHIEVING OUR RESULTS

- ▶ Modify the storyboard with label
- ▶ Update RoundedCharacterCell class
- ▶ Delegate methods return actual heights

```
func AVMakeRect(aspectRatio:insideRect:) -> CGRect
```

- ▶ Returns scaled CGRect maintaining aspect ratio
- ▶ Bounding rectangle based on font and size

XCODE DEMO



MOSAIC LAYOUT REVIEW

- ▶ Subclassing UICollectionViewLayout
- ▶ Why we chose UICollectionViewLayout
- ▶ Custom layout delegate to return heights
- ▶ Subclass UICollectionViewLayoutAttributes
- ▶ Size cells based on content



CUSTOM COLLECTION VIEW LAYOUTS

