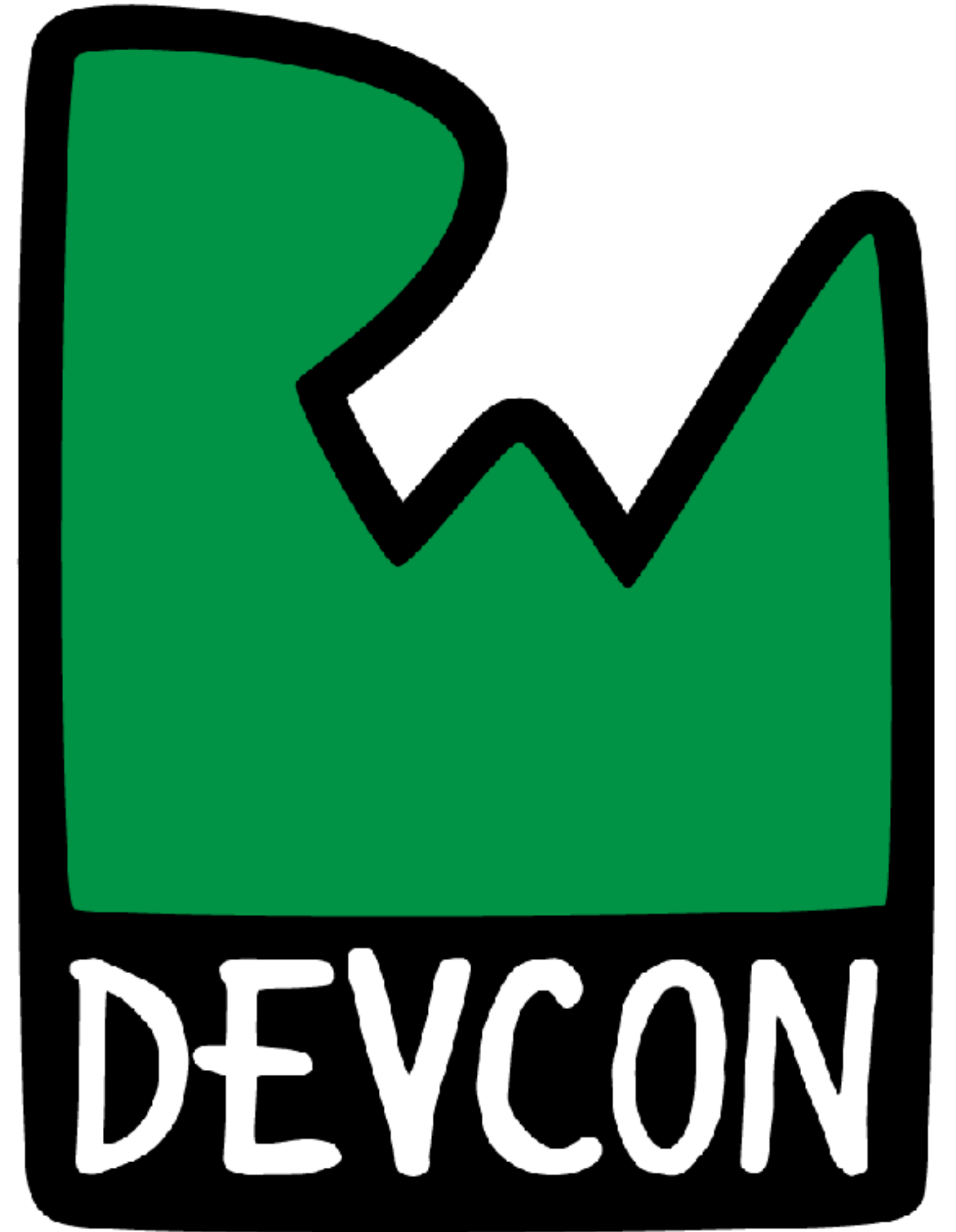


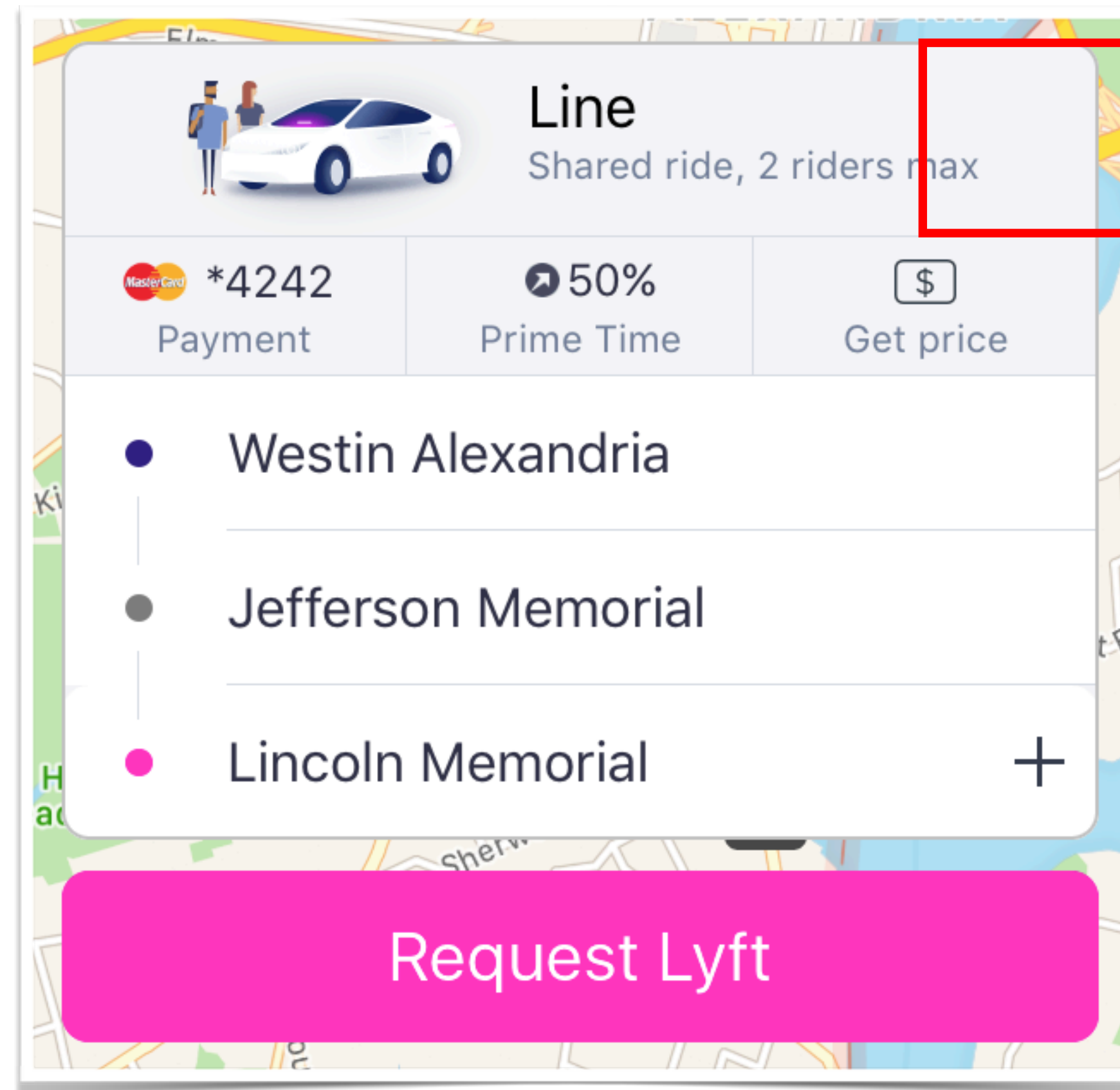
2: Advanced Auto Layout



BUILDING LYFT

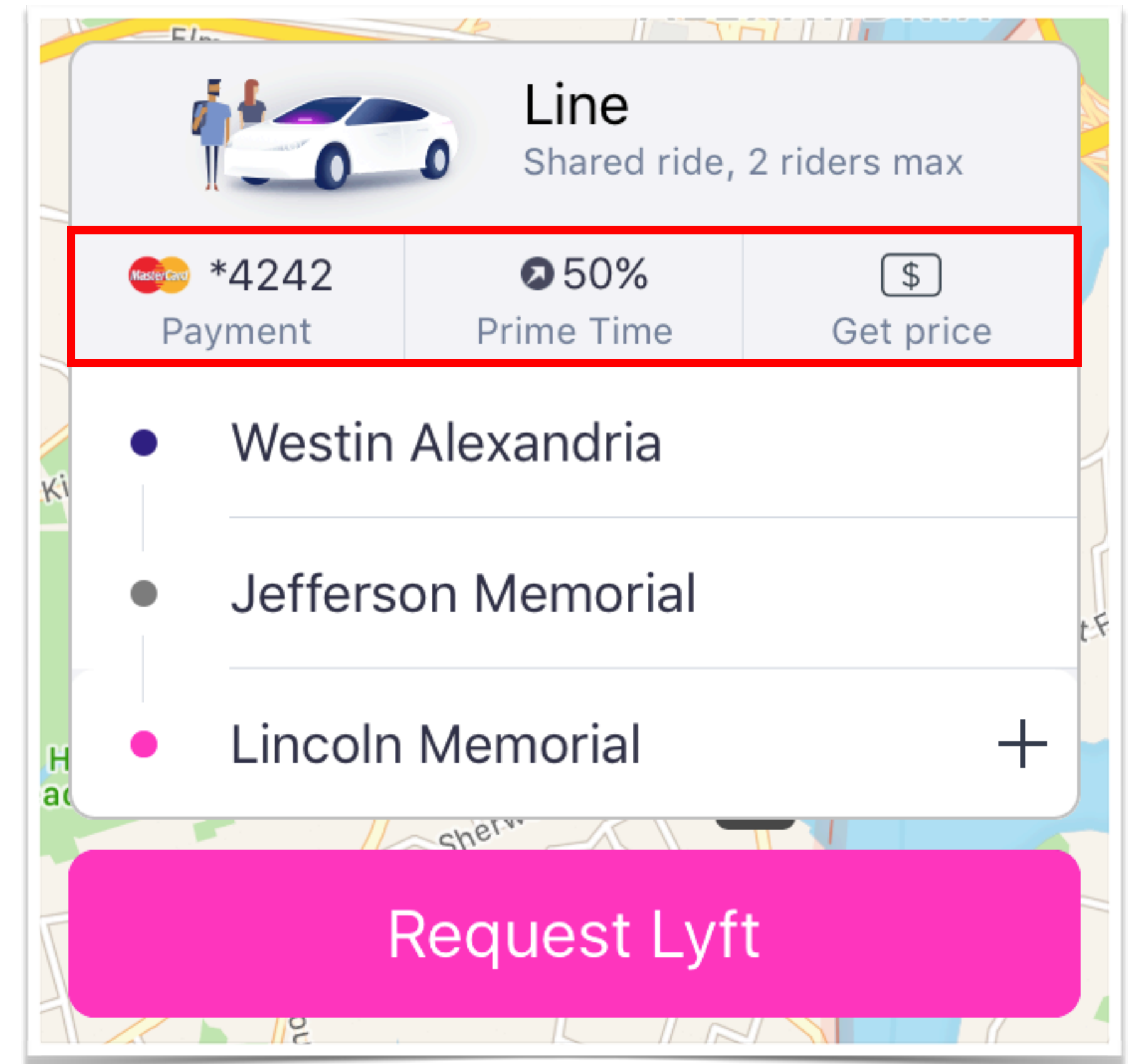
RIDECONFIGURATIONWIDGET

⚙ Ride mode



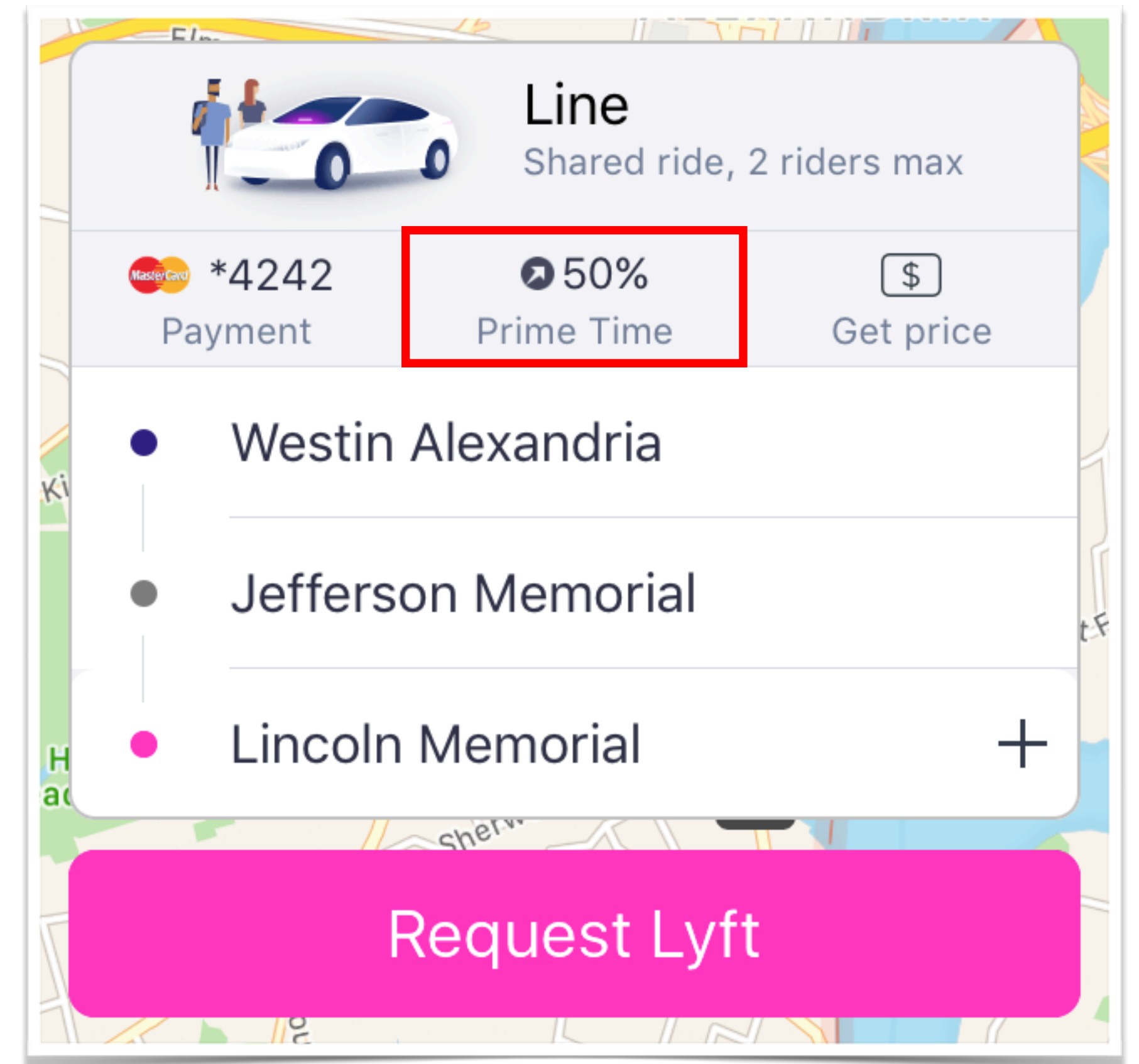
RIDECONFIGURATIONWIDGET

- ⚙ Ride mode information
- ⚙ Payment bar



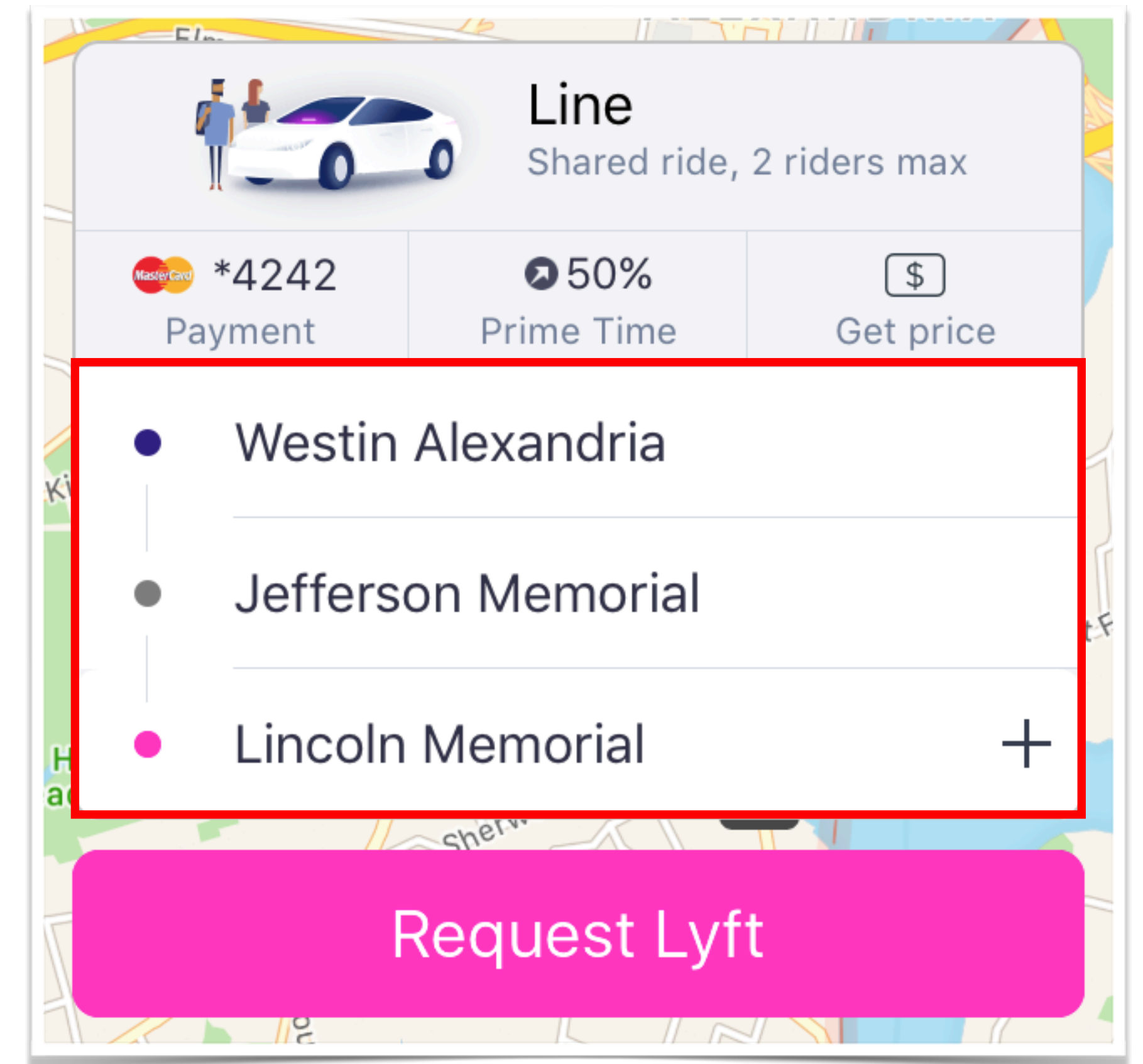
RIDECONFIGURATIONWIDGET

- ⚙ Ride mode information
- ⚙ Payment bar
 - ⚙ PrimeTime?



RIDECONFIGURATIONWIDGET

- ⚙ Ride mode information
- ⚙ Payment bar
 - ⚙ PrimeTime?
- ⚙ Waypoints + destination

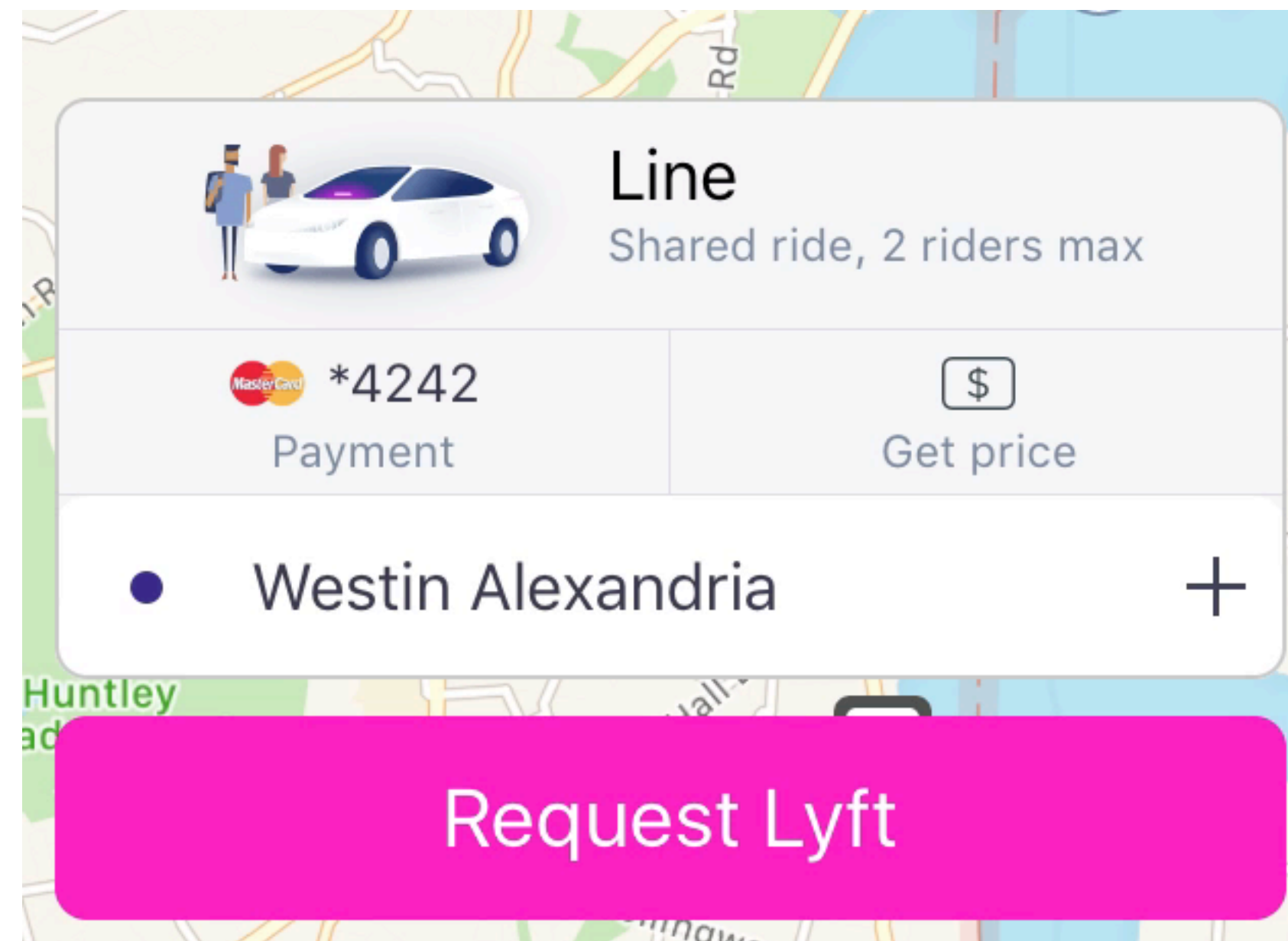


BUILDING RIDECONFIGURATIONWIDGET

- ⚙ Uses advanced Auto Layout concepts
- ⚙ Built using Interface Builder
 - ⚙ Techniques also apply to building in code
- ⚙ No UIView!



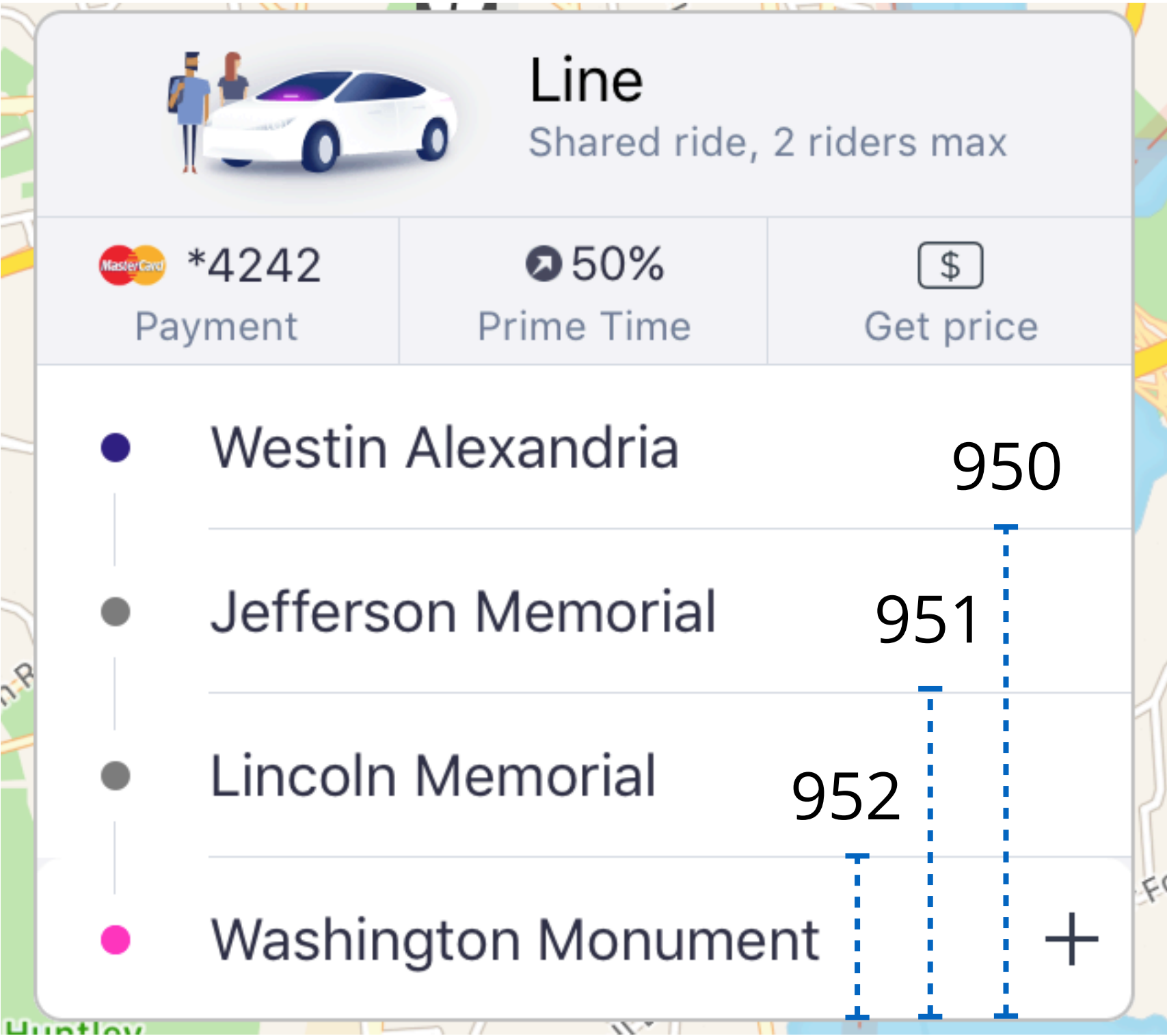
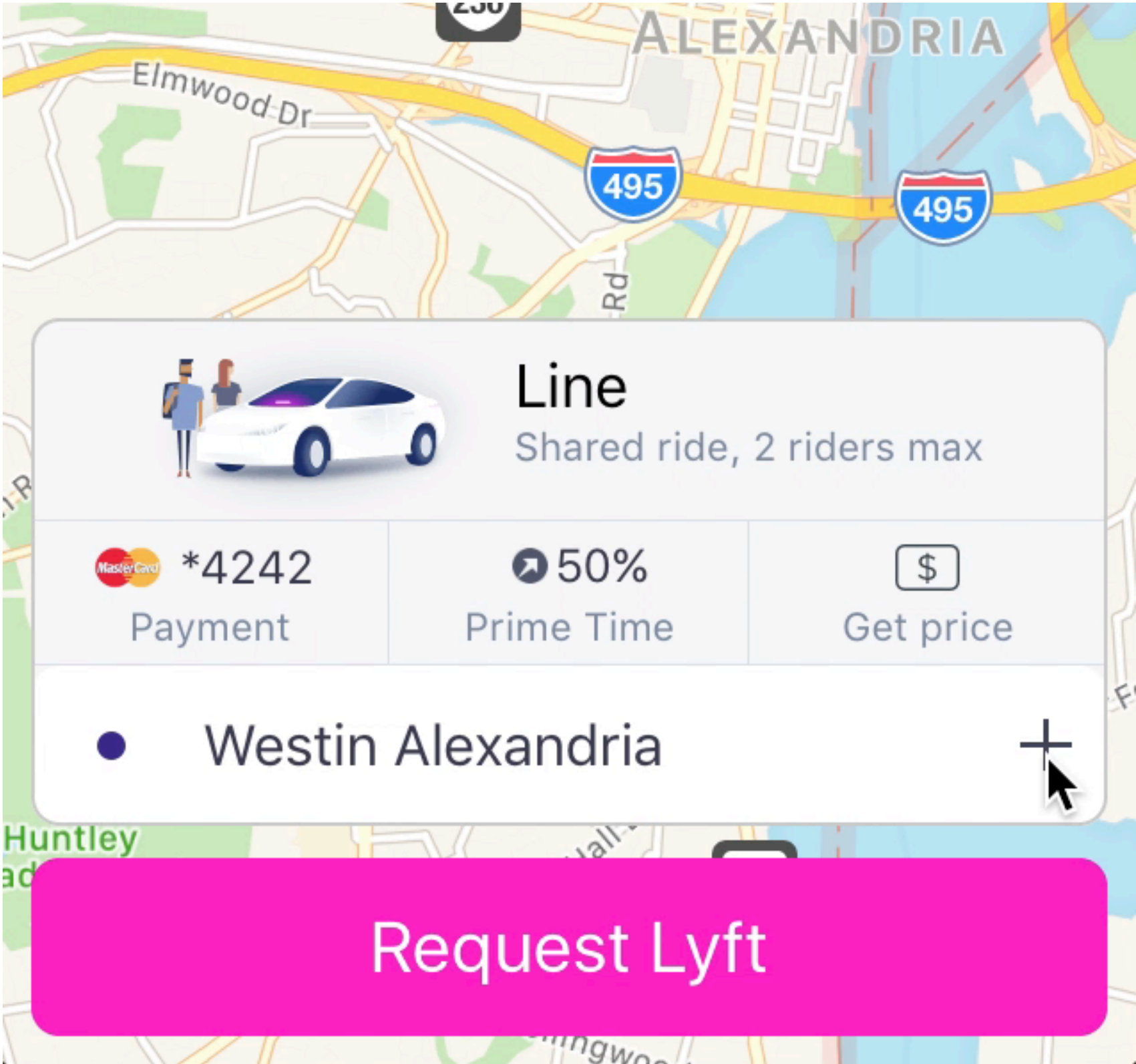
ACTIVATING PRIMETIME



DEMO 1



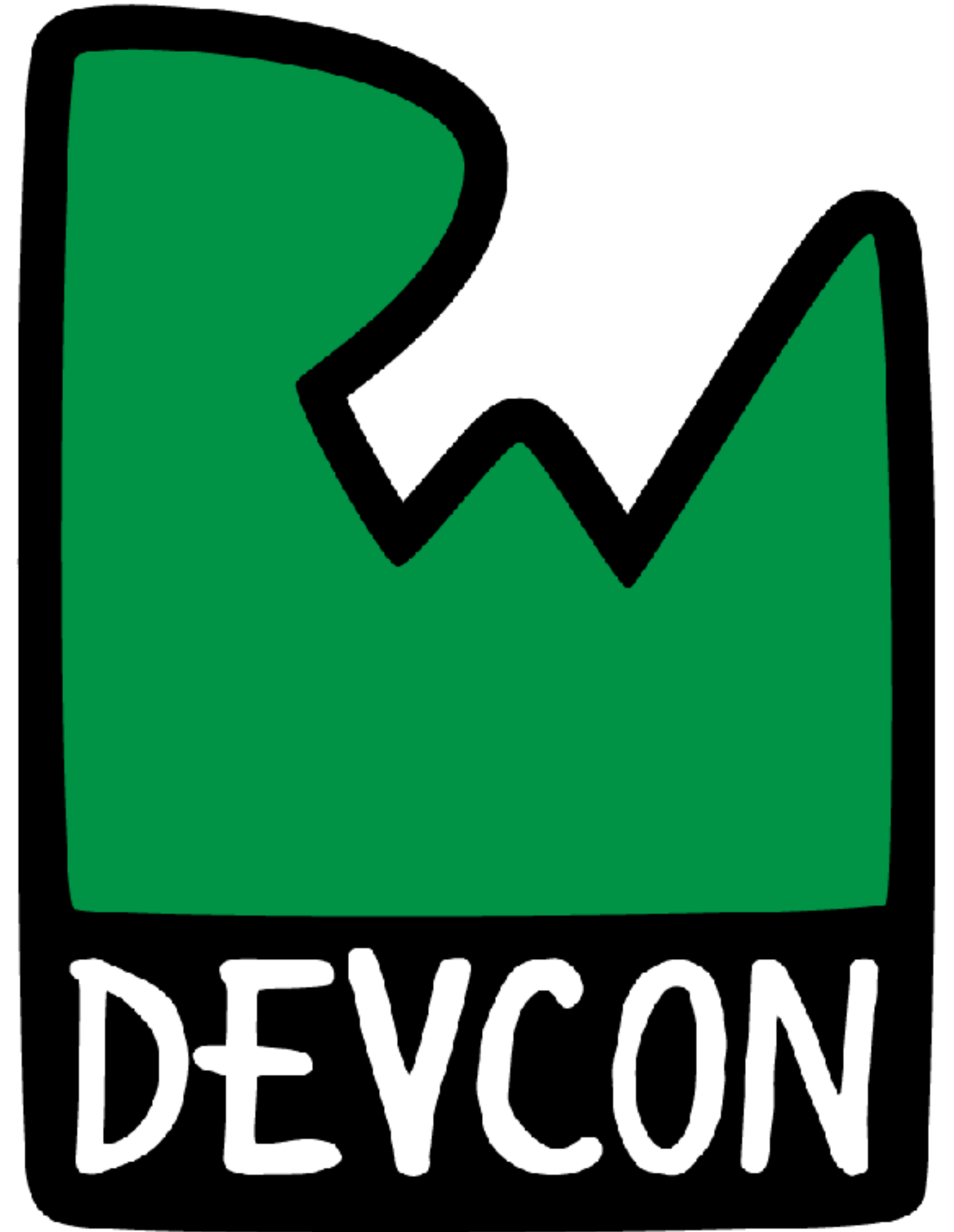
ADDING RIDE STOPS



DEMO 1



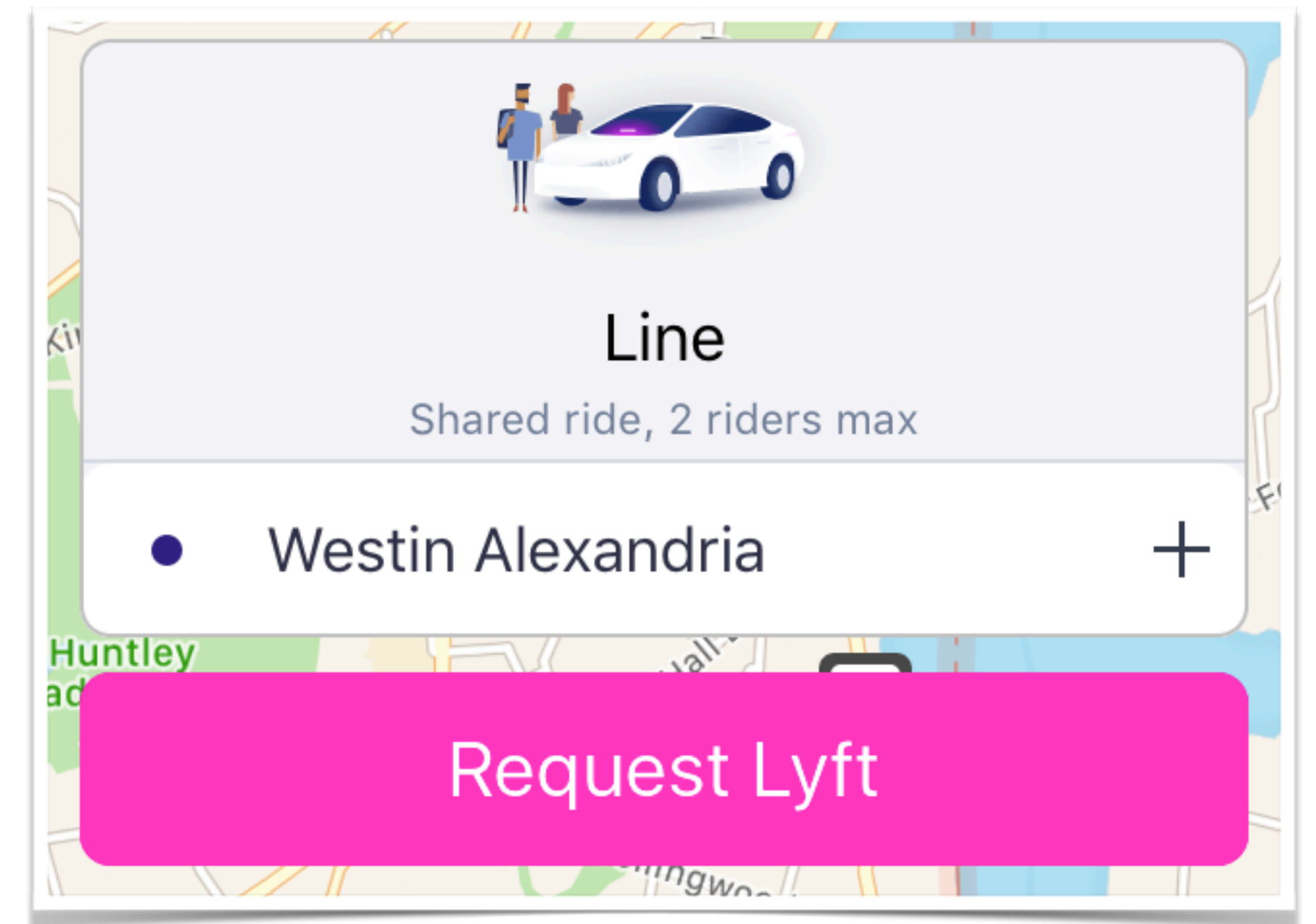
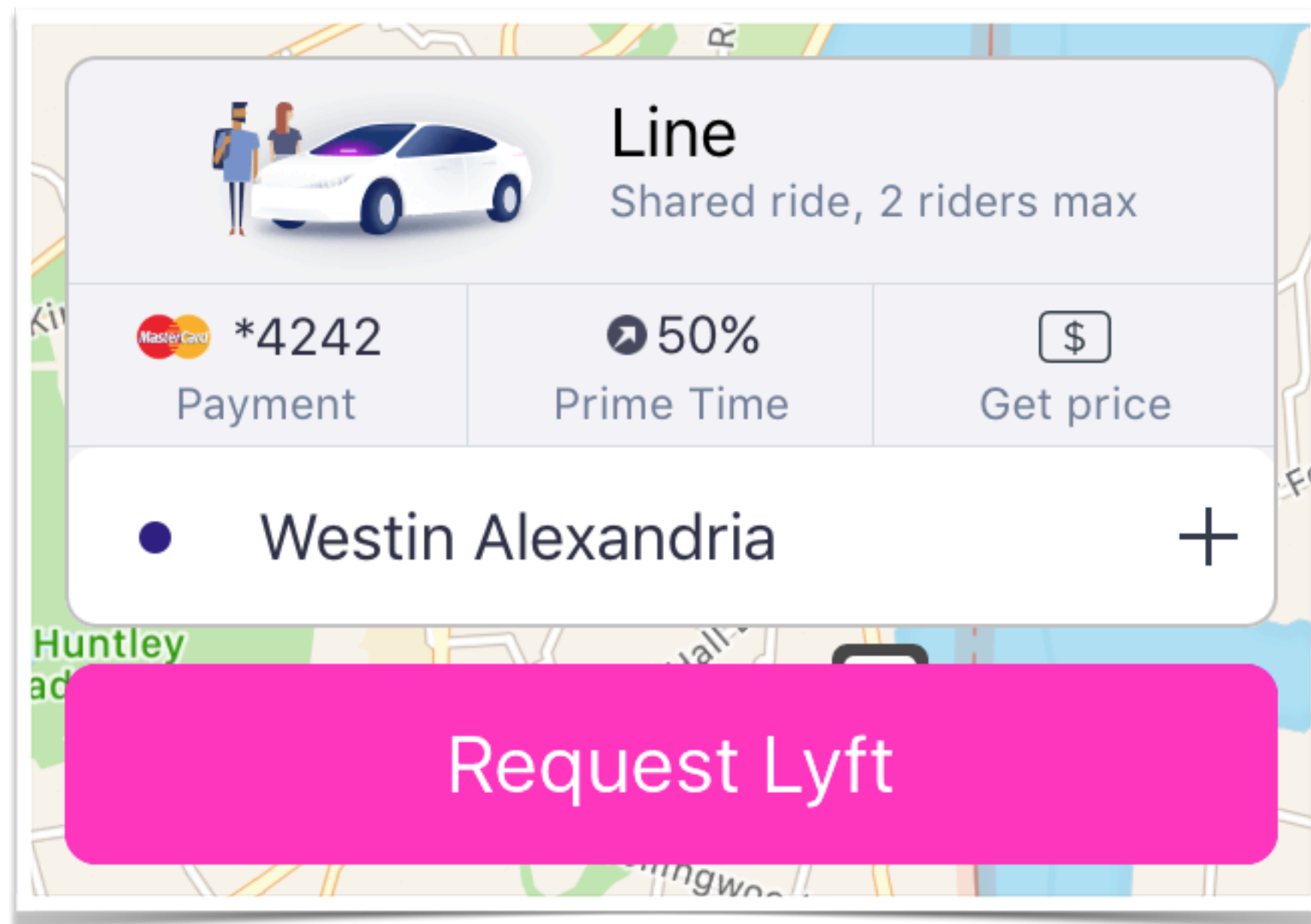
2: Advanced Auto Layout



BUILDING LYFT

IMPROVING RIDECONFIGURATIONWIDGET

- ⚙ Animating ride stops
- ⚙ Completely different UI in same widget

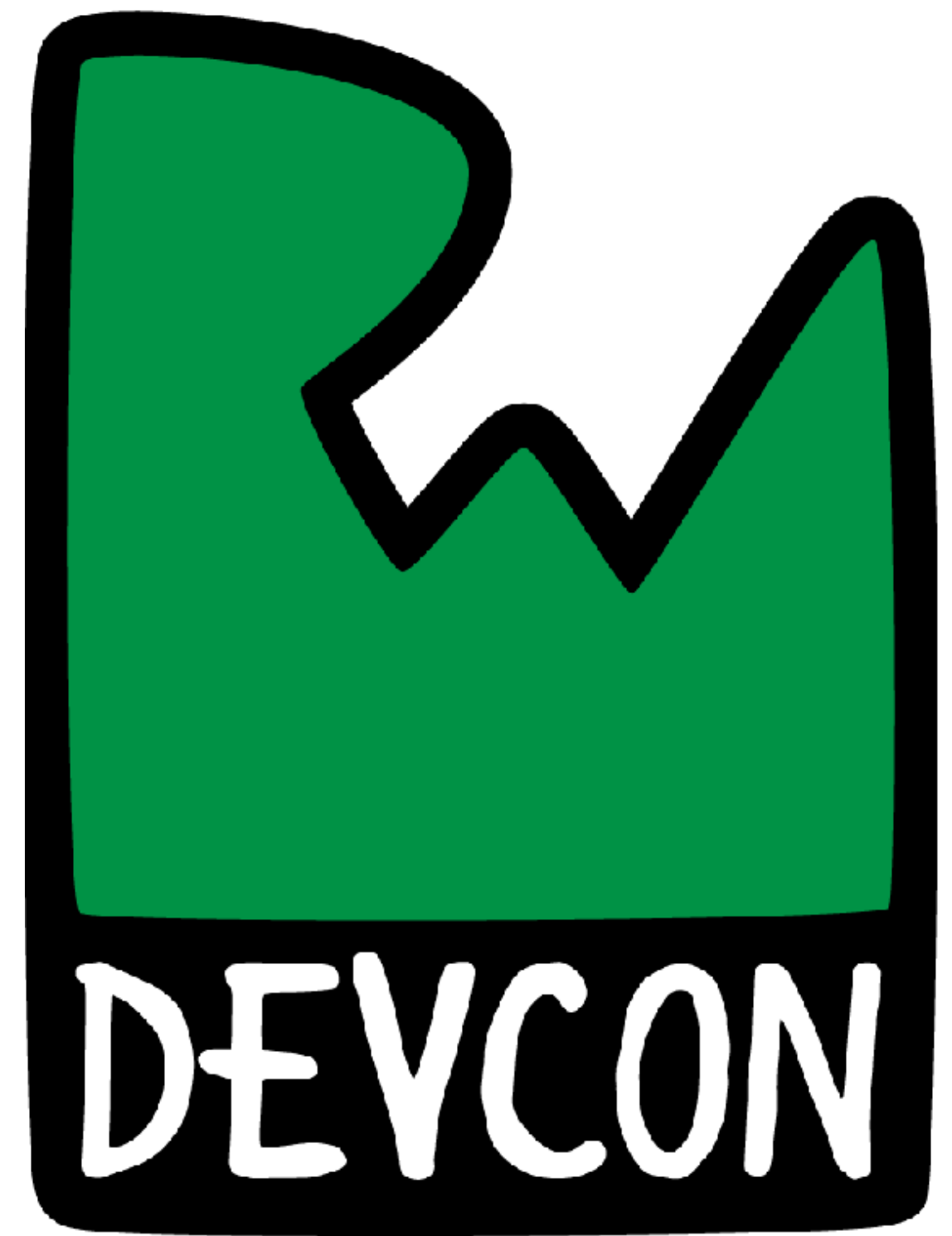


AUTO LAYOUT CONCEPTS

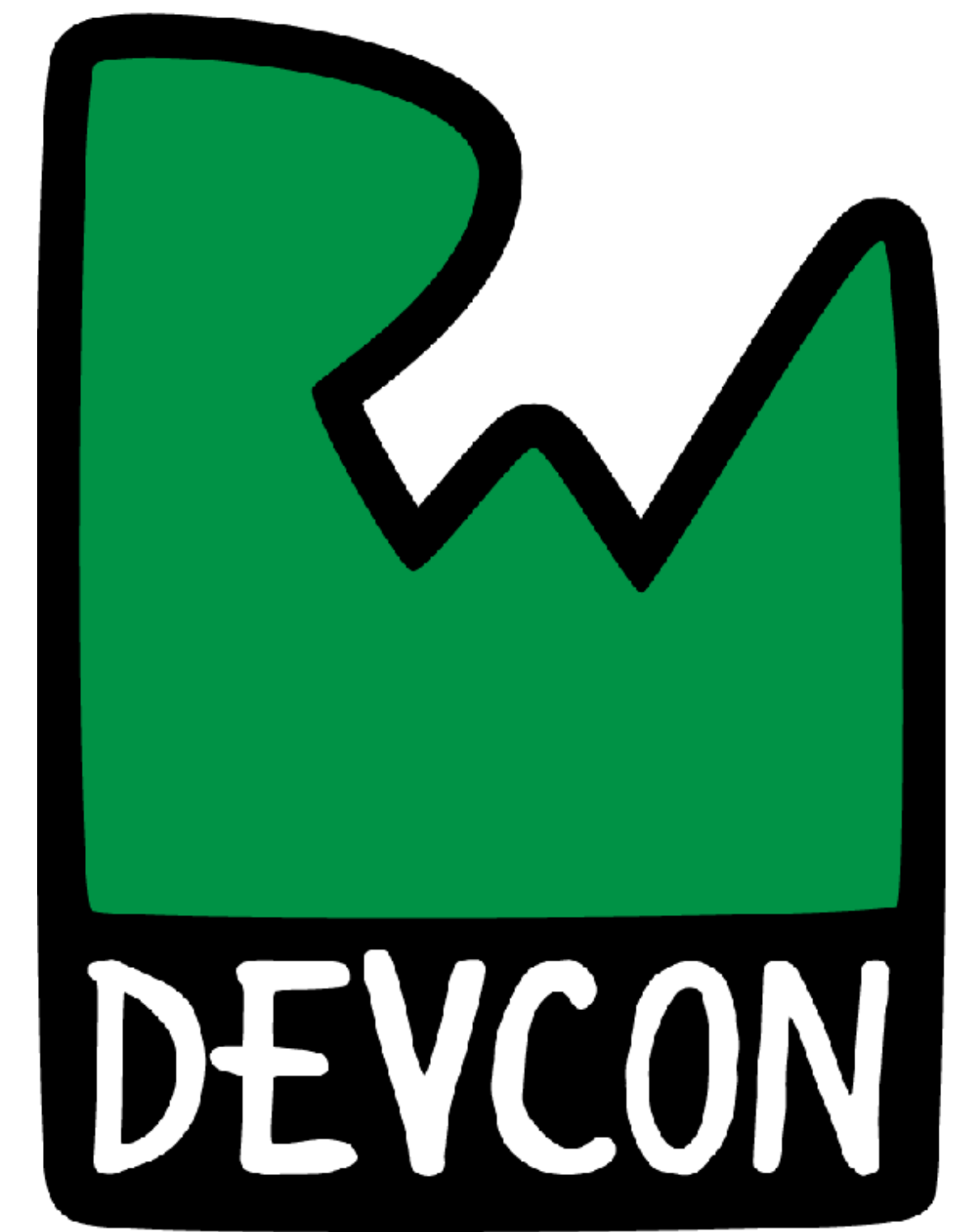
- ⚙ Animation cheating
- ⚙ Outlet collections
- ⚙ Content compression/hugging



Compression
Resistance



Compression Resistance



priority

750

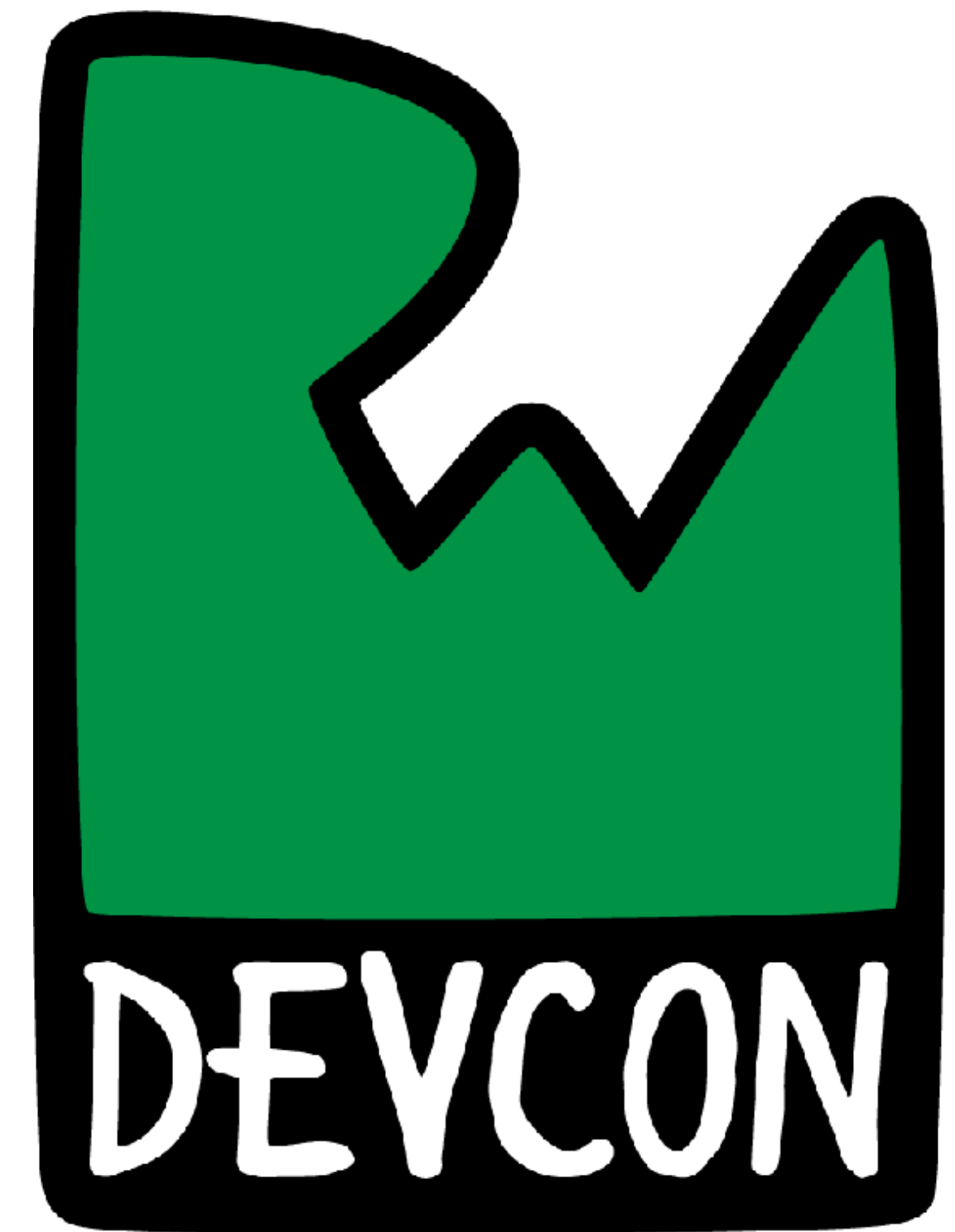
┌----- implicit -----┐

$\geq 100\text{pt}$

1
priority

= 75pt
└--- custom ---┘

Compression Resistance



priority
750

└----- implicit -----┘
 $\geq 100\text{pt}$

751
priority

= 75pt

└--- custom ---┘

Compression Resistance



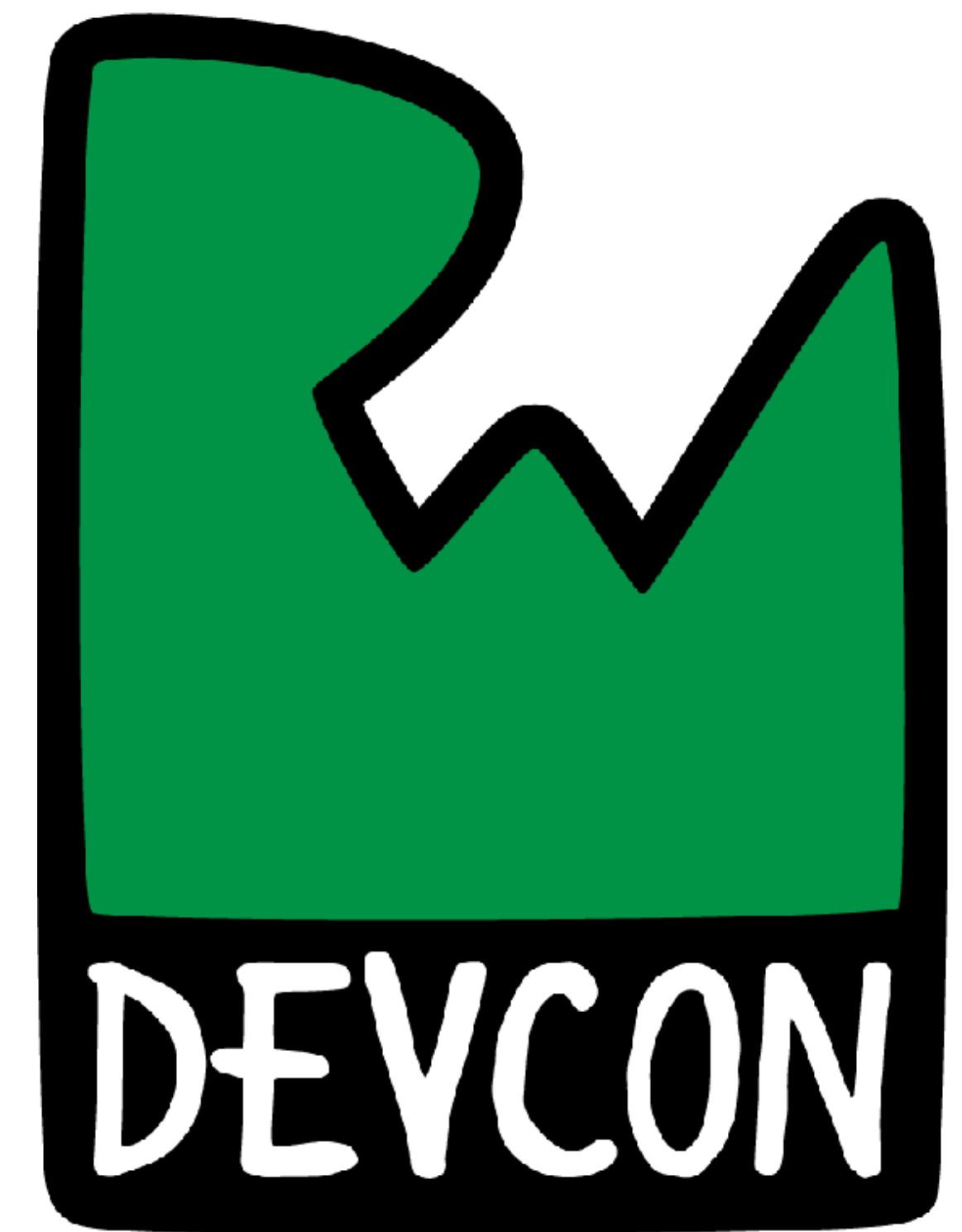
priority

750

└----· implicit ----┘

≥ 100pt

Hugging



priority

250

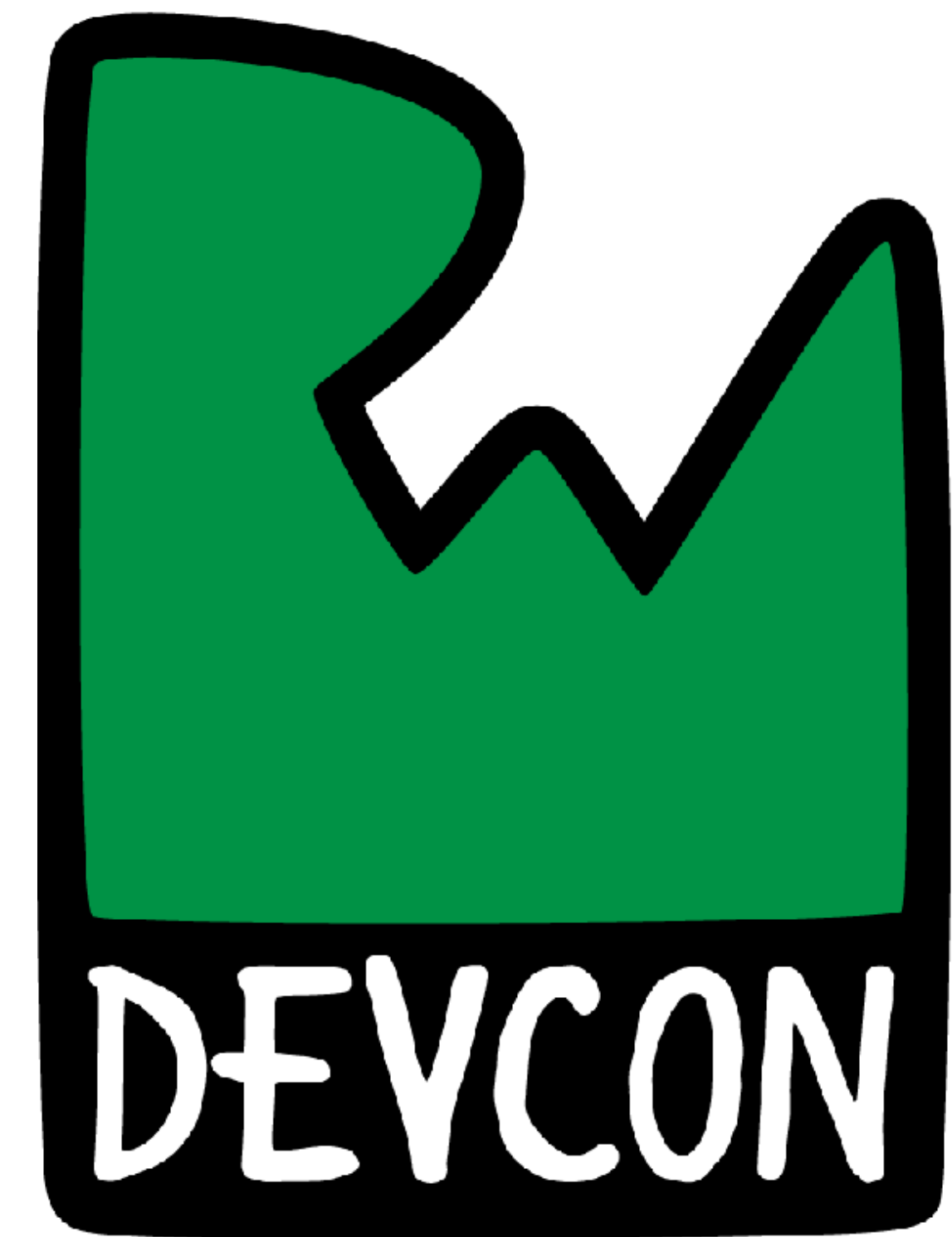
┌----- implicit -----┐

$\leq 100\text{pt}$

1
priority

= 150pt
┆----- custom -----┆

Hugging



priority
250

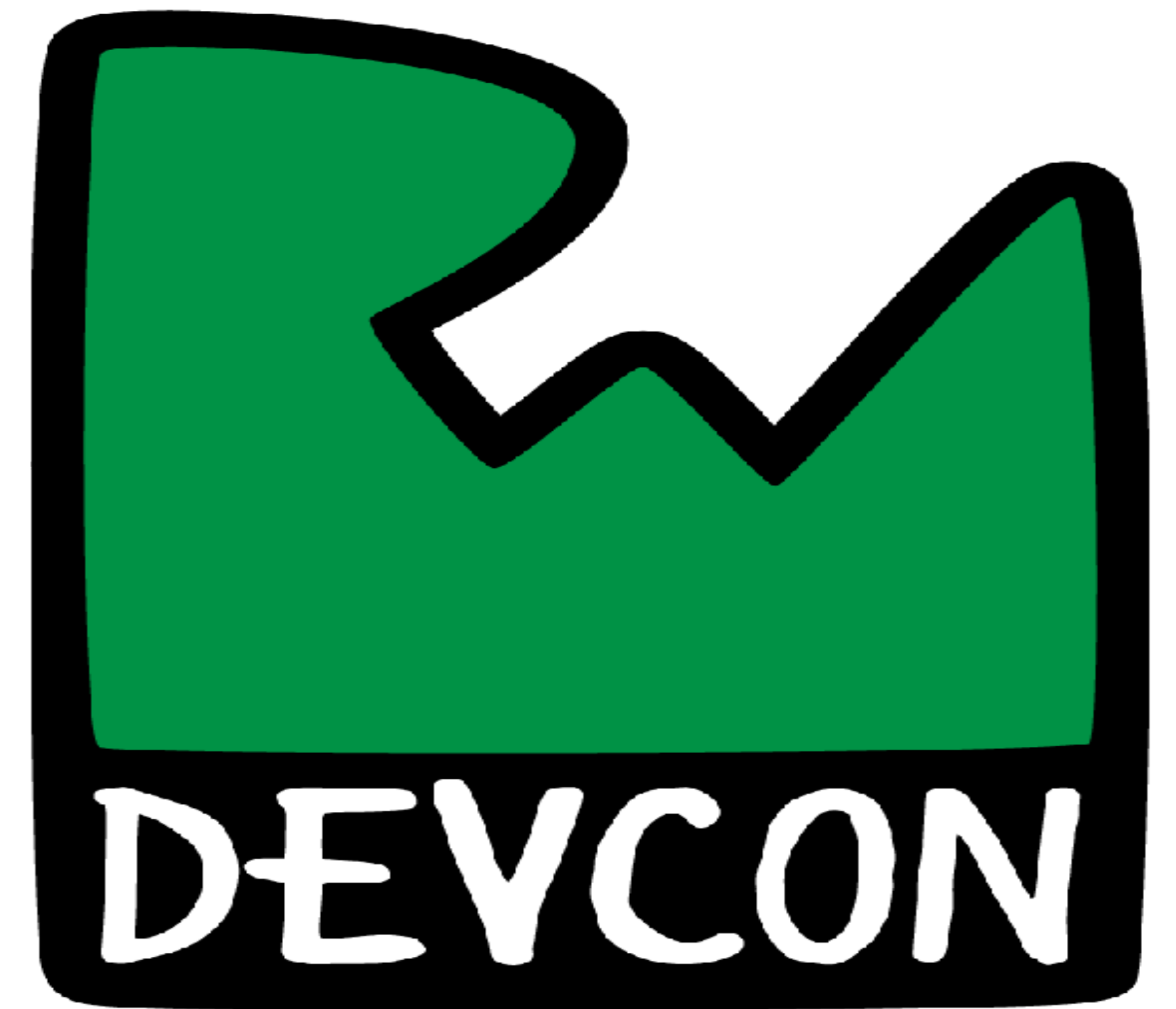
┆---- implicit ----┆
 $\leq 100\text{pt}$

251
priority

= 150pt

┆----- custom -----┆

Hugging



priority

250

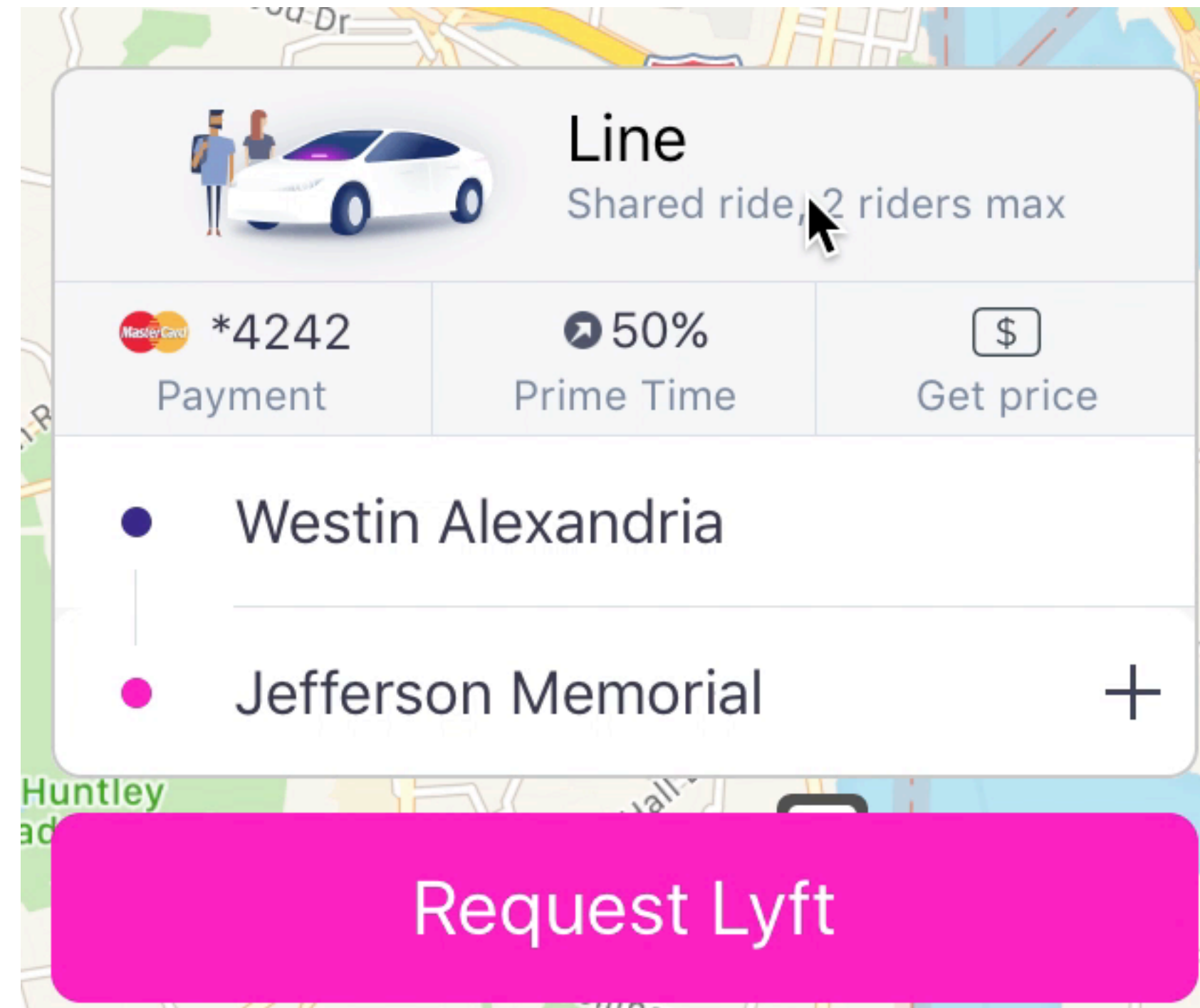
┆---- implicit ----┆

≤ 100pt

DEMO 2



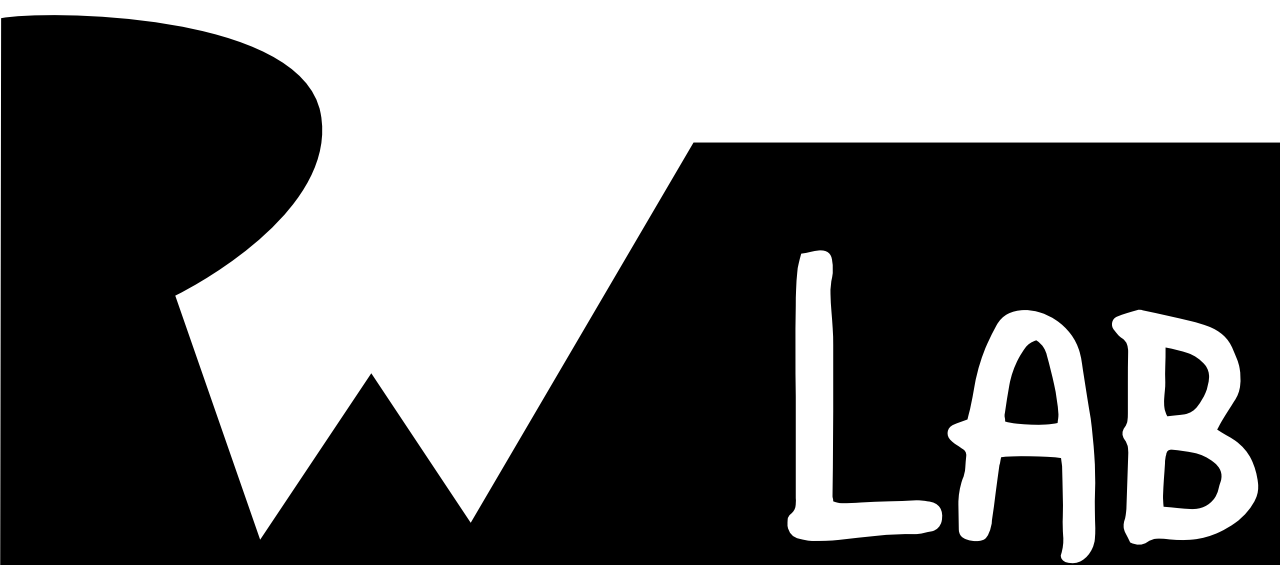
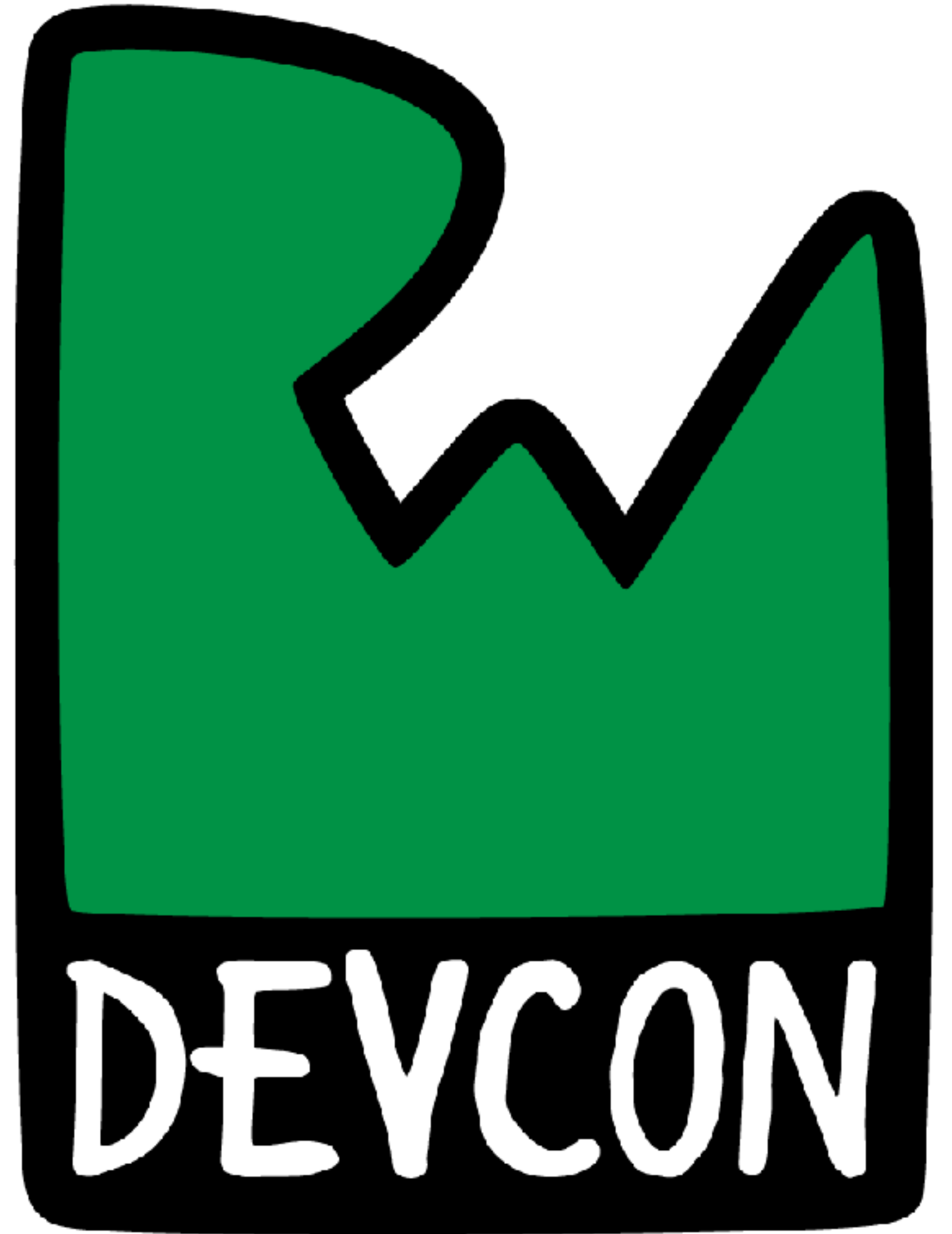
ACTIVATING PRIMETIME



DEMO 2

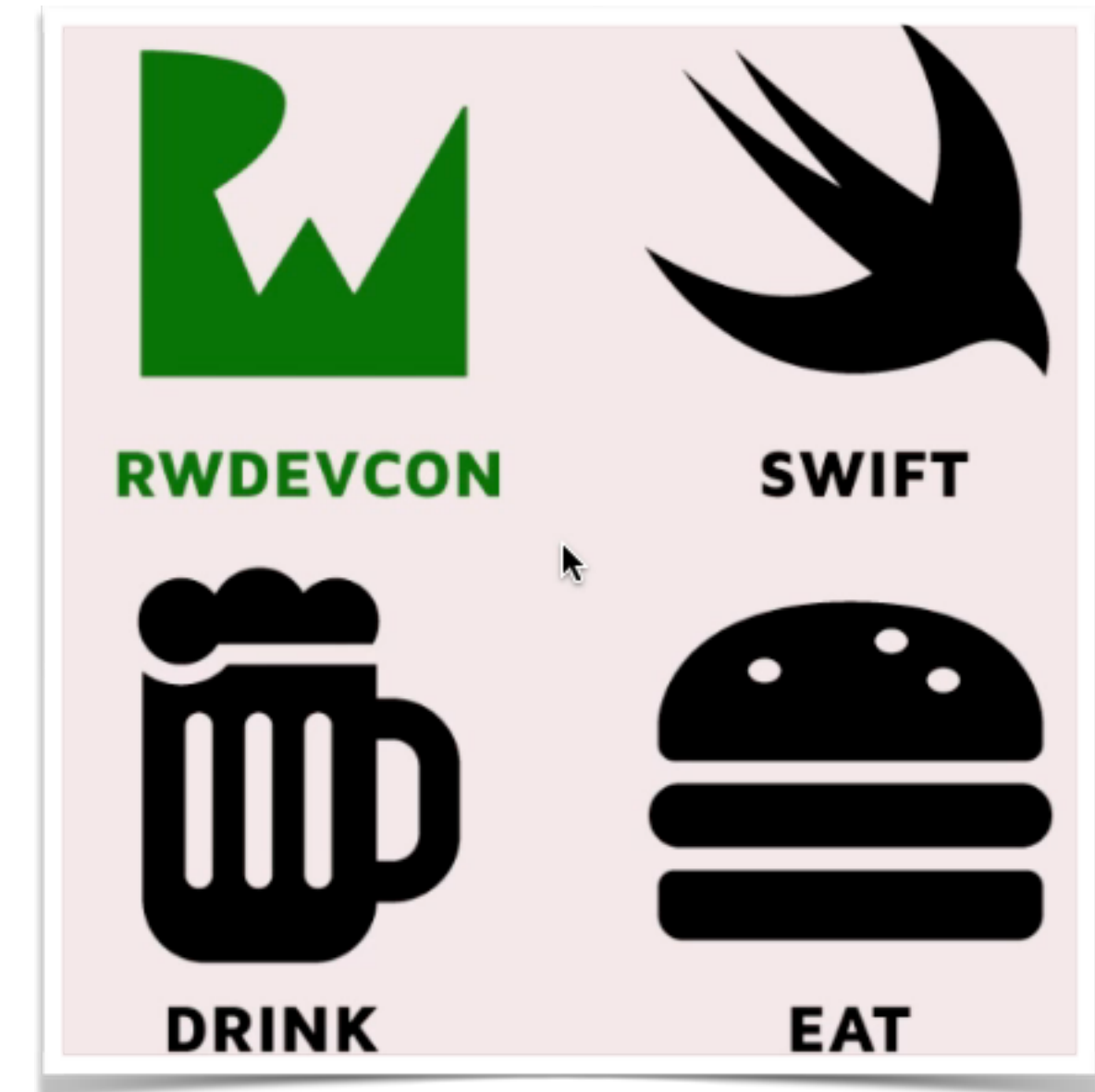


2: Advanced Auto Layout



ROTATIONAL

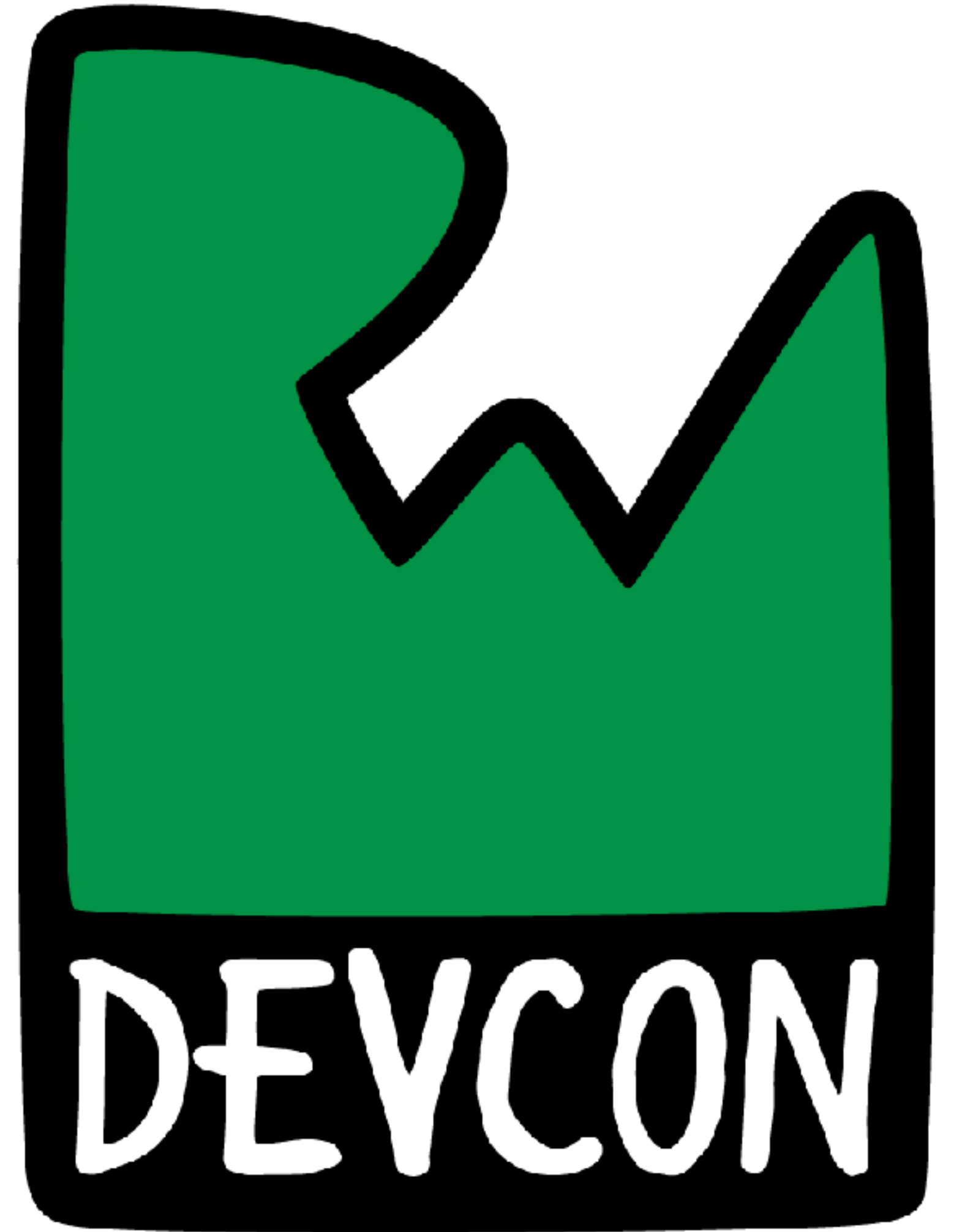
- ⚙️ Goal: rotate images on tap
- ⚙️ Techniques:
 - ⚙️ Outlets
 - ⚙️ Priorities
 - ⚙️ Constraint (de)activation



LAB



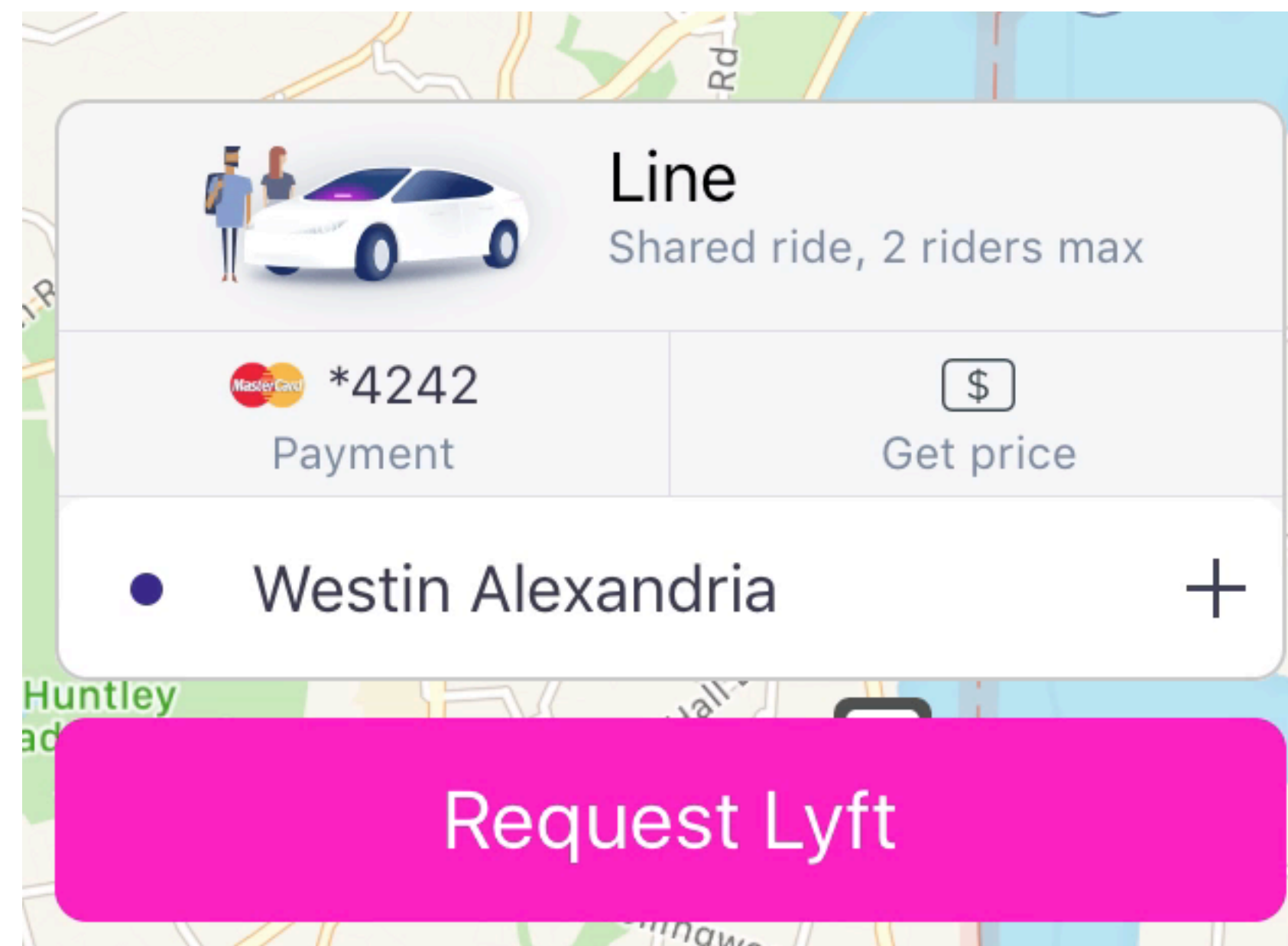
2: Advanced Auto Layout



CONCLUSION

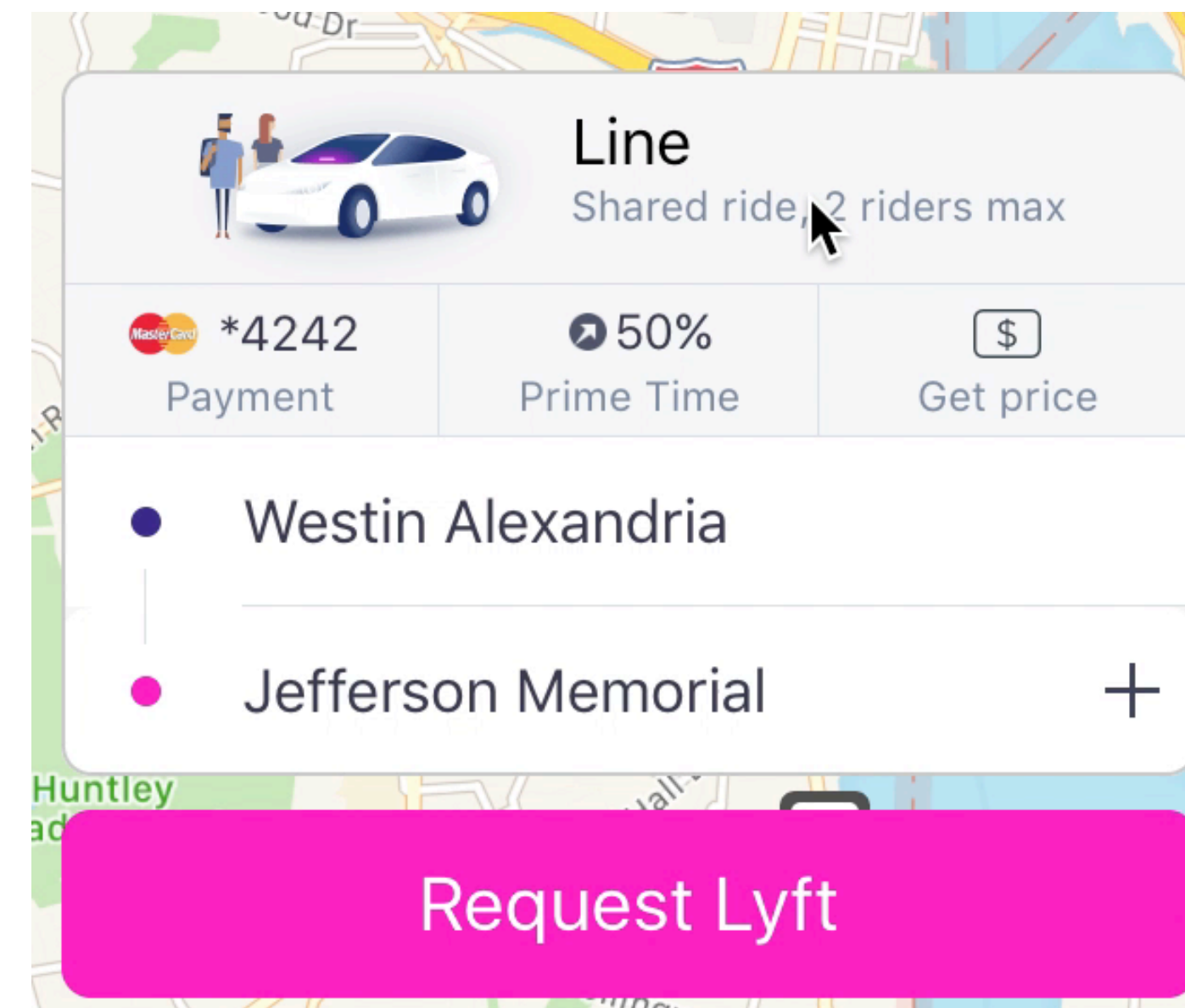
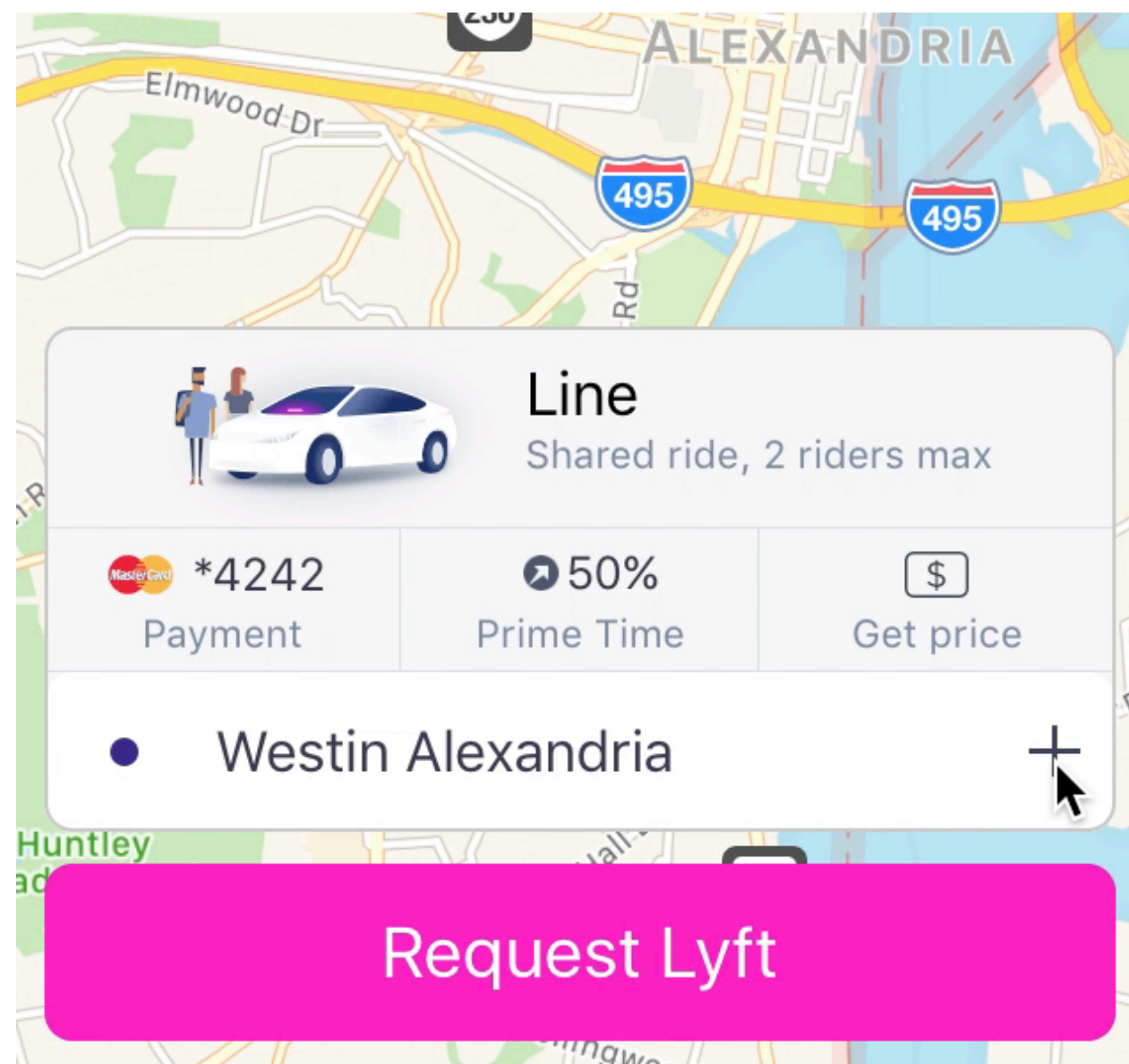
WHAT YOU LEARNED: DEMO 1

- ⚙️ Constraint priorities
- ⚙️ Deactivating constraints to manipulate UI



WHAT YOU LEARNED: DEMO 2

- ⚙️ Cheating Auto Layout for smooth animations
- ⚙️ Utilizing content compression/hugging



WHERE TO GO FROM HERE?

- ⚙ Interface Builder at Lyft: <http://bitly.com/2obwEz1>
- ⚙ RWDevCon 2016
- ⚙ Twitter: [@ScottBerrevoets](https://twitter.com/ScottBerrevoets)
- ⚙ **Whitney** for questions

