

Intro to Auto Layout

Hands On Challenges

Introduction to Auto Layout Hands-On Challenges

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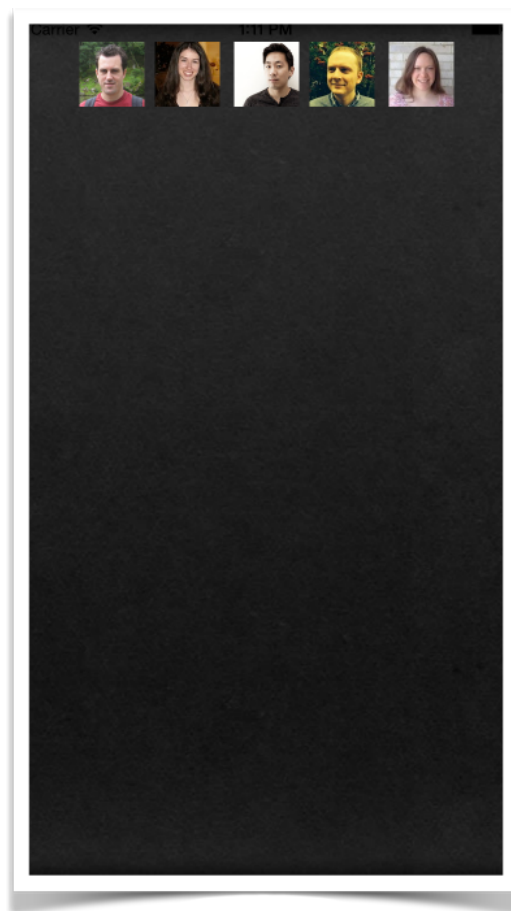


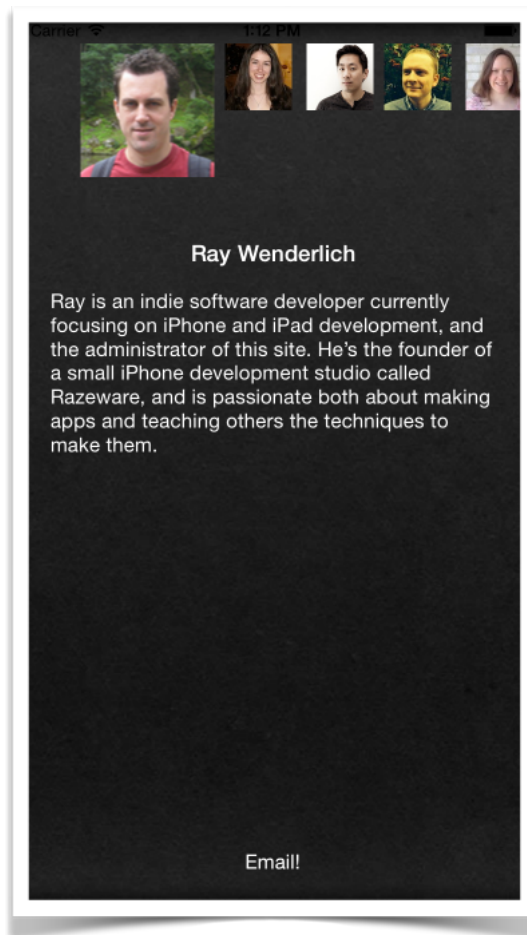
Challenge J: Animating Constraints

You'd think animating constraints would be this incredibly hard endeavor. In truth, animating a constraint is as simple as changing the constraints constant and calling `layoutIfNeeded` inside an animation.

Really, that's all there is to it.

You'll be returning to a previous challenge to add some animation to it. Here's the interface you'll be animating:





Challenge Hint

Remember, if there are changes you don't want to animate, call `layoutIfNeeded` first, then change the constraints you want to animate and call `layoutIfNeeded` in an animation closure.

