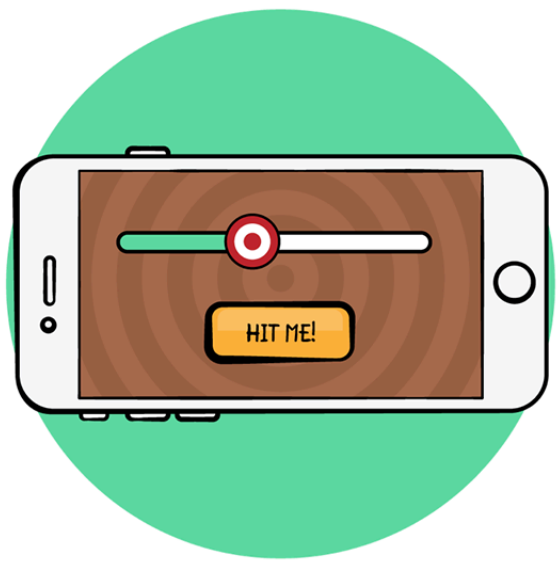


BEGINNING iOS 10

PART 1

GETTING STARTED



HANDS-ON CHALLENGES

Beginning iOS 10 Part 1: Getting Started

Brian Moakley

Copyright ©2016 Razeware LLC.

Notice of Rights

All rights reserved. No part of this book or corresponding materials (such as text, images, or source code) may be reproduced or distributed by any means without prior written permission of the copyright owner.

Notice of Liability

This challenge and all corresponding materials (such as source code) are provided on an "as is" basis, without warranty of any kind, express or implied, including but not limited to the warranties of merchantability, fitness for a particular purpose, and noninfringement. In no event shall the authors or copyright holders be liable for any claim, damages or other liability, whether in action of contract, tort or otherwise, arising from, out of or in connection with the software or the use of other dealing in the software.

Trademarks

All trademarks and registered trademarks appearing in this book are the property of their own respective owners.

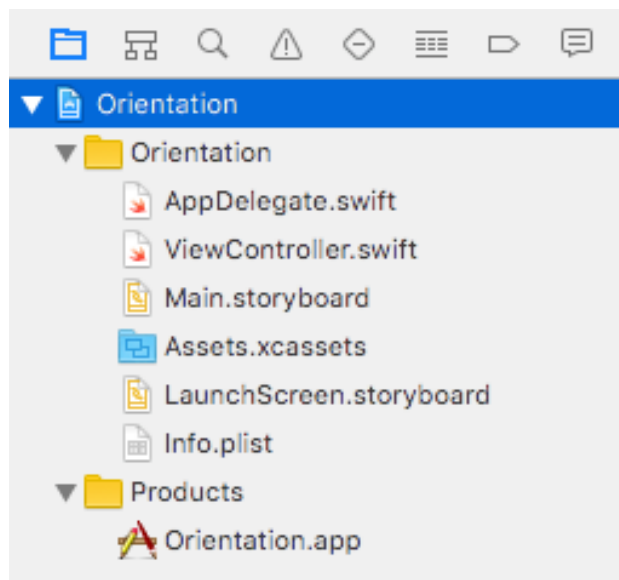
Challenge #3: Orientation

By Brian Modkley

In this challenge, you'll change the orientation of the challenge project to support only landscape orientations from a project that only supports portrait orientation.

Getting Started

You change the supported orientations from the Project Editor. In Xcode, simply select your project (the root element in the navigation tree on the left).



By selecting the project, you'll see a large listing of properties for your app appear to the right. With the General tab selected, look under **Deployment Info** to set the supported **Device Orientations**.

If you ever want to be informed of an orientation change, iOS provides a method to view controllers. Add the following to **ViewController.swift**.

```
override func viewWillTransition(to size: CGSize, with coordinator:
```

```
UIViewControllerTransitionCoordinator) {  
    print("rotated!")  
}
```

Now rotate the simulator. You'll see rotated printed to the console.