

Intro to Auto Layout

Hands On Challenges

Introduction to Auto Layout Hands-On Challenges

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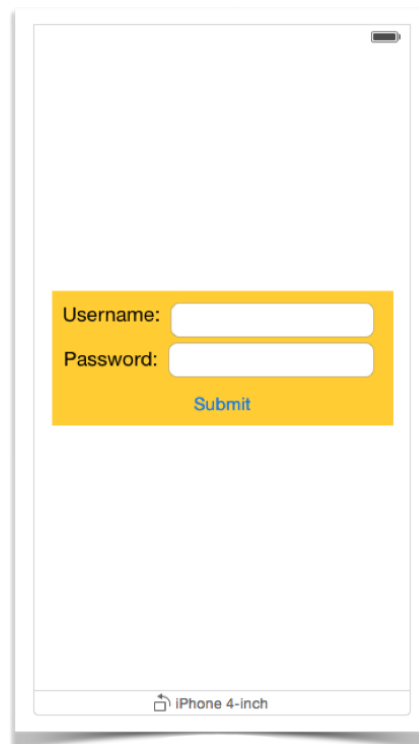
Challenge F: Constraints in Code

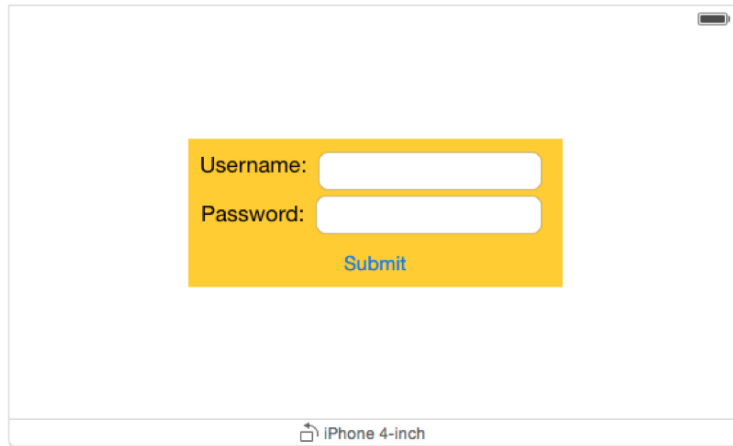
Setting constraints in Interface Builder is a great way to visualize your interface, but sometimes, you just have to write some code. Especially for more complex layouts, the interface may be based on some logic. Or maybe you just prefer creating your whole app in code.

When setting constraints in code, you won't have to deal with the difference between your view's frames and constraints, like you do with IB. Of course, you still have to understand the basics of how constraints work.

If you find yourself still struggling with constraints and how to place them, then review all the episodes. It's vital for you to understand constraints as you will be placing them by hand without the assistance of Interface Builder.

Here's the interface that you will build:





Username:

Password:

Submit

iPhone 4-inch

Good luck and remember, don't panic!



Challenge Hint

Creating constraints in code can be a little tricky, but it's also somewhat liberating as you won't have to deal with Interface Builder. Still, you must visualize your layout.

As you continue to practice, it will get easier and easier to create constraints purely in code, maybe using a wireframe as a reference. And in some of the following tutorials, we'll see some simplified syntax you can use starting in iOS 9.

