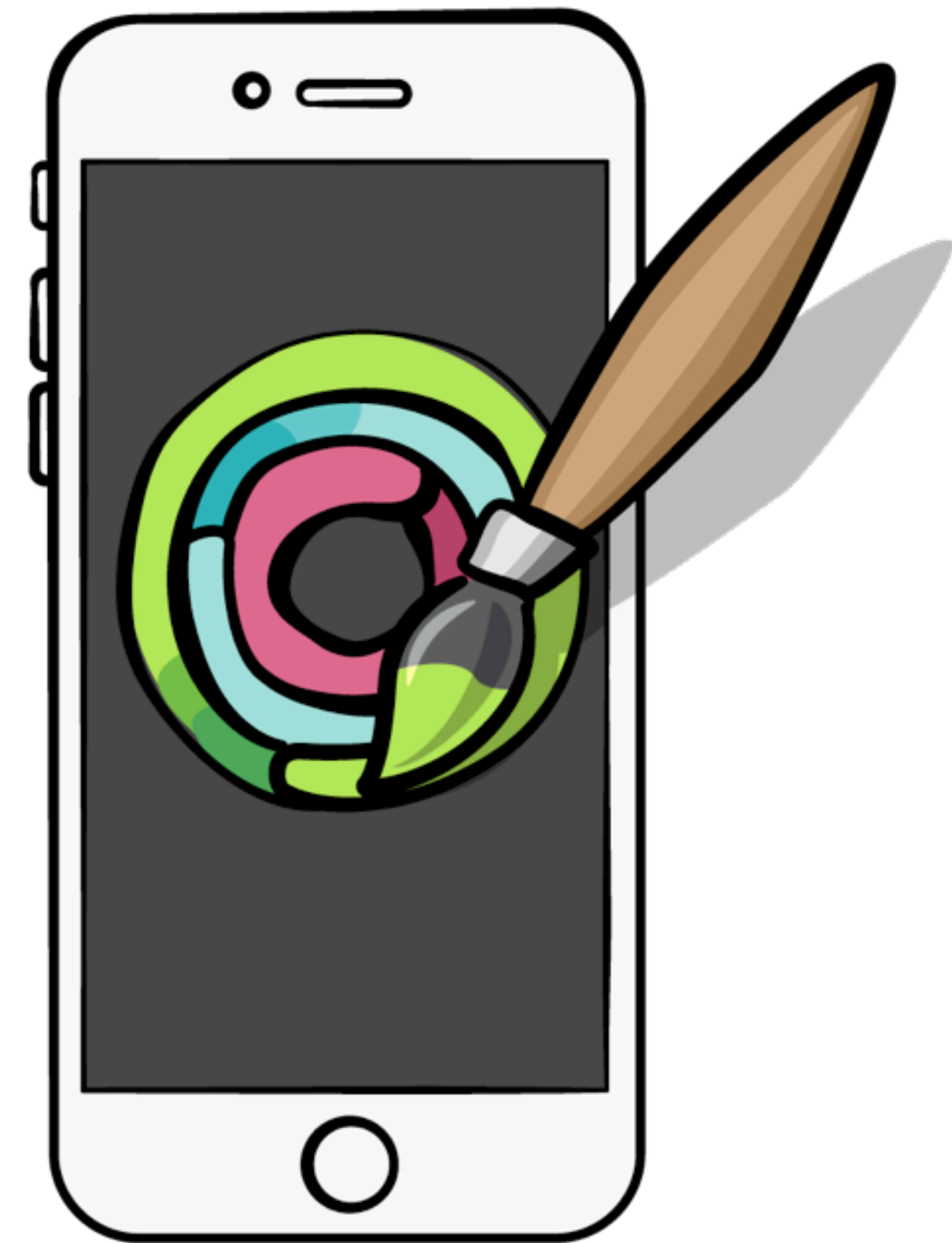


# CUSTOM CONTROLS ■ IN iOS ■



PART 2: YOUR FIRST CUSTOM CONTROL

# DELUXE BUTTON

```
140
141
142
143
144 view.addSubview(deluxeButton)
145
146
147 PlaygroundPage.current.liveView = view
148
149
150
```

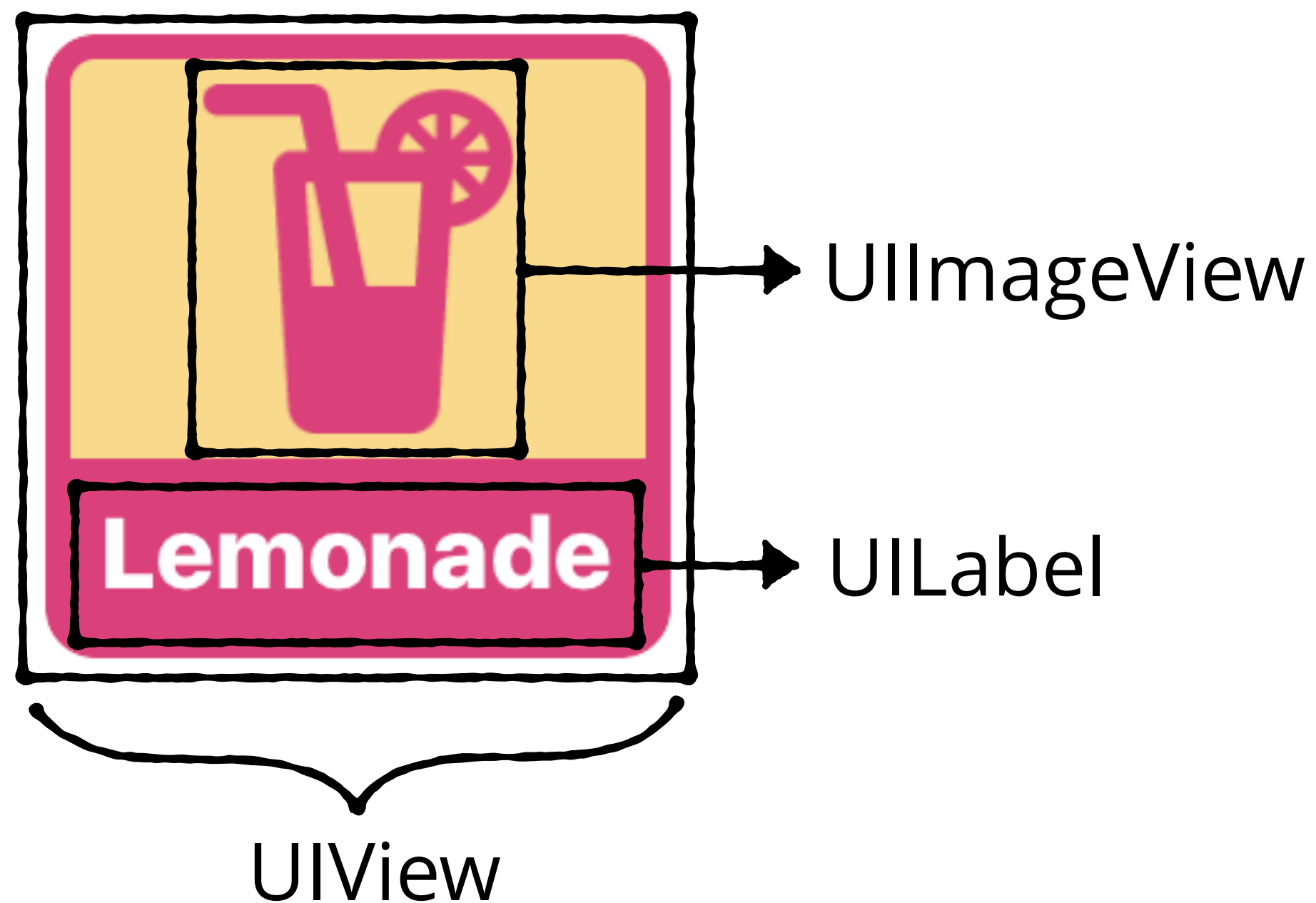
UIView



# COMPOSITION

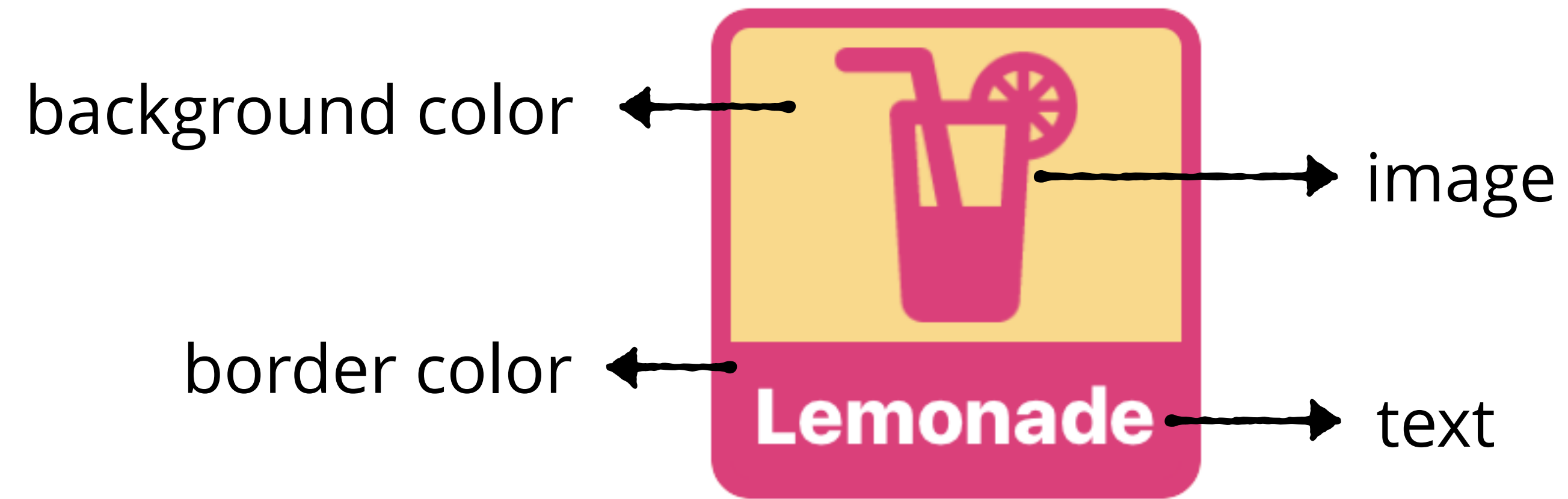
---

- ▶ Combine existing UIKit components
- ▶ Manage layout and appearance API






# API

---



# PLAYGROUND DRIVEN DEVELOPMENT

- ▶ Test ideas in a live view
- ▶ Quickly iterate on API

```
99 let deluxeButton = DeluxeButton(  
100   frame: CGRect(  
101     x: dimensions.width / 2,  
102     y: dimensions.height / 2,  
103     width: dimensions.width,  
104     height: dimensions.height  
105   )  
106 )  
107 deluxeButton.backgroundColor =   
108 deluxeButton.tintColor =   
109 deluxeButton.borderWidth = 10  
110 deluxeButton.image =   
111 deluxeButton.text = "Lemonade"
```

DeluxeButton

DeluxeButton  
DeluxeButton  
DeluxeButton  
DeluxeButton  
DeluxeButton





# CHALLENGE TIME!

---

```
deluxeButton.borderWidth = 10  
deluxeButton.imagePadding = -15
```

