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- Innovative Software Development Firm
- Established in 2014, based in Vietnam & Canada
- 50 team members
- Worldwide customers and tech partners: UK, US, AU, Singapore
- We Are Hiring: dwarves.careers



Adaptive Layout on Multiple screen size



Agenda

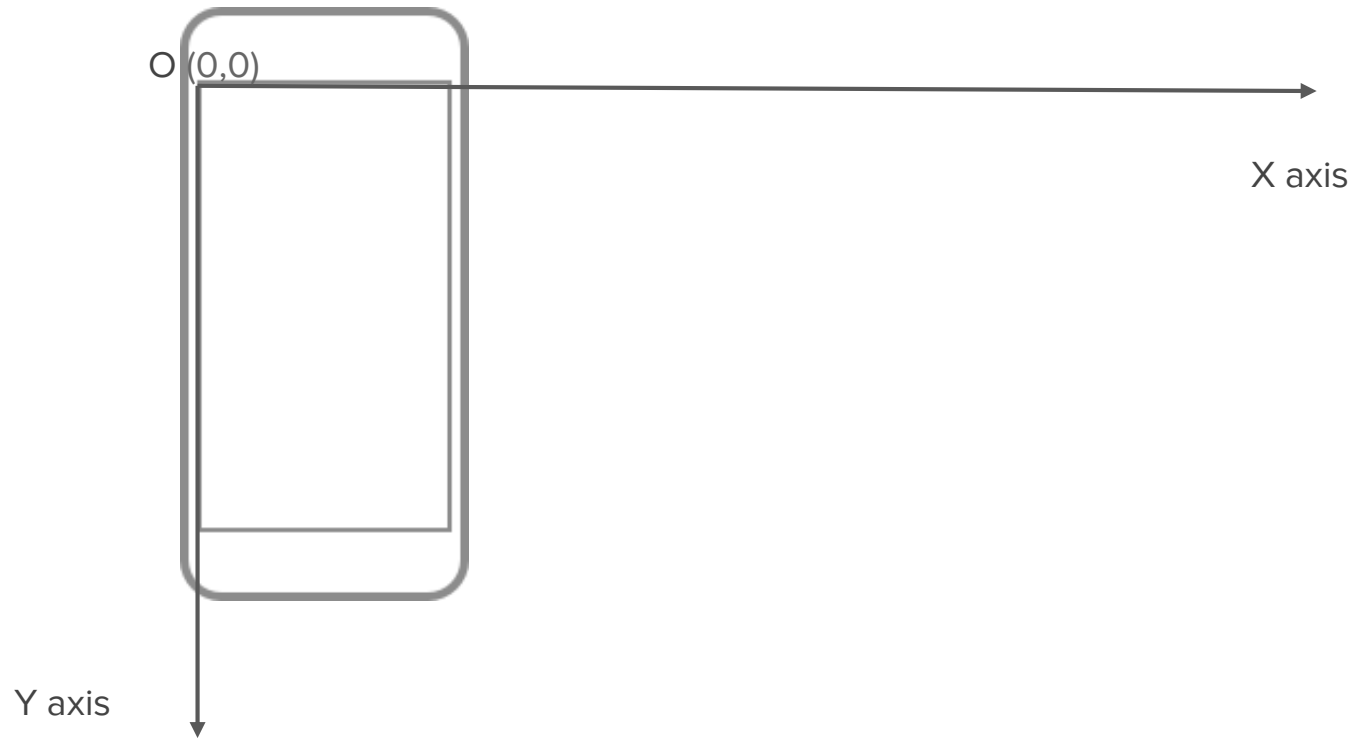
Adaptive Layout on Multiple
screen size

1. Brief introduction
2. Our problems and solution(s)
3. Tips for legacy project
4. Q & A

Brief Introduction



Normal Coordinator System




Mobile Coordinator System

5:00 reddit.com

reddit USE APP

This beautiful art
u/NoLimits007



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COME DIVE INTO

Best Write a comment

Walker2012 · 4h
Are the sharks trying to beach themselves?

blackcorvettegirlxo · 1h
what does that mean?

agree-with-you · 1h
that
[th at; unstressed th uh t]
1.
(used to indicate a person, thing, idea, state, event, time, remark, etc., as pointed out or present, mentioned before, supposed to be understood, or by way of emphasis): e.g. **That is her mother.** After that we saw each other.



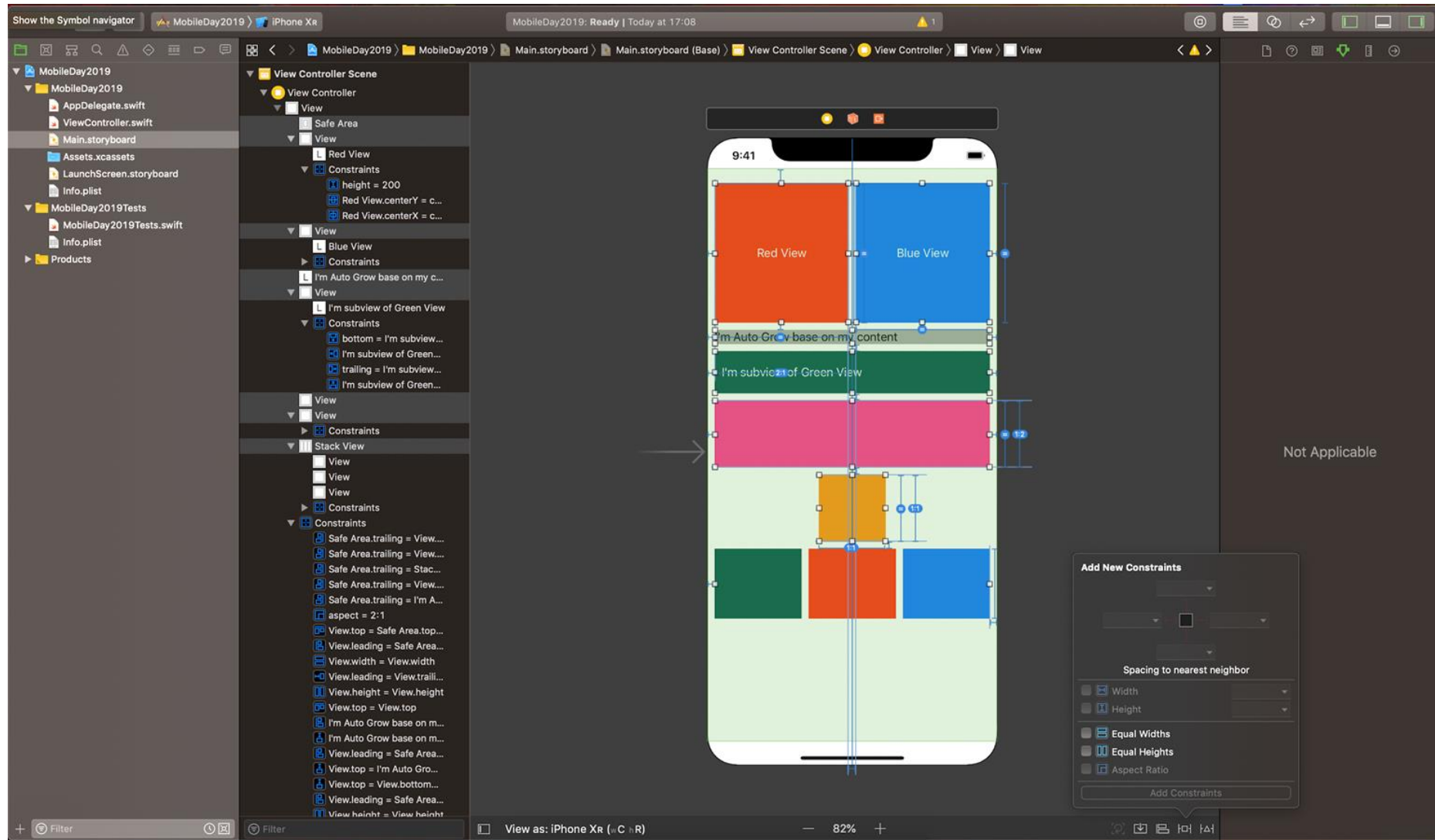
Our problems and solutions



Multiple devices - Portrait Mode - Landscape Mode - Notch

Meet our not bad Friend: Constraint Layout



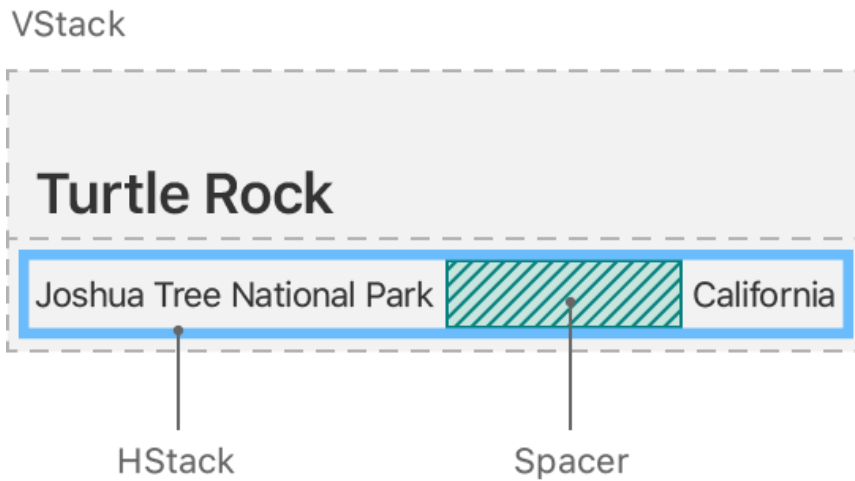


Constraint Layout

- Create UI on separate xml file.
- Add subviews, add constraints to view.
- Connect UI to code to get instance of UI part.

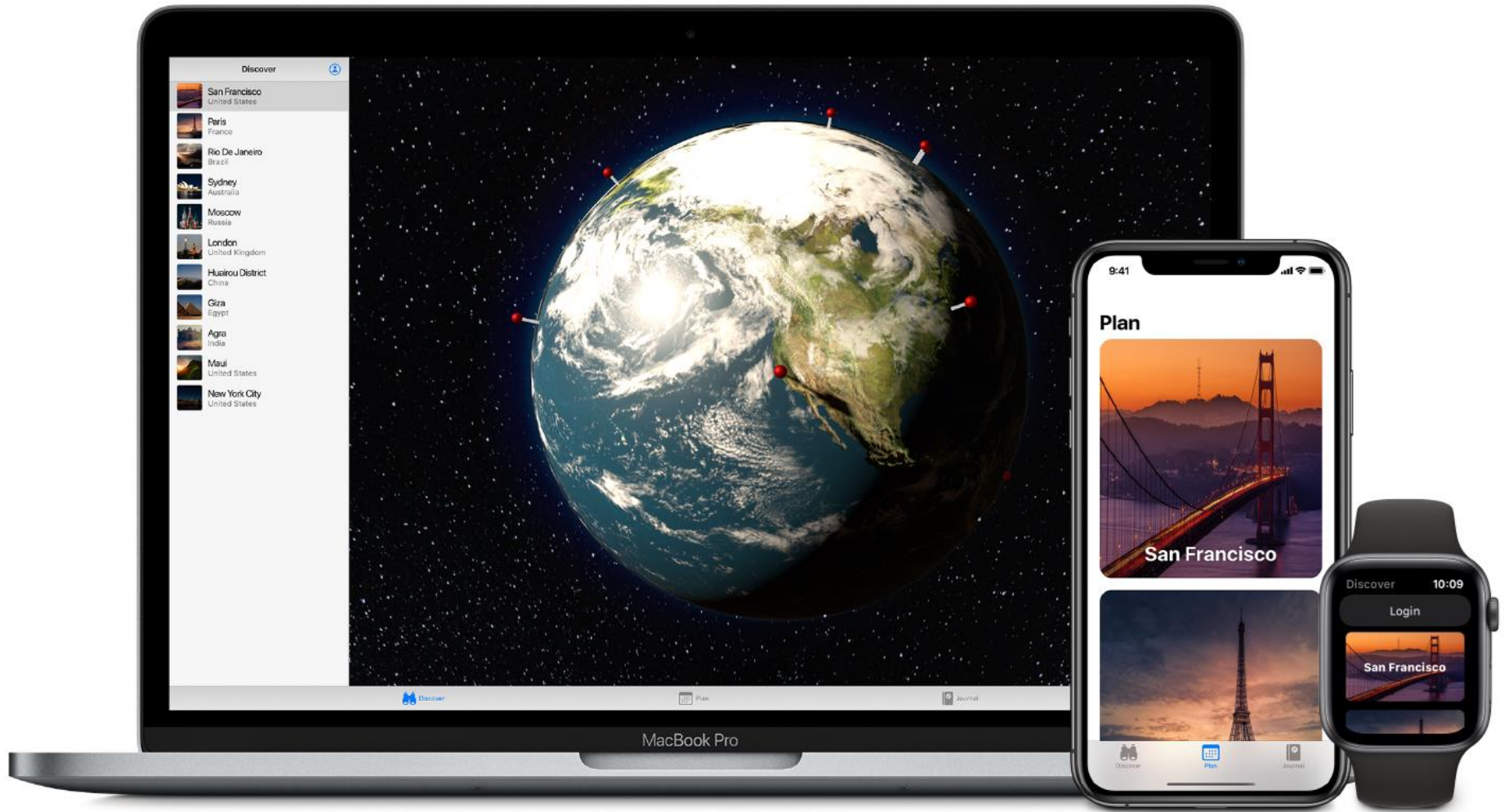
Welcome to Declarative UI

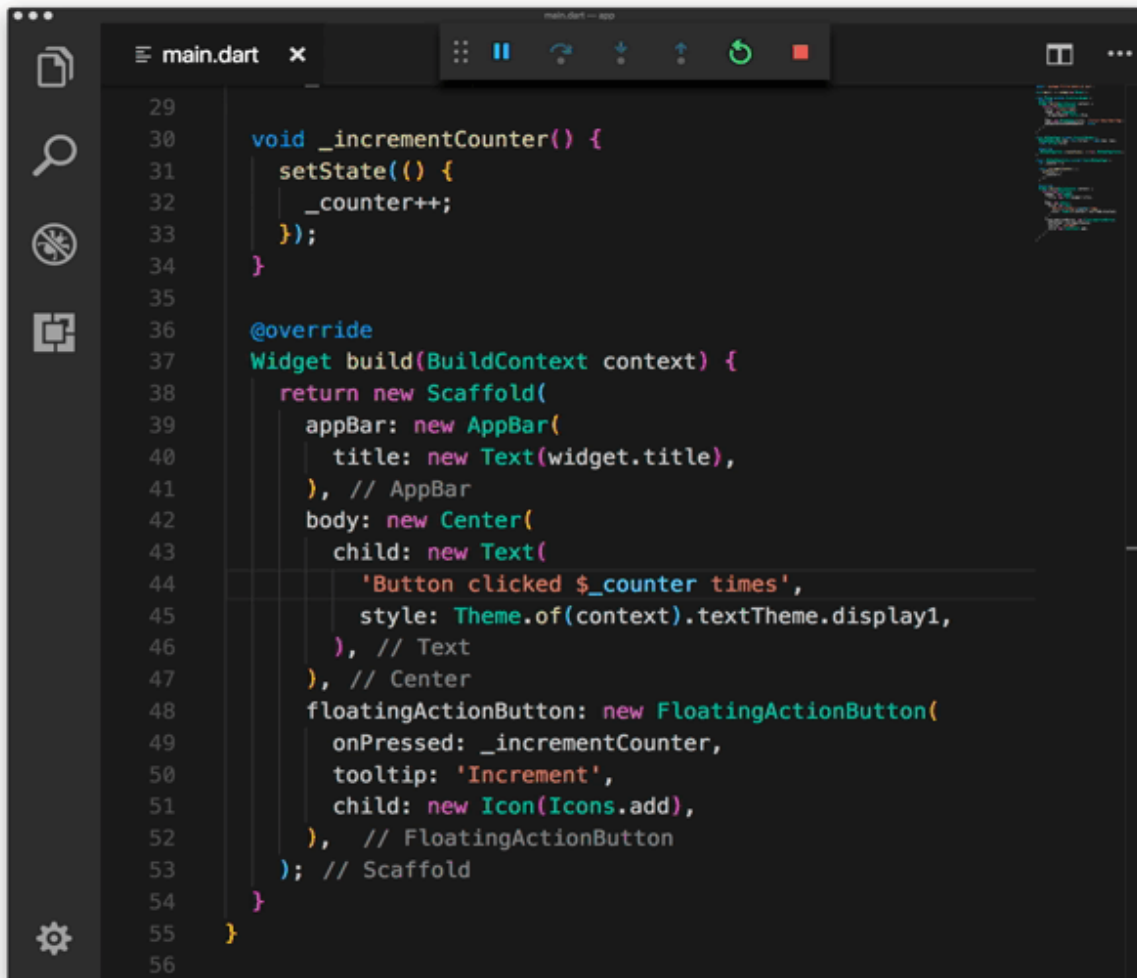
- Just describe what UI should do.
- Less coding
- Live time rendering
- Composition
- Consistance



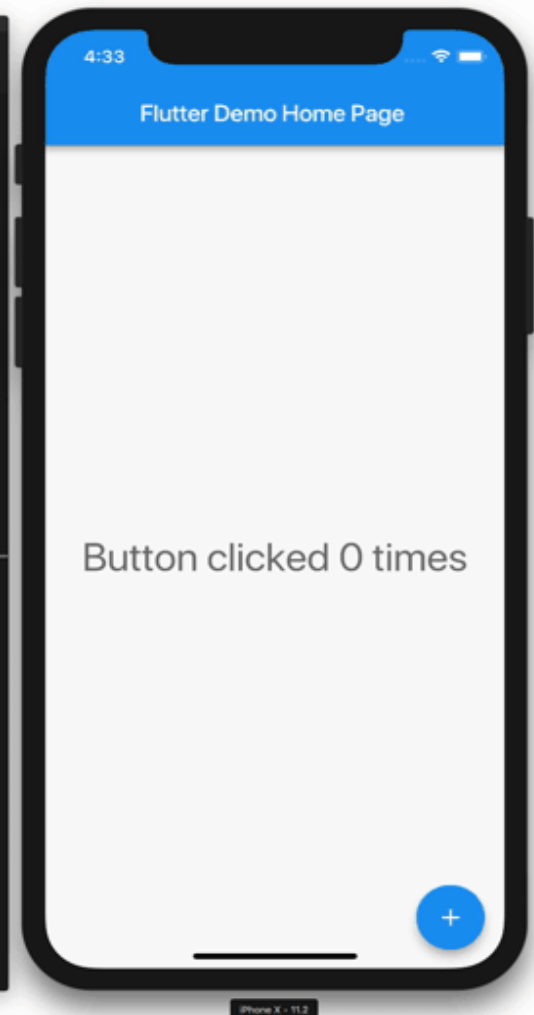
```
import SwiftUI

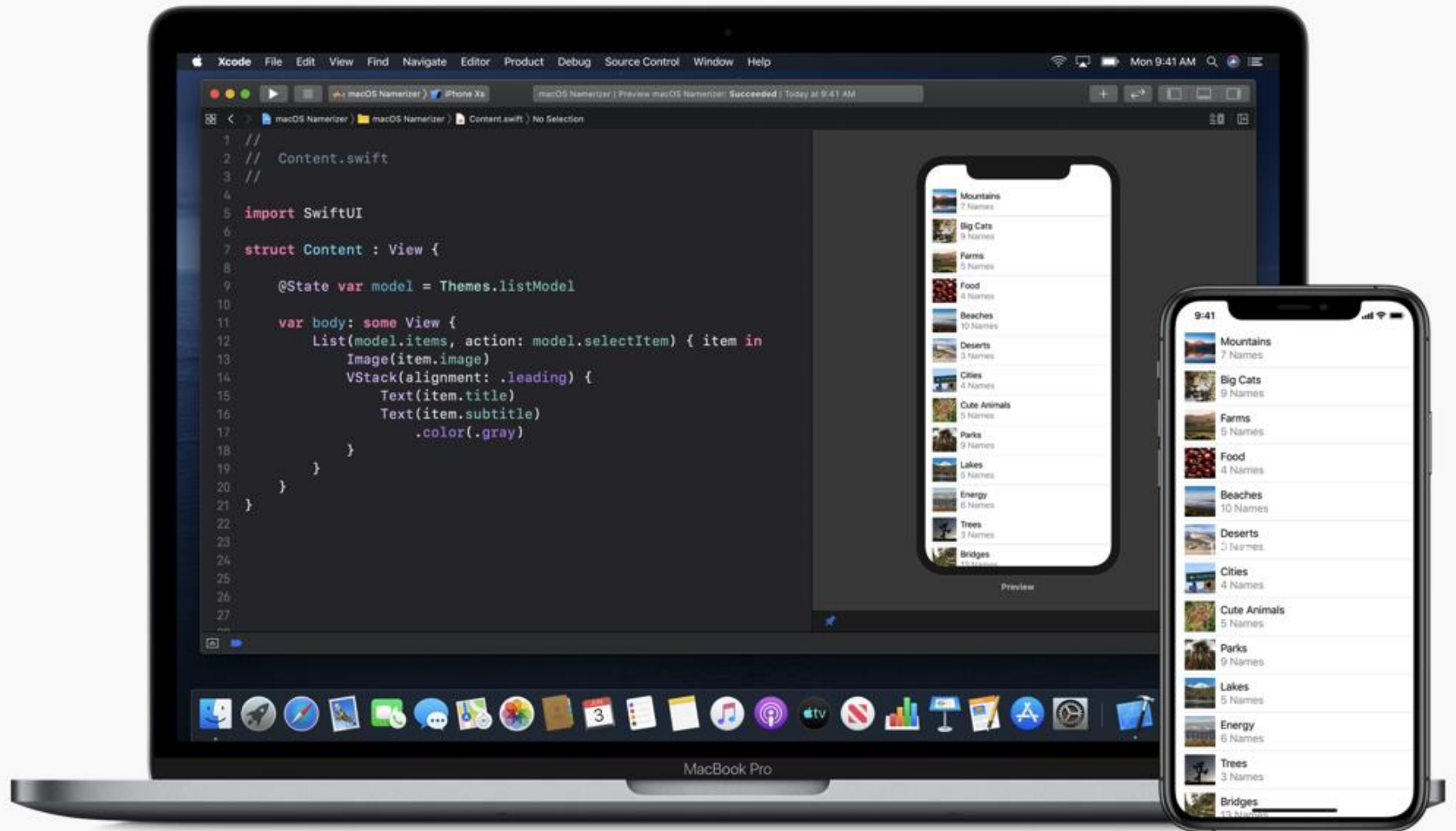
struct ContentView: View {
    var body: some View {
        VStack(alignment: .leading) {
            Text("Turtle Rock")
                .font(.title)
            HStack {
                Text("Joshua Tree National Park")
                    .font(.subheadline)
                Spacer()
                Text("California")
                    .font(.subheadline)
            }
        }
        .padding()
    }
}
```



```
29
30 void _incrementCounter() {
31   setState(() {
32     _counter++;
33   });
34 }
35
36 @override
37 Widget build(BuildContext context) {
38   return new Scaffold(
39     appBar: new AppBar(
40       title: new Text(widget.title),
41     ), // AppBar
42     body: new Center(
43       child: new Text(
44         'Button clicked $_counter times',
45         style: Theme.of(context).textTheme.display1,
46       ), // Text
47     ), // Center
48     floatingActionButton: new FloatingActionButton(
49       onPressed: _incrementCounter,
50       tooltip: 'Increment',
51       child: new Icon(Icons.add),
52     ), // FloatingActionButton
53   ); // Scaffold
54 }
55 }
56
```





Tips for legacy project

- + **Embedded ScrollView inside ScrollView.**
- + **Layout Listview from bottom up.**

4:26

First Cell

0

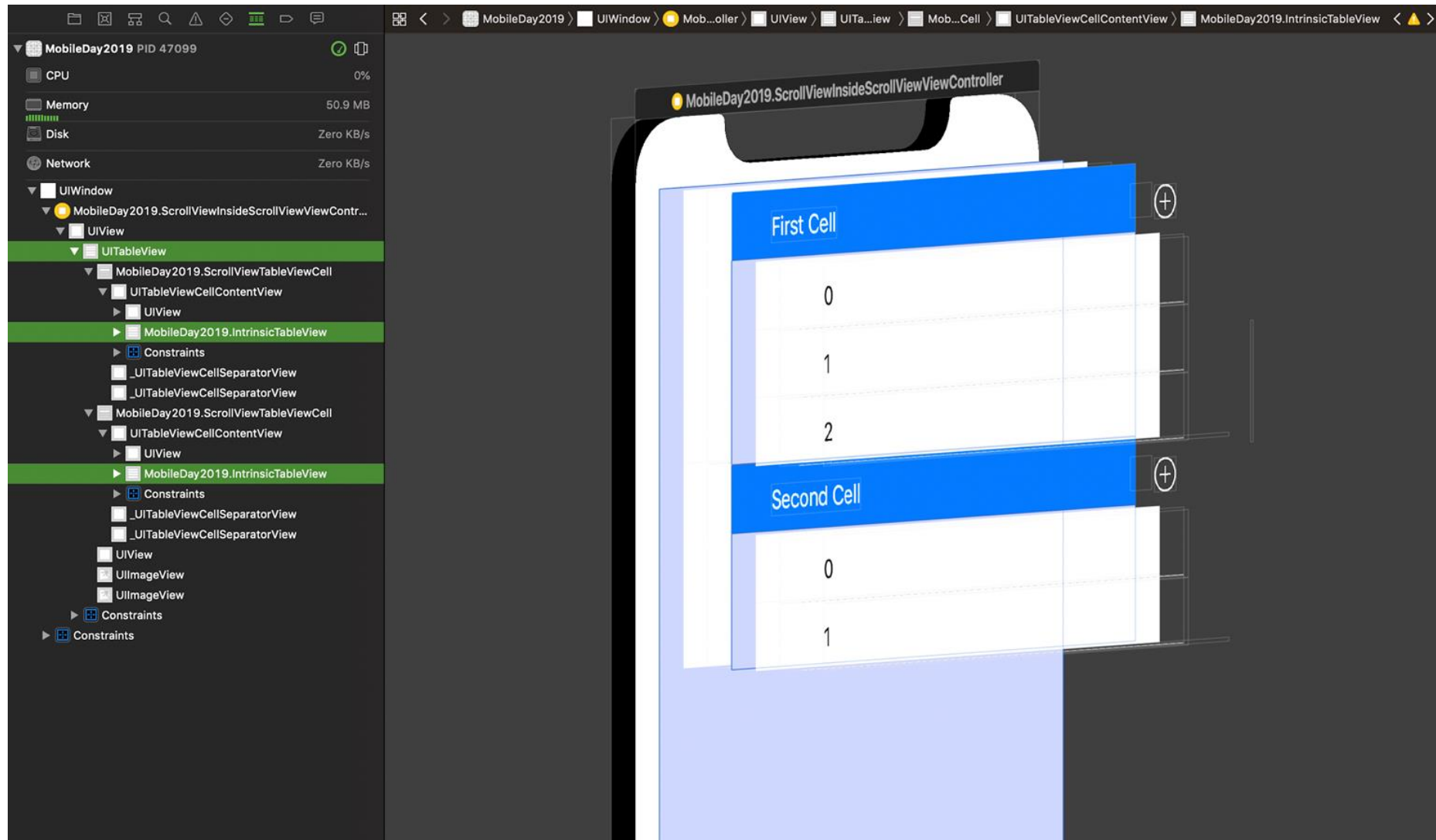
1

2

Second Cell

0

1



```
class IntrinsicTableView: UITableView {  
    var didUpdateHeight: (()->())?  
    override var contentSize: CGSize {  
        didSet {  
            self.invalidateIntrinsicContentSize()  
            guard let didUpdateHeight = didUpdateHeight else {return}  
            didUpdateHeight()  
        }  
    }  
    override var intrinsicContentSize: CGSize {  
        self.layoutIfNeeded()  
        return CGSize(width: UIView.noIntrinsicMetric, height: contentSize.height)  
    }  
}
```

```
cell.didAddNewItem = { [weak self, weak cell] in
    cellData.data = cellData.data + [String(cellData.data.count)]
    cell?.cellData = cellData


    self?.datasource[indexPath.row] = cellData
}


cell.didChangeContentHeight = { [weak self] in
    guard let strongSelf = self else {return}
    strongSelf.tableView.beginUpdates()
    strongSelf.tableView.endUpdates()
}
```


Singtel 9:41 AM 100%


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Expired on 10 February \$300

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Details:

Voucher Code: DT2

Amount: \$500

Validity: Expires on 10 August 2018

Restrictions:

To be used for CDE Events only

Use this Credit

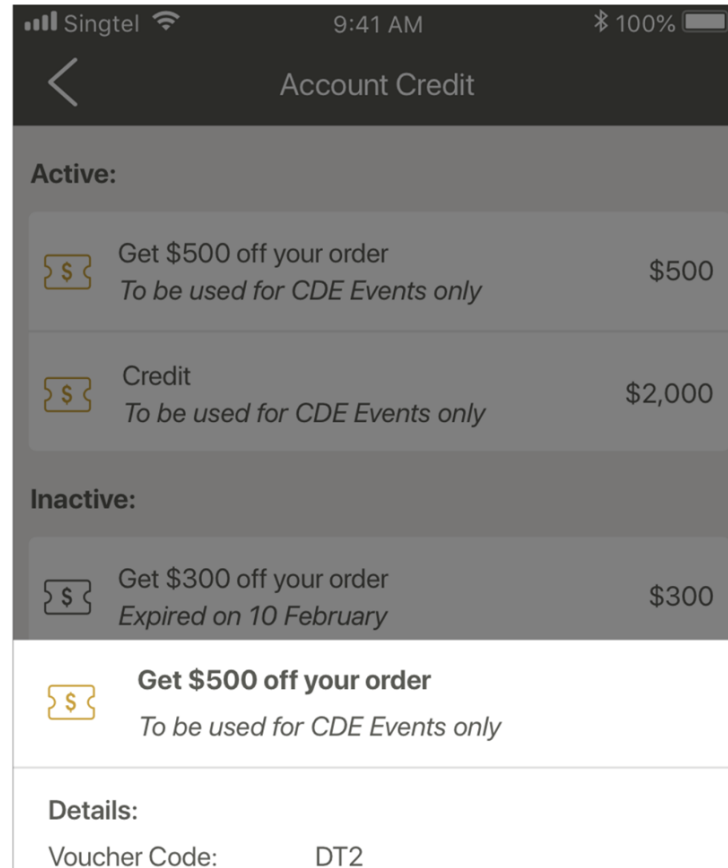
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An interesting solution to UITableView Layout from Bottom



Phan Viêt Trung
Jul 10, 2018 · 2 min read

Here we have a design of a tableview that adds cells from bottom up.



Thank You

Q & A



Reference

- <https://github.com/viettrungphan/MobileDay2019>

