

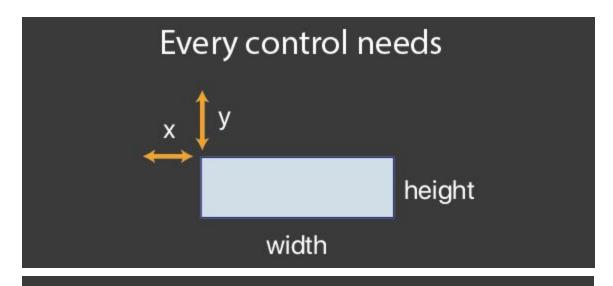
How it works



Constraints

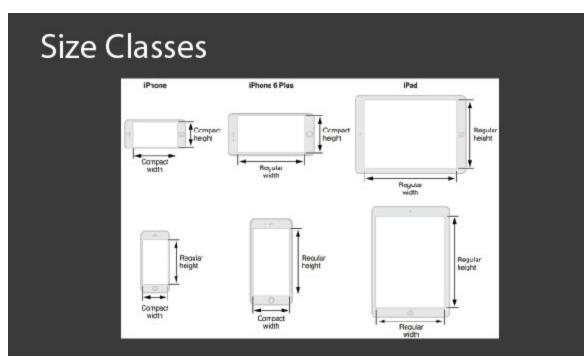
button.leading = view.leading - 8
button.trailing = view.trailing - 8
button.top = view.top - 8
button.bottom - button.top = 20
Set of linear equations

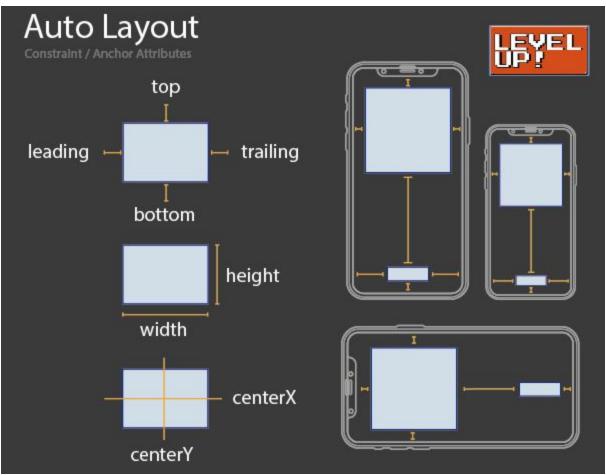
x4 equations = SOLVABLE

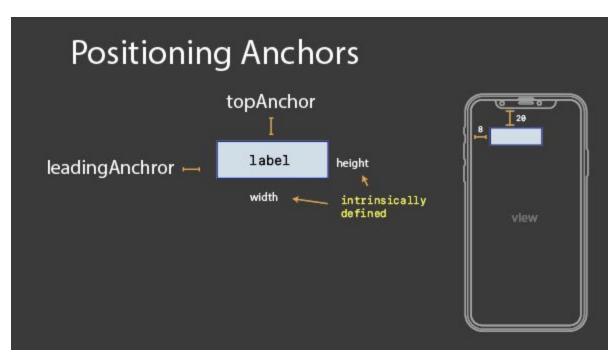


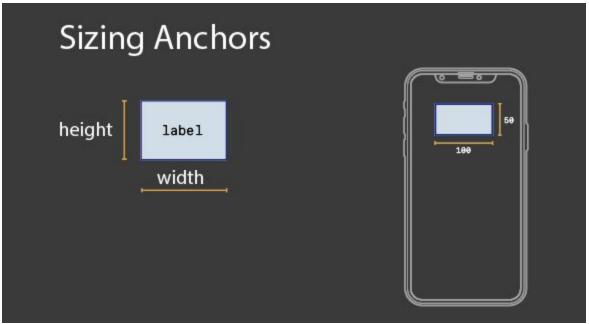
Framebased Layout

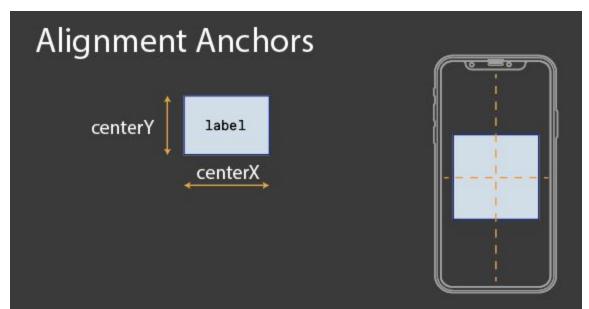


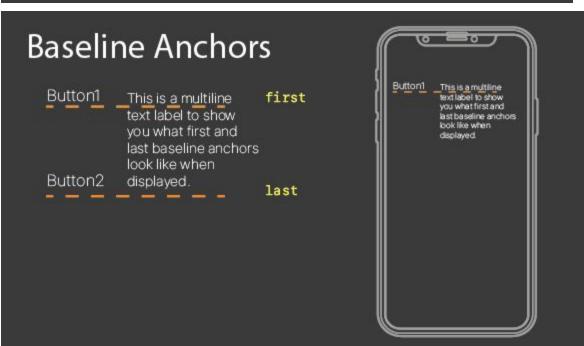


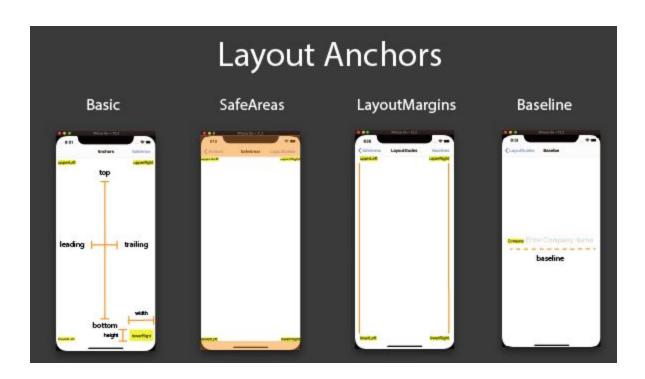


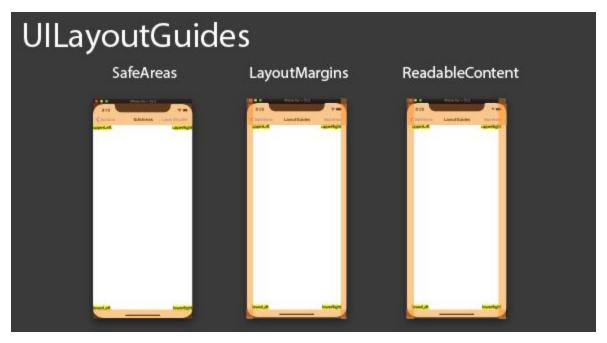


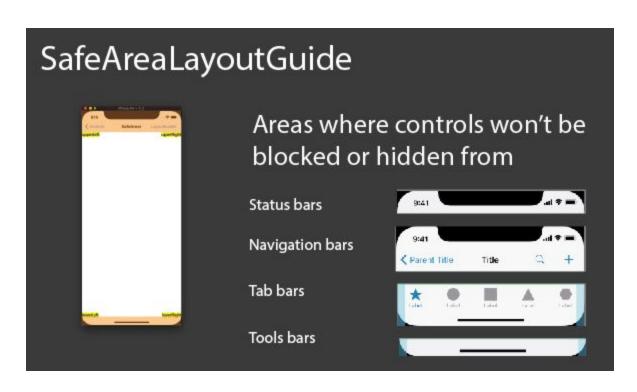


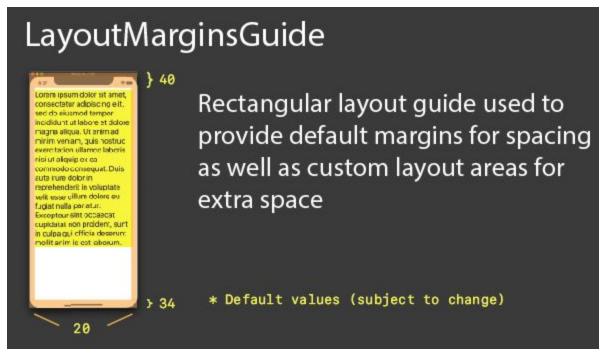




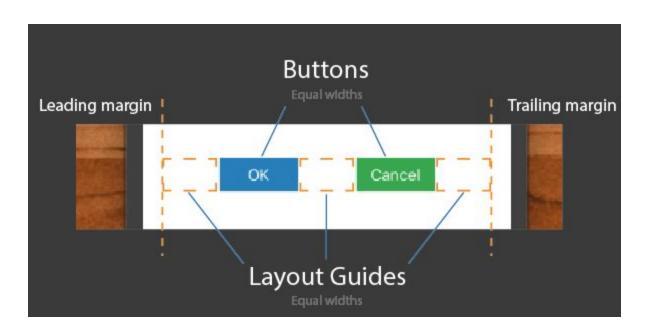




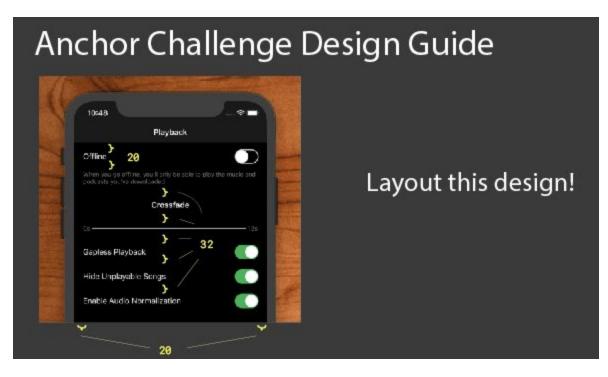




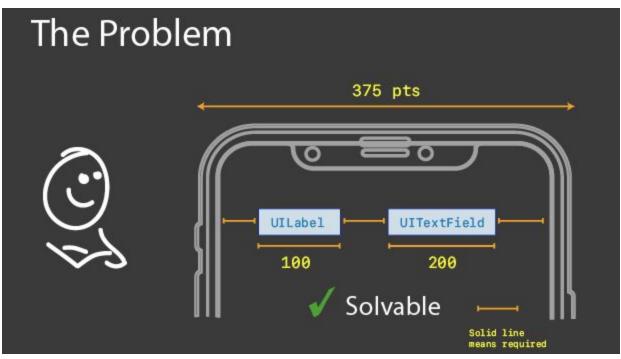
ReadableContentGuide A dynamically calculated Lorem ipsum dalor sit amet, consectetur adiciscing eit, sed do eiusmod tempor incididunt ut labore et dolore magna area that tries to preserve content aliqua. Ut enim ad minim veniam, quie nostrud for reading based on orientation risi uta iquip ex ea commodo consequet. Duis auto irure delor in and font size reprehenderit in voluptore ve it asse cilium delote eu-fuglist nulla per atur. Excepteur sint occaecat cupidatet non proldem. Crim prum color sit america necessaria asistating sits pedidod is most composine is durit of above of observing a laboration to the color of above of observing a laboration of a most potential situation of execution as a most potential situation of execution as a most potential situation of execution of the color and execution as of or in representation of the secondary of the color of the color potential of the color of the color and in calculating and official consentation that in id-es, about in. sunt în culpa qui officia secerum; mo fit am mid est width changes with orientation

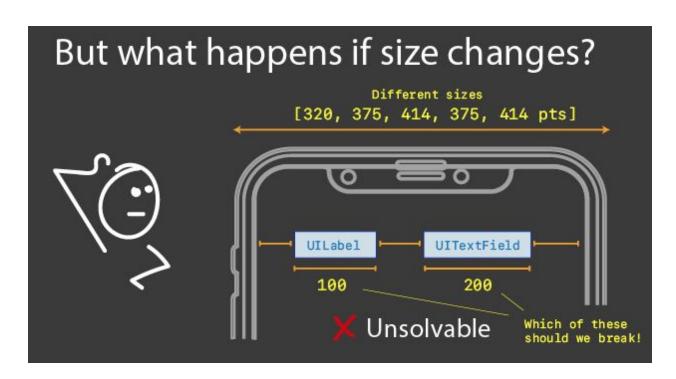


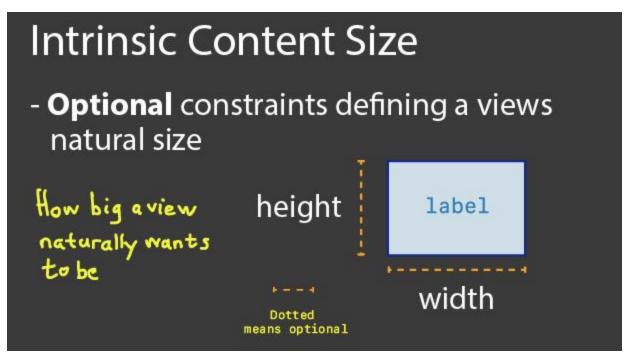


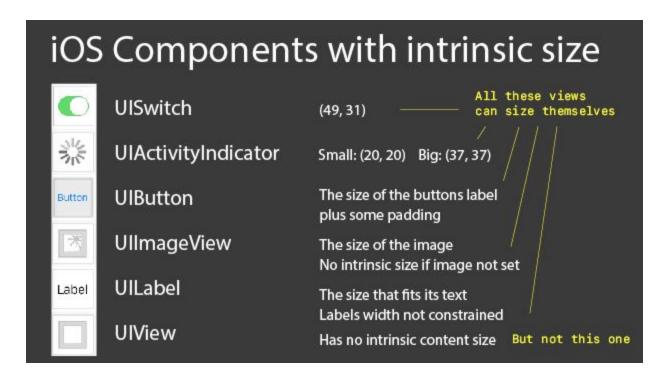








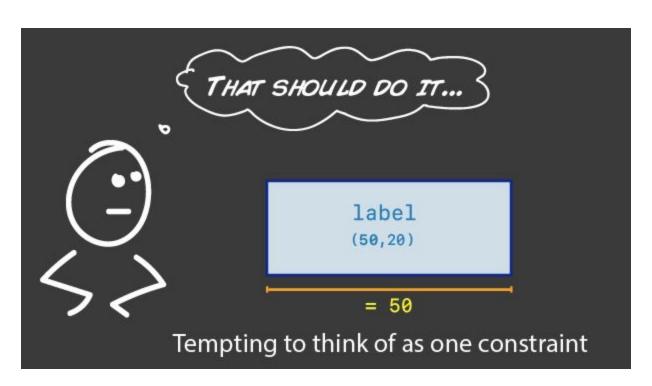


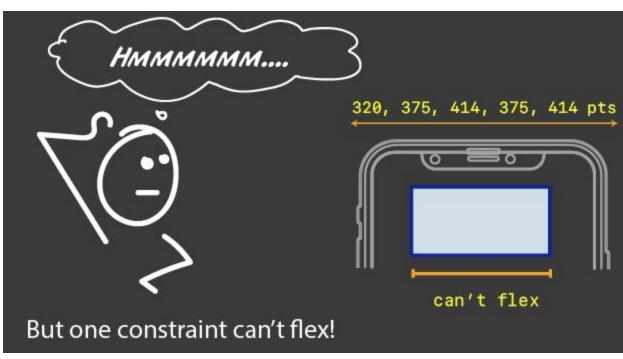


```
Can set programmatically

UIView
= 20
:
Optional

override var intrinsicContentSize: CGSize {
   return CGSize(width: 50, height: 20)
}
```



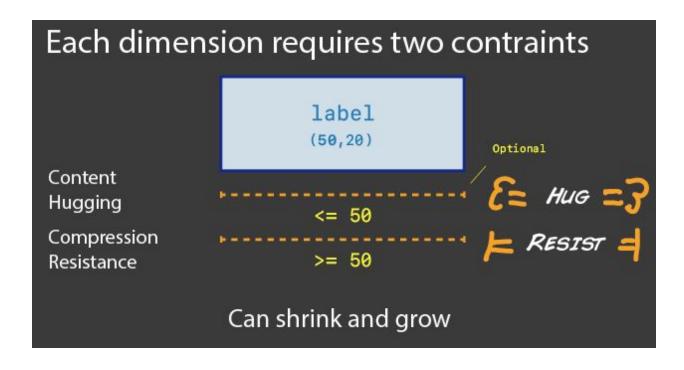


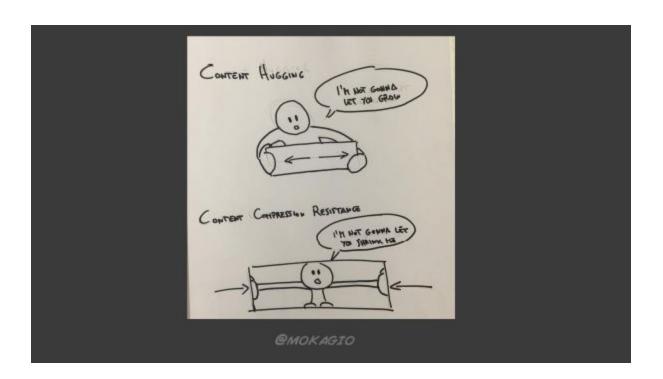
What we need is

- Away of defining a controls natural size
- Yet can flex

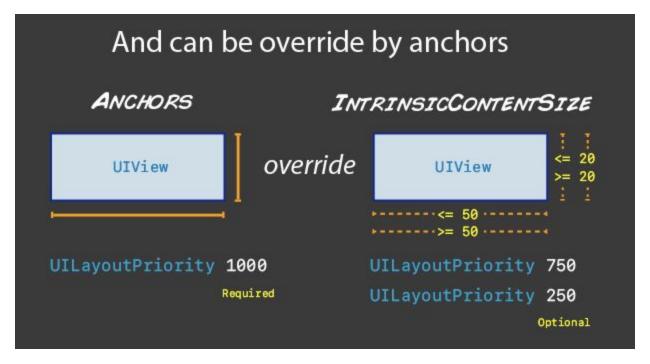
Content Hugging Compression Resistance aka CHCR

WHAT GIVES OUR CONTROLS THE ABILITY TO FLEX









How to resolve conflicts? Adjust programmatically

UIView

UILayoutPriority 249

By hugging myself a bit less Imake myself more stretchable

```
view.setContentHuggingPriority(
UILayoutPriority(rawValue: 249 for: .horizontal)
```

We can use this to solve ambiguity in layouts



WHAT YOU NEED TO KNOW



intrinsicContentSize constraints are optional

We adjust them through CHCR

They can be overriden with anchors

So if you set and wonder why not been respected intrinsic content size this is why



BEST PRACTICE

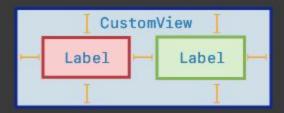


IF YOU NEED TO SET AN INTRINSIC SIZE A CUSTOM VIEW...

Set it on your view

Then let your super views override it

Most custom views don't require an intrinsicContentSize





```
Can set programmatically

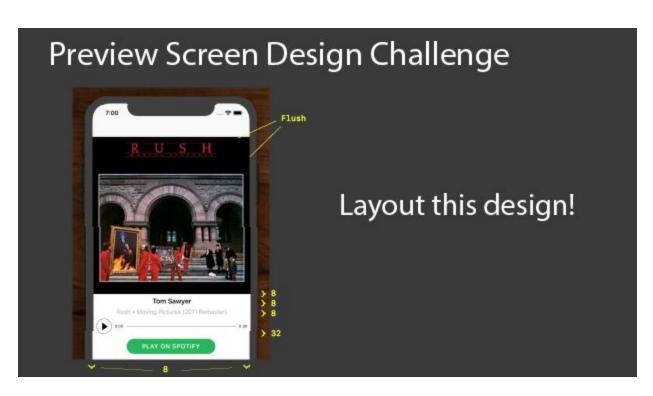
UIView

= 20
>= 20
:

optional

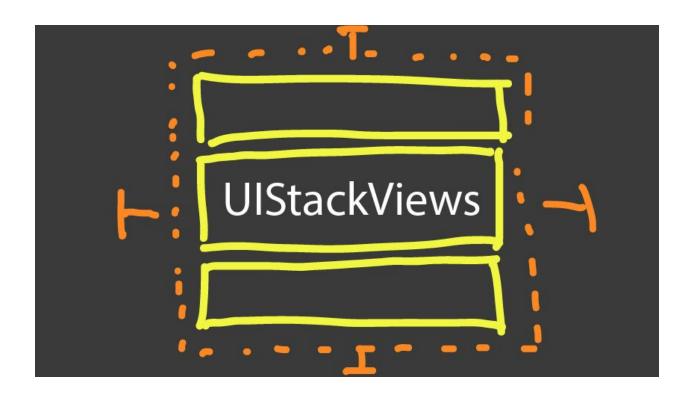
override var intrinsicContentSize: CGSize {
   return CGSize(width: 50, height: 20)
}

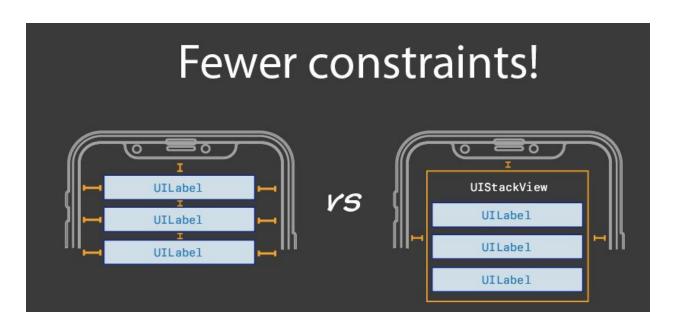
Suggested size
```

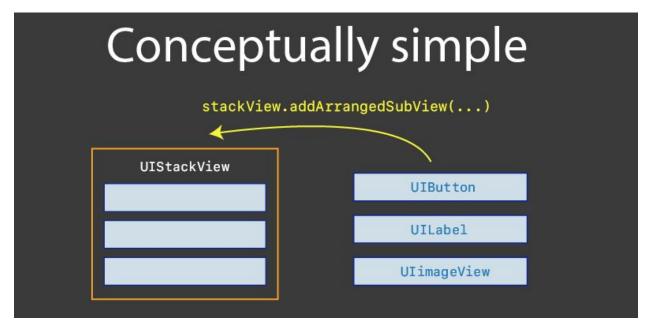


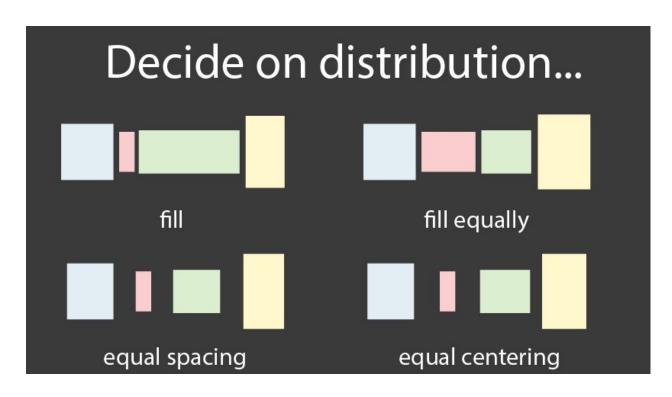


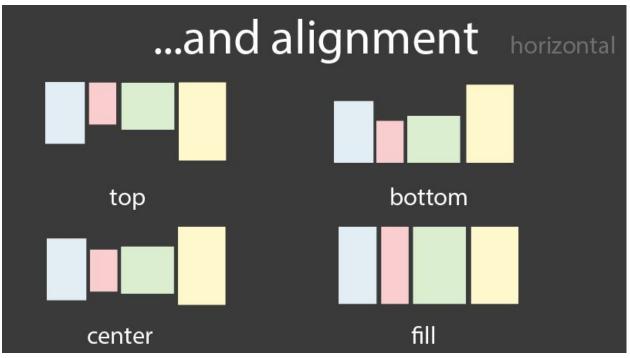
- Allows controls to lay themselves out without requiring full constraints
- CHCR is how we resolve ambiguity
- Constraints have priorities
- Need to adapt and be flexible...

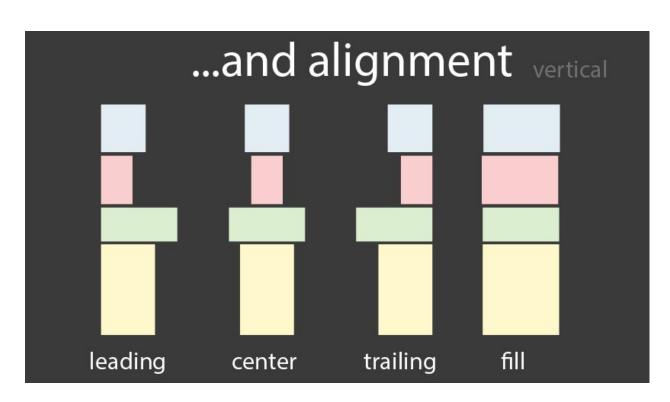












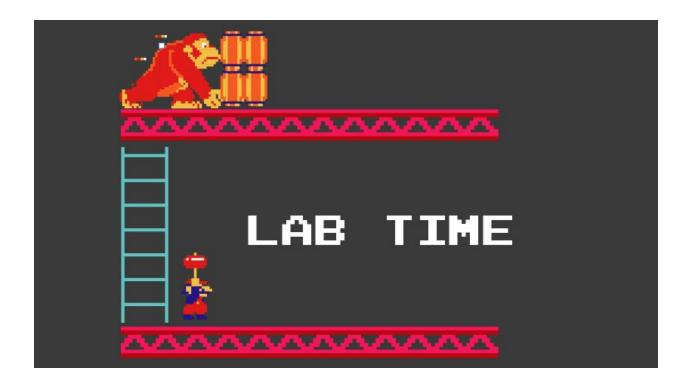




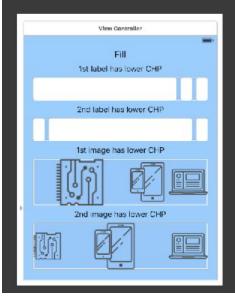
What you need to know

- UIStackView is a container
 - has no intrinsic content size of it's own
- Not all distributions work the same
- Everything inside needs to be intrinsically content sized

Everything needs to be able to size itself



Distribution - Fill



Fills all available space
Default setting
Uses intrinsic content size (CHCR)
If CHCR the same - will complain

Distribution - Fill Equally



Makes all controls the same size Only disribution NOT to use intrinsic content size

Remember: intrinsic content size is an recommendation - not a requirement.

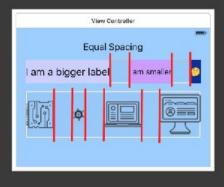
So fill equally will break the optional intrinsic content size in order to fill equally.

Distribution - Fill Proportionally



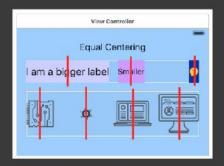
Maintains proportions as layout grows and shrinks

Distribution - Equal Spacing



Maintains equal space between each control

Distribution - Equal Centering



Spaces equally between center of controls



What you need to know

- UIStackView is a container
 - has no intrinsic content size of it's own
- Not all distributions work the same
- Everything inside needs to be intrinsically content sized

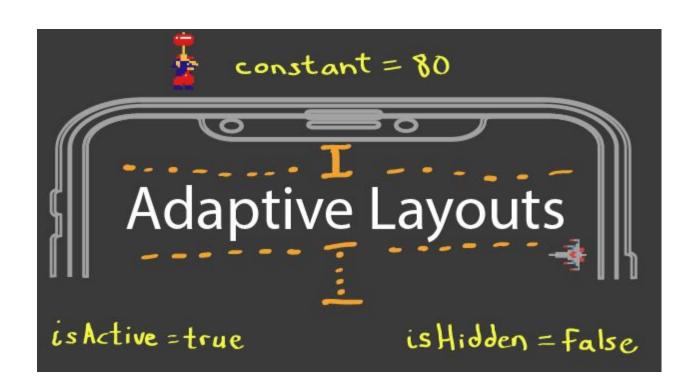
Everything needs to be exple to size itself



When laying out



- How you pin your StackView matters
- When it comes to Custom Views intrinsicContentSize is your friend
- Parents tell their children what to do
- Style with layoutGuides and Spacer Views



3 WAYS

to tweak our constraints

Change the Constant Enable / Disable Toggle Visibility

