**1. Question 1**

What problem does Auto Layout aim to solve?



Automatically creating user interfaces for you.



Creating interfaces that can automatically show users what they want to see.

**This should not be selected**



Creating interfaces that adapt to multiple screen sizes. **CORRECT**



Creating interfaces that look the exact same on all screen sizes.

Question 2

Incorrect

0 / 1

point

**2. Question 2**

How can you update the frames of an element to match its constraints in the Interface Builder? (Select all that apply)



Click on the “Resolve Auto Layout issues” button in the bottom right corner of the interface builder and choose “Update Constraints”

**This should not be selected**

Incorrect. This will update the constraints to match the current layout



Select the elements and press command-alt-=

**Correct**



Click on the warning in the interface builder and choose “Update Frames”

**Correct**



Click on the “Resolve Auto Layout issues” button in the bottom right corner of the interface builder and choose “Update Frames"

**Correct**

Question 3

Incorrect

0 / 1

point

**3. Question 3**

What causes a layout to be considered ambiguous?



When there are not enough constraints to fully determine where a view should go.**CORRECT**



When it’s name is unclear



When there are too many views to layout.



When there are too many constraints that conflict with each other.

**This should not be selected**

Incorrect. This will result in a conflict error, not an ambiguous layout.

Question 4

Incorrect

0 / 1

point

**4. Question 4**

Which of the following are components available in the Interface Builder? (select all that apply)



UISlider **CORRECT**

**Correct**



UITextLabel **CORRECT**

**This should not be selected**

Incorrect. There are UILabel, UITextField, and UITextView



UICollectionView

**Correct**



UIButton **CORRECT**

**Correct**



UIPhotoView

**This should not be selected**

Incorrect. UIImageView displays images

Question 5

Incorrect

0 / 1

point

**5. Question 5**

What an a control element do that a non-control element cannot?



Trigger an action when an event occurs **CORRECT**



Control the layout of the interface.

**This should not be selected**



Display images

Incorrect. They can both display images



Be displayed at any size

Question 6

Correct

1 / 1

point

**6. Question 6**

In what case would you use a UIStackView?



When your layout involves many views forming a circle.



When your layout involves many views forming a line.v**Correct**



When your layout has only one view.



When your layout is very complex.

Question 7

Incorrect

0 / 1

point

**7. Question 7**

How does UIStackView layout elements in a stack?



By creating hidden views that go between the child elements



By setting the constants of its children’s constraints for you

**This should not be selected**

Incorrect. It manages the constraints completely



By magically placing them in the right place



By managing their Auto Layout constraints for you **CORRECT**

Question 8

Incorrect

0 / 1

point

**8. Question 8**

To center a view within its superview, which of the following constraints need to be added? The dash represents a constraint. (Choose all that are required)



view.centerX - superview.centerX

**Correct**



view.top - superview.top

**This should not be selected**



view.height - superview.height

**This should not be selected**

Question 9

Correct

1 / 1

point

**9. Question 9**

To fill a view within its superview, which of the following constraints need to be added? (Choose all that are required)



view.top - superview.top

**Correct**



view.bottom - superview.bottom

**Correct**



view.trailing - superview.trailing

**Correct**



view.leading - superview.leading

**Correct**