Stuff that was an issue during app development for assignment one

* Tried to use one of the icons from the makeappicon.com website as an image view in my main.storyboard, however the @3x at the end of the file name made swift behave strangely. I had to rename the file to get it to show in original size.
* Auto constraints was a problem, had to do some of them manually and then add missing constraints to fix the rest.
* The app looks terrible on iPad, everything is too close to the top of the screen. Not sure how to fix this efficiently.
* My app doesn’t match Google’s exact conversions because I only implemented the exchange rate to the nearest penny.
* Slider resizing when label changed size due to label having more or less digits
* Spacing of objects, especially on iPads. Not sure how to best use constraints to make things look decent on all devices. Should I just make it look good on phones and accept that iPhones are going to look bad?
* Had to add code to show switches and hide button (for ControlFun practice example from chapter 4) into override func viewDidLoad(), is this okay or should I do it a better way?
  + In the source version of ControlFun the button doesn’t show up, but the code is the same as my code, what did I do wrong?
* Auto constraints are awkward, had to mess with them to get to work properly.
  + Auto constraint put a bottom and top constraint on my switch, this was overwriting
* My placeholder text wasn’t working at all… it started working and I’m not sure what fixed it, any ideas?

<http://webiconspng.com/icon/2743> (used this for the icons)

[www.makeappicon.com](http://www.makeappicon.com)

* Need to use 4 objects:
  + Text field
  + Image
  + Switch
  + label