These notes start on page 60

* Control and drag objects from the storyboard to the source code to easily create outlets and actions.
* Name should be logical, for example use buttonPressed on an outlet for a pressed button.
* Make sure you select outlet or action appropriately
* You can hold option key and drag to duplicate objects on the storyboard
* You can control drag objects to existing actions (methods) to connect the object to them
* Swift has automatic reference counting… you don’t need to destroy objects.
* Use “view as” at the bottom of the interface builder to test your app on different device layouts, as well as testing landscape and portrait orientations.
* To manually set view constraints, you need to expand view controller and then expand view
  + From there, control and drag an object to its parent view (for example, drag label to view) and a menu will appear.
* Constraints with orange labels represent some kind of problem you need to fix. There are three common problems:
  + You don’t have enough constraints to fully specify a view’s position or size.
  + The view has constraints that are ambiguous—that is, they don’t uniquely pin down its size or position.
  + The constraints are correct, but the position or size of the view at runtime will not be the same as it is in Interface Builder.
* You can click the warning message icon for more details.
* Bottom right icon of the storyboard editor is the “Resolve auto layout issues” button, use this to fix constraints with errors.
  + Note that the top group only impacts selected views, while the bottom group applies to all views in view controller.
* TALK TO SAM ABOUT LAYOUT STUFF, THE BOOK DOESN’T MATCH XCODE FUNCTIONS

Left off on page 82, pasted the new code but don’t really understand it