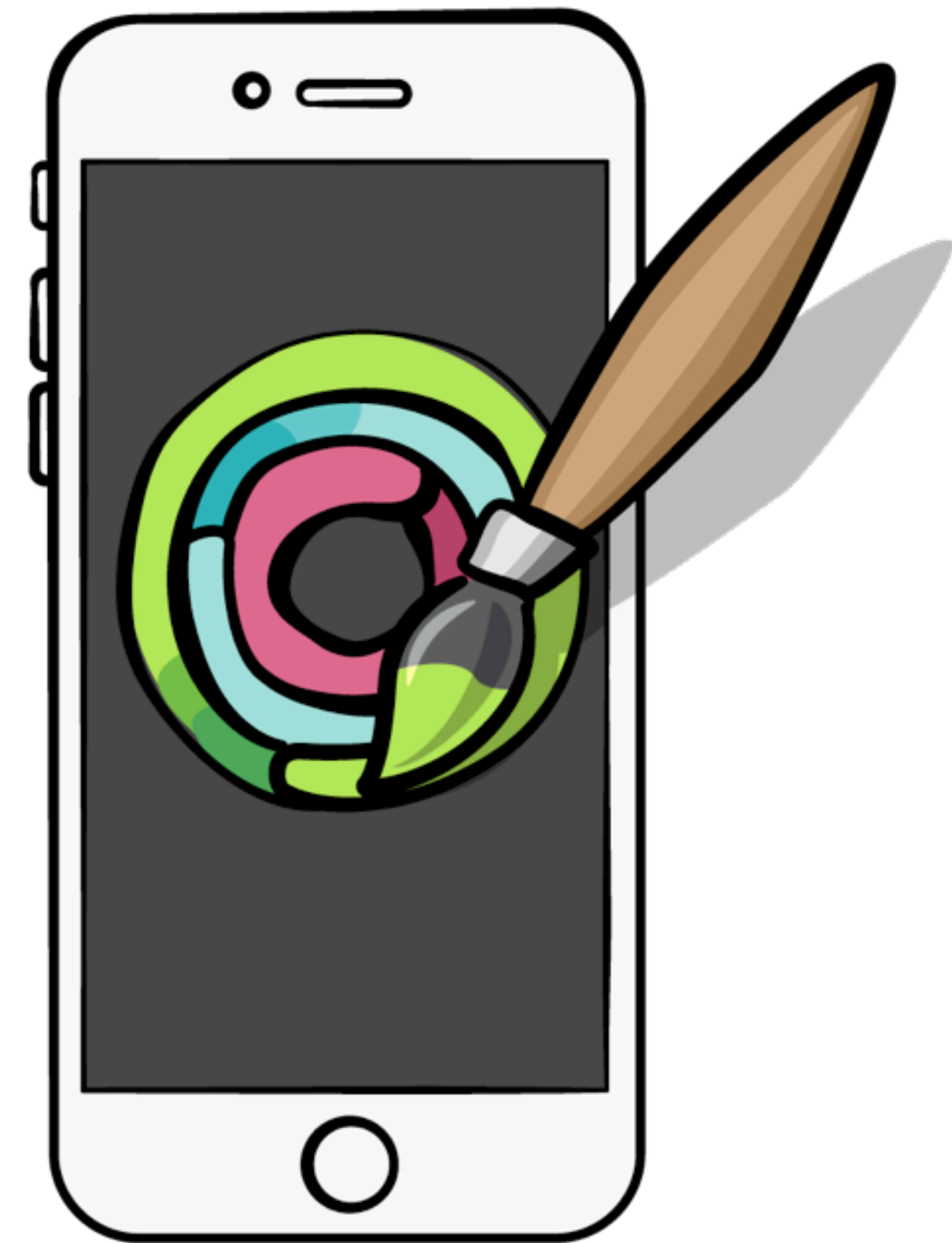


# CUSTOM CONTROLS ■ IN iOS ■



PART 4: INTERFACE BUILDER

# DELUXE BUTTON



# IBDESIGNABLE & IBINSPECTABLE

---



```
@IBDesignable  
class DeluxeButton: UIControl {}
```

- ▶ Live rendering
- ▶ Expose internal Auto Layout constraints



```
@IBInspectable  
var text: String
```



- ▶ Add public properties to the Attributes Inspector



# IBINSPECTABLE PROPERTIES


Color  Default 

Text

Rect      
X Y

    
Width Height

Point      
X Y

Int  



Float  

Image  

# PREPARE FOR INTERFACE BUILDER

---

```
extension NSObject {  
    ...  
    @available(iOS 8.0, *)  
    open func prepareForInterfaceBuilder()  
}
```



# CHALLENGE TIME!

```
let feedbackGenerator = UIImpactFeedbackGenerator(style: .heavy)  
feedbackGenerator.impactOccurred()
```

