

# Autolayout Anchors

#### **NSLayoutConstraint**



```
// Creating constraints using NSLayoutConstraint
NSLayoutConstraint(item: subview,
                   attribute: .leading,
                   relatedBy: .equal,
                   toItem: view,
                   attribute: .leadingMargin,
                   multiplier: 1.0,
                   constant: 0.0).isActive = true
NSLayoutConstraint(item: subview,
                   attribute: .trailing,
                   relatedBy: .equal,
                   toItem: view,
                   attribute: .trailingMargin,
                   multiplier: 1.0,
                   constant: 0.0).isActive = true
```

#### **NSLayoutAnchor**



iOS 9.0 이상에서 사용 가능

```
// Creating the same constraints using Layout Anchors
let margins = view.layoutMarginsGuide
subview.leadingAnchor.constraint(equalTo: margins.leadingAnchor).isActive = true
subview.trailingAnchor.constraint(equalTo: margins.trailingAnchor).isActive = true
```

# **Horizontal Layout Anchors**



View 의 수평선, X축에 관련된 제약조건 NSLayoutXAxisAnchor 클래스의 객체

- Leading anchor
- Trailing anchor
- Left anchor
- Right anchor
- Center-X anchor

view.leadingAnchor
.constraint(equalTo: NSLayoutAnchor<NSLayoutXAxisAnchor>)

# **Vertical Layout Anchors**



View 의 수직선, Y축에 관련된 제약조건 NSLayoutYAxisAnchor 클래스의 객체

- Top anchor
- Bottom anchor
- Center-Y anchor
- First baseline anchor
- Last baseline anchor

view.topAnchor
.constraint(equalTo: NSLayoutAnchor<NSLayoutYAxisAnchor>)

# **Dimension Layout Anchors**



View 의 크기 정의

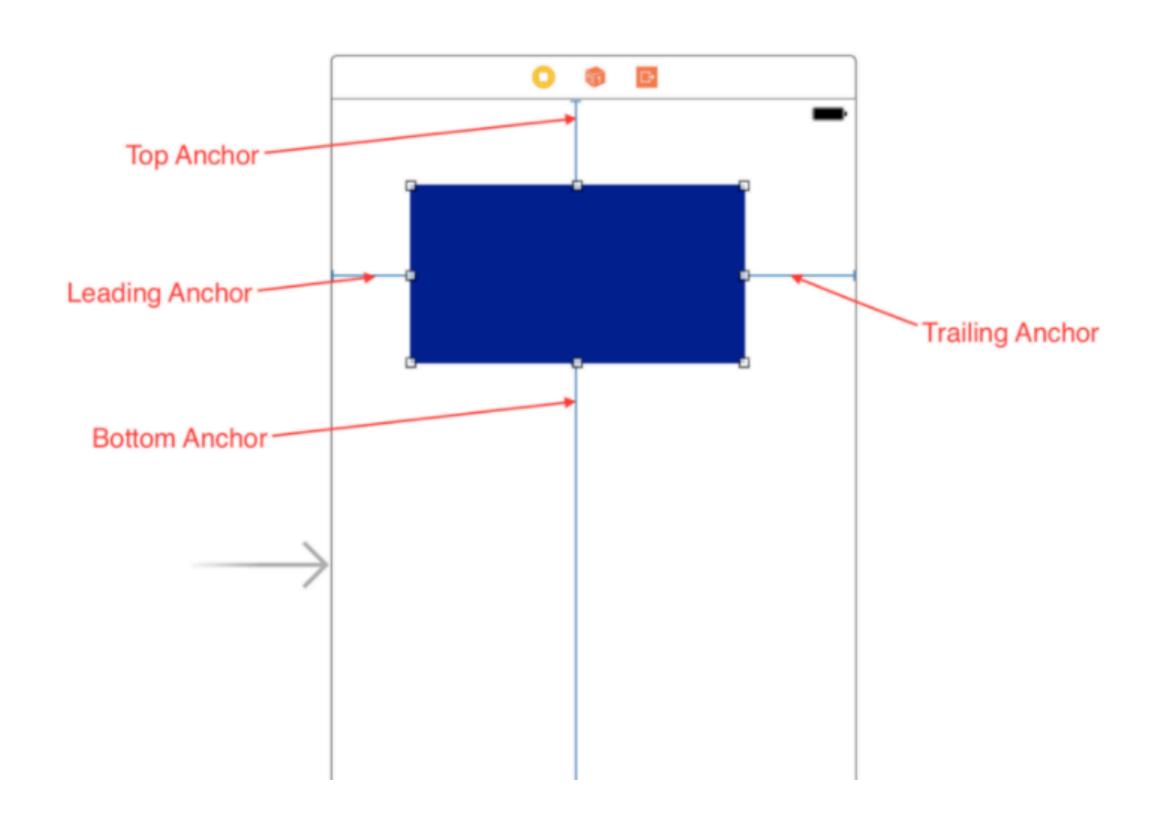
NSLayoutDimension 클래스의 객체

- Width anchor
- Height anchor

view.widthAnchor
.constraint(equalToConstant: CGFloat)

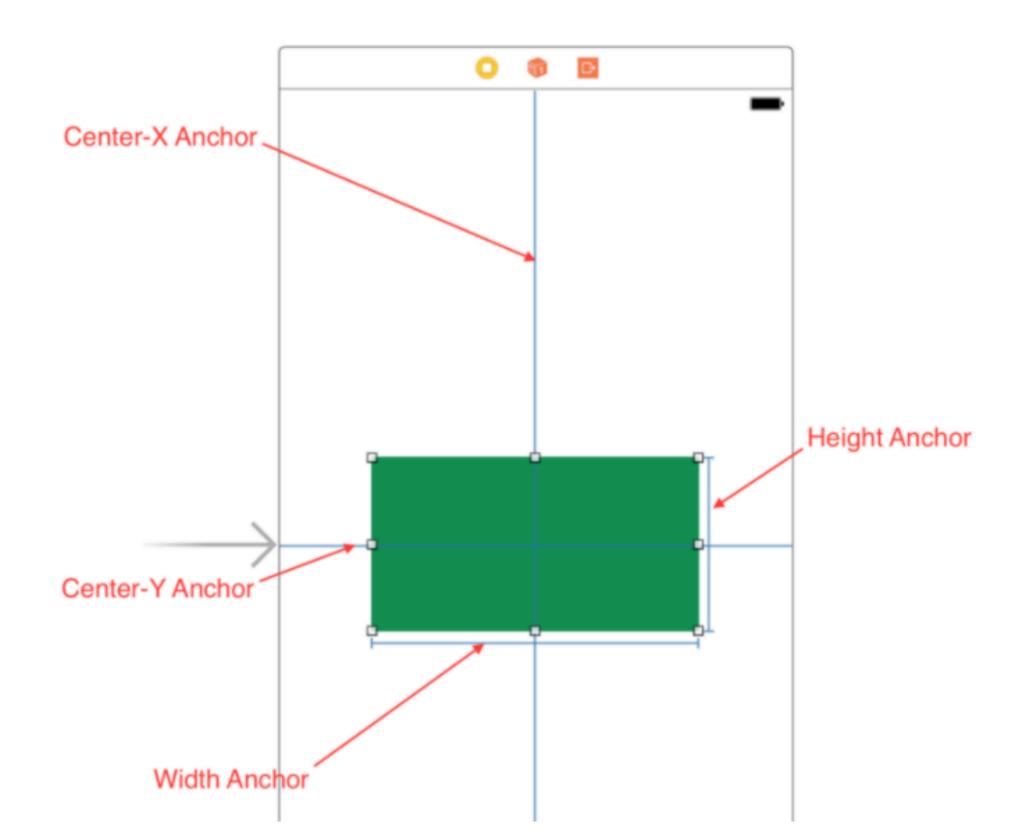
# **Basic Layout Constraints**





# Dimension & Center X,Y Layout





#### First, Last Baseline Constraints



