

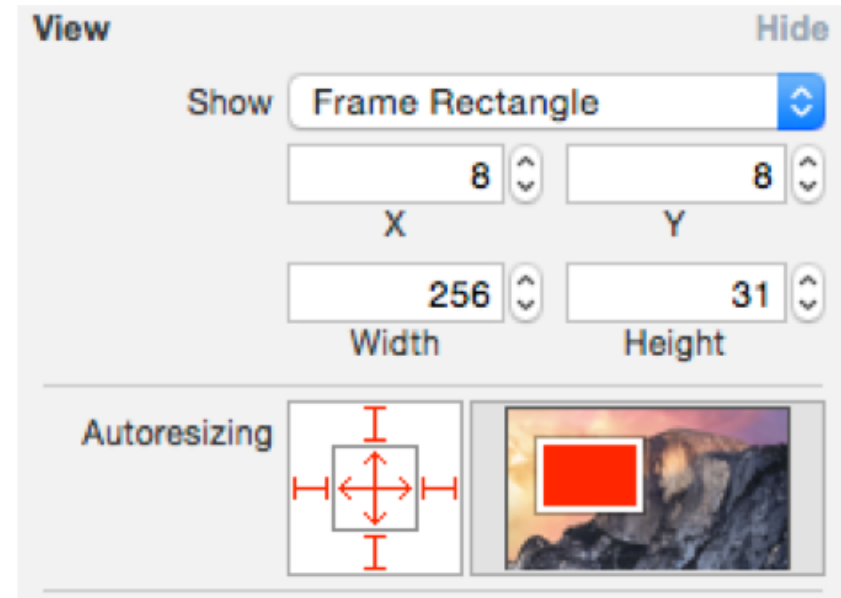
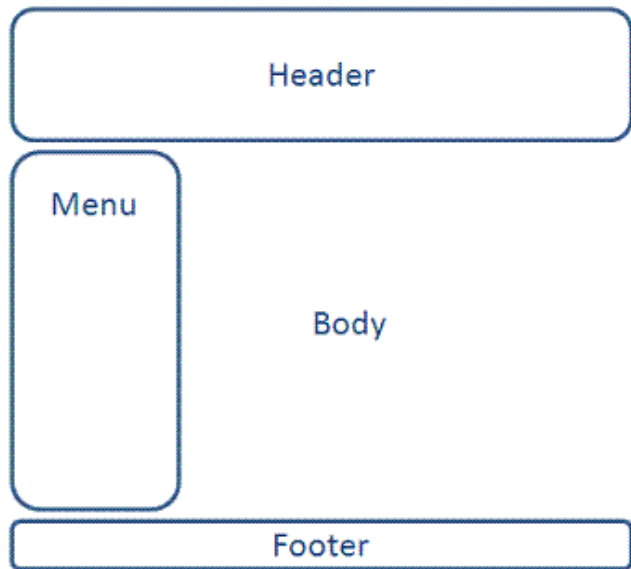
Lec 4

2018/2/19

배경

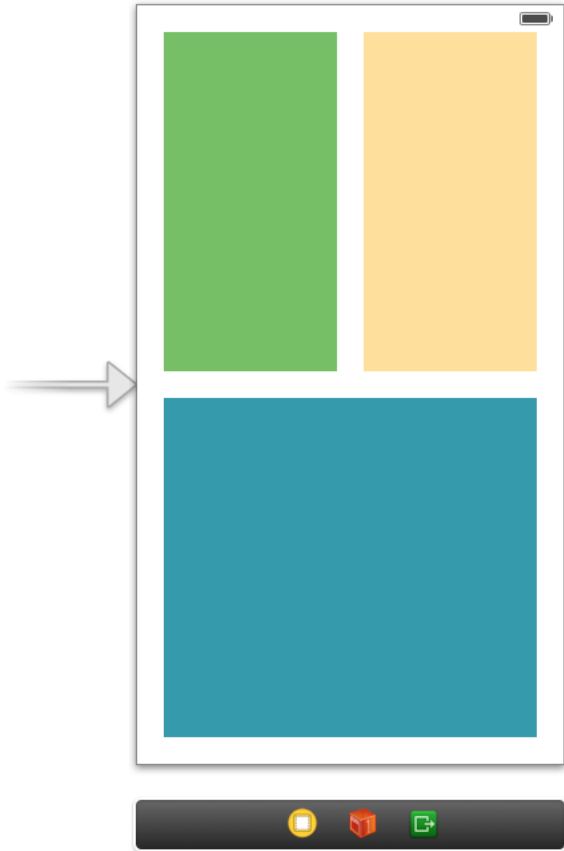
- 해상도의 다변화/기기의 다변화
 - 대화면 기기, 해상도 파편화
- 핵심
 - Layout은 기기에 Dependent 하면 안된다.
 - Size에만 Dependent 해야함.
- 참조
 - <https://www.paintcodeapp.com/news/ultimate-guide-to-iphone-resolutions>

이전기술: AutoResizing (springs and struts)



Super-Sub View 관계에서만 정의된다.

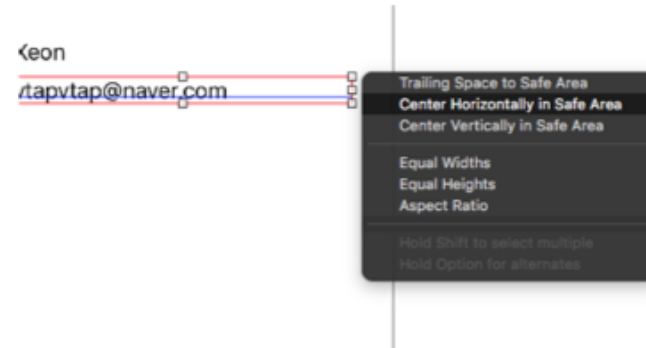
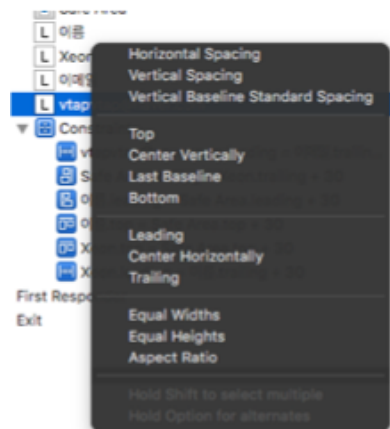
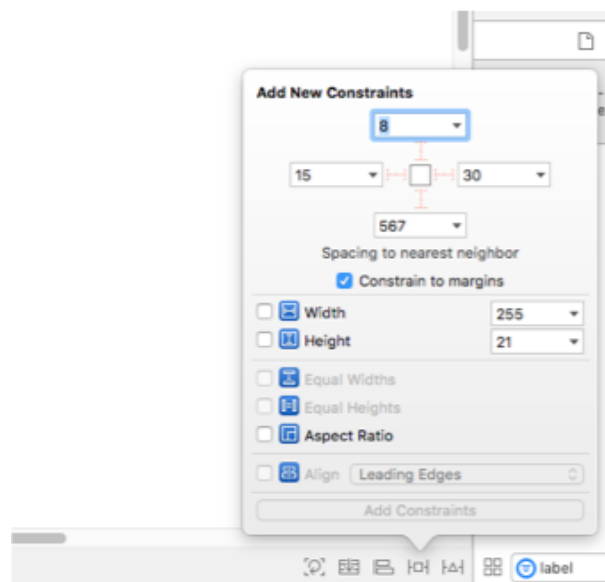
Autolayout: (Not View, But layout)



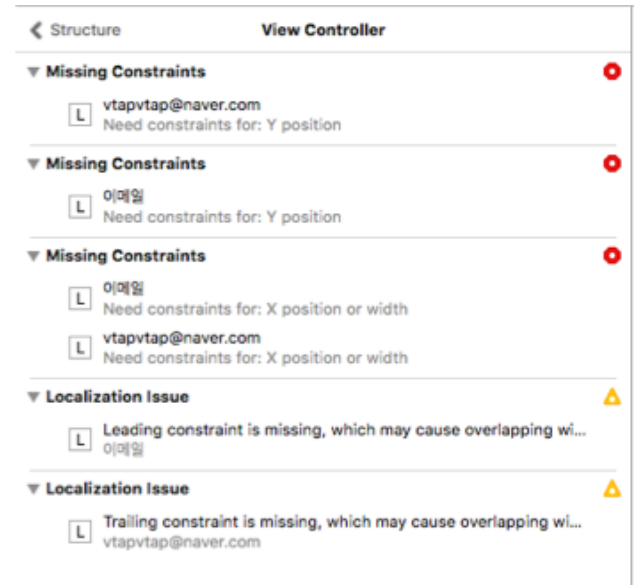
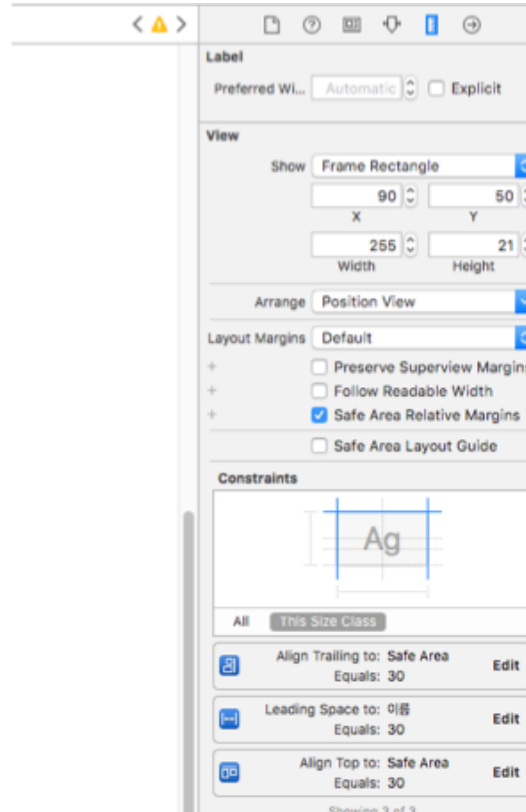
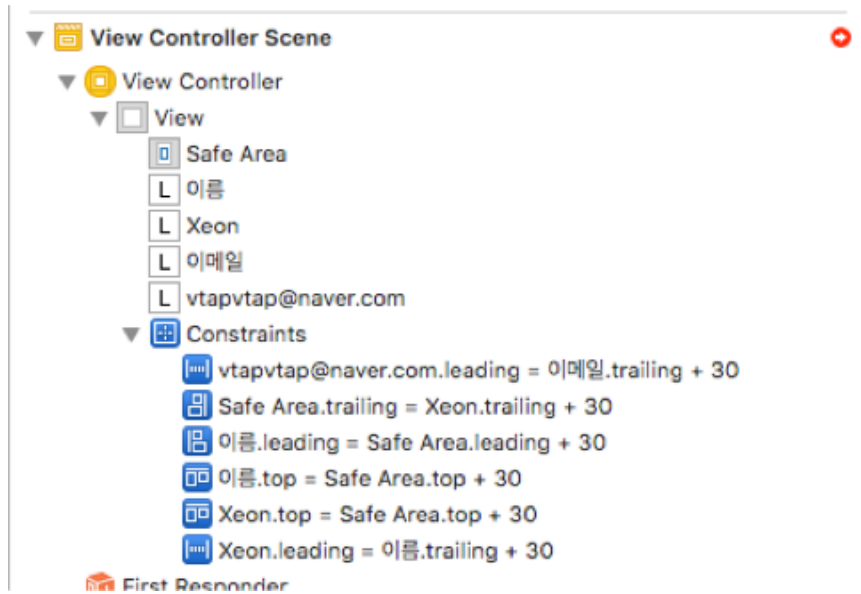
Autolayout

- 어떤 계층 관계끼리도 정의됨.
- 다양한 요소에 대해서 정의됨(너비/ 간격/ 비율 등)
- Linear하게만 정의됨. ($Y = aX + b$, a: multiplier, b: constant)
- 이산 시간안에 해를 보장함.
- 왜? 선형대수니깐.
- Key:
 - View는 하나의 축에 대해서 두가지가 정해져야함.
 - 전체 Layout은 하나의 축에 대해서 한가지만 열려 있어야함.

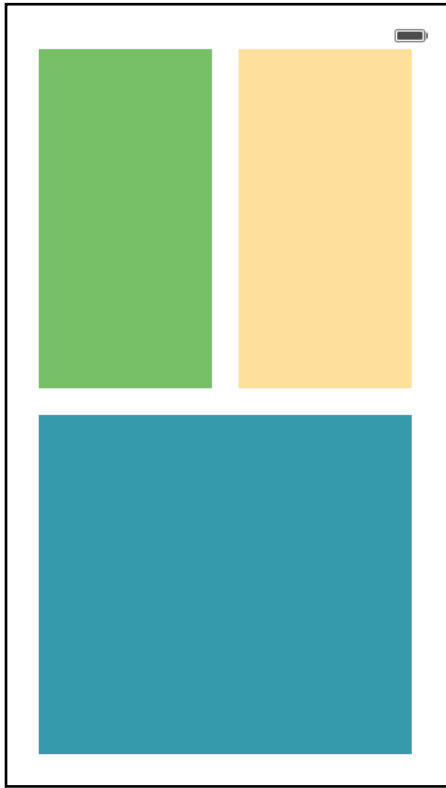
만드는 법



확인하는 법



실습



고오급 실습

이름 Xeon
이메일 vtapvtap@naver.com

- Wrapping/Boxing
- Priority
- Intrinsic Contents Size
 - Contents Hugging Priority
 - Contents Compression Resistance Priority