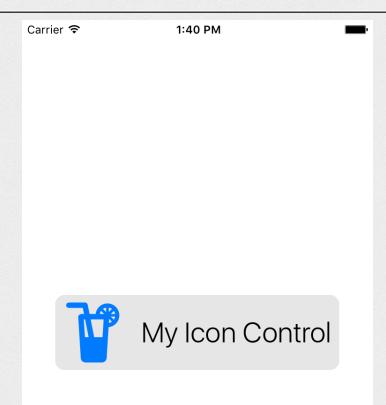
Introducing

# Custom Controls

Your First Custom Control

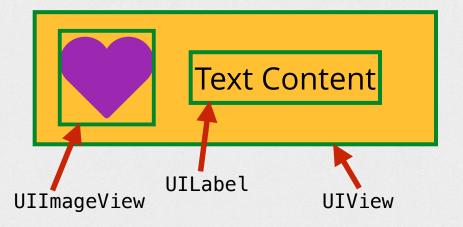
### **IconControl**





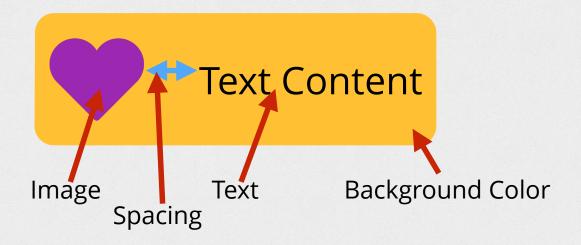
## Composition

- Use existing UlKit components
- Custom arrangement and appearance API



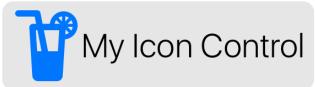


#### **API**



## It's Challenge Time!

var spacing: CGFloat





My Icon Control



My Icon Control

