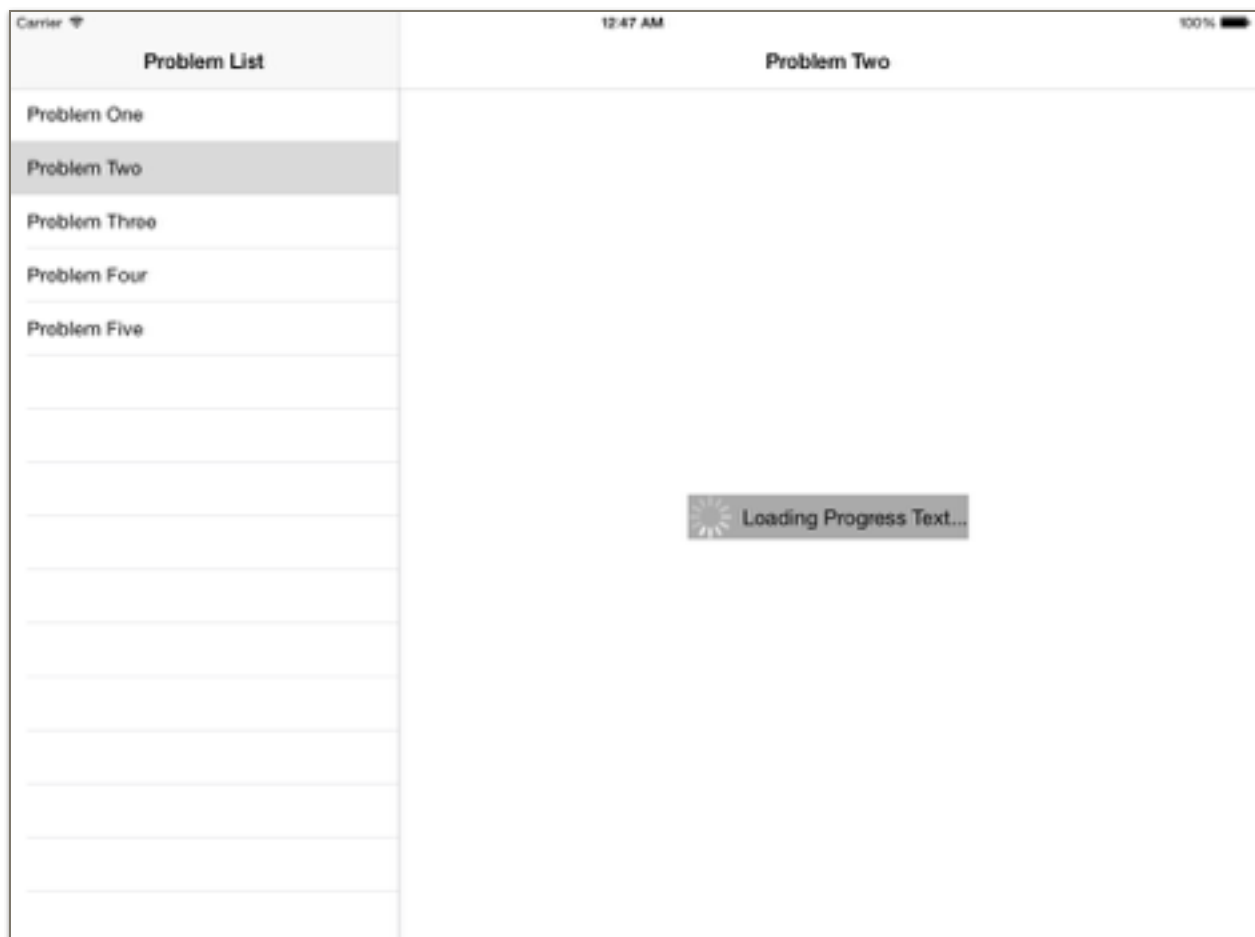**Problem:**
Sometimes it is necessary to add view objects to a scene to contain other views in order to properly implement a design. One instance where this is necessary is if you have more than a single view that you want to center together. A good example of this is a progress indicator UI that shows a spinner and a text label with arbitrary text indicating to the user what task is currently happening.

Add a plain view to the Problem Two scene. Using the attributes inspector, set the background color of the plain view to Light Gray so that it is visible. Add an activity indicator and a label as a subview of the plain view. Using the attributes inspector set the style of the activity indicator to Large White and enable its animation. Change the text of the label to "Loading Progress Text…". Do not change the default font of the label.

Add constraints to the scene to express the following layout requirements:
- The plain view should be vertically and horizontally centered
- The size of the plain view should be defined by the activity indicator and the label
- There should be 8 points of visual space between the activity indicator and the label
- The label should be vertically centered relative to the activity indicator
- The label should respect its intrinsic content size

Expected Results: