

### Problem:

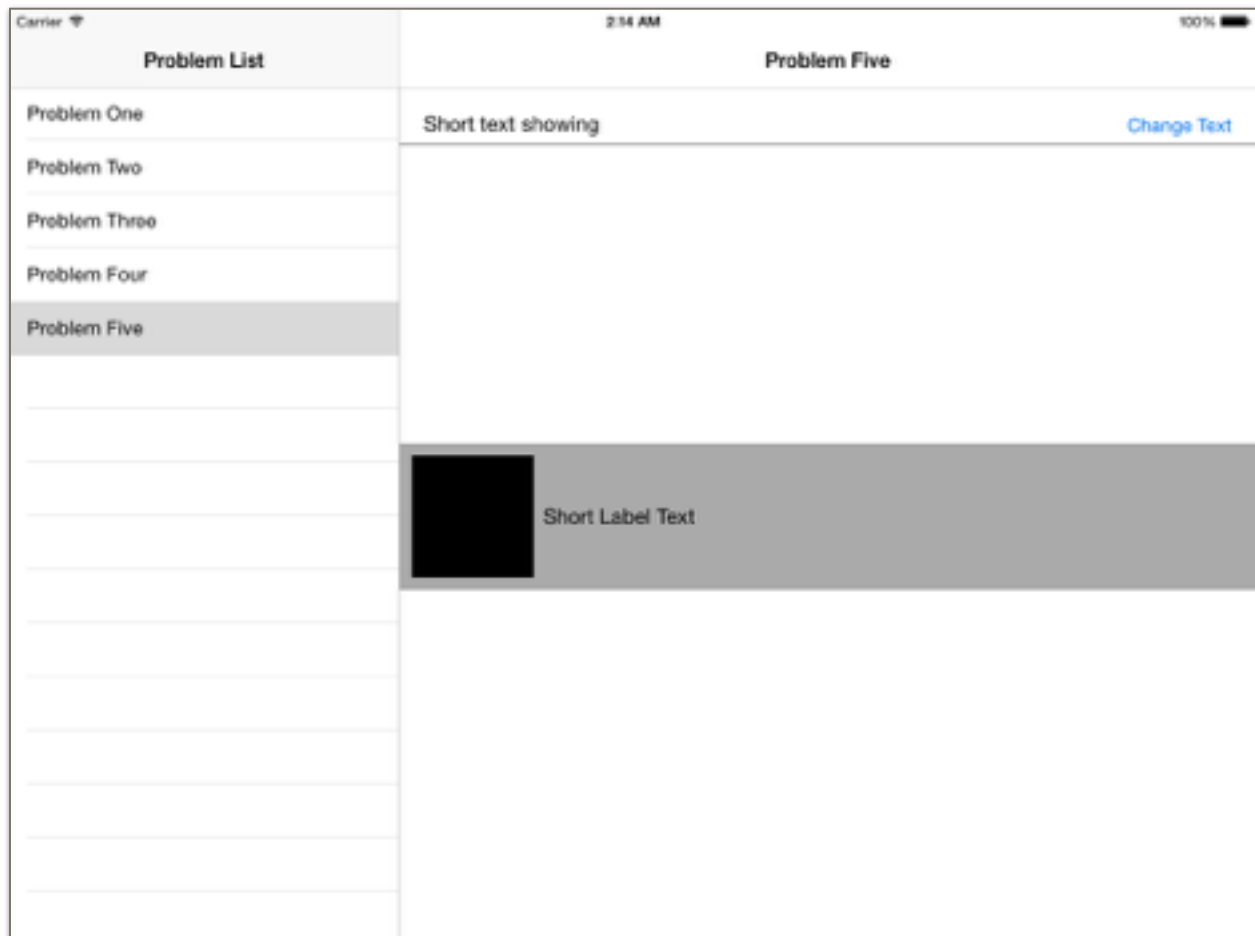
Often when dealing with table view cells or other dynamically content it is necessary to create a view that's size is determined by its contents even when there are multiple content pieces that can be varying heights.

Add a plain view to the Problem Five scene. Using the attributes inspector, set the background color of the plain view to Light Gray so that it is visible. Add another plain view and a label to the scene as subviews of the light gray view. Using the attributes inspector, set the background color of the nested plain view to black. Do not change the default font of the label. Do not alter the views already present in the scene.

Add constraints to the scene to express the following layout requirements:

- The light gray view's size should be defined by its subviews
- The light gray view should have 0 points of space between its left and right edges and the scene
- The light gray view should be vertically centered in the scene
- The black view should have 10 points of space between its left and top edges and the gray view
- The black view and label should have 8 points of space between them
- The label should have 10 points of space between its right edge and the gray view
- The light gray view should visually extend 10 points below the end of its tallest subview (the black view and the label)

### Expected Results:



# iOS App Development Assignment 2

[illegible]