

Problem:

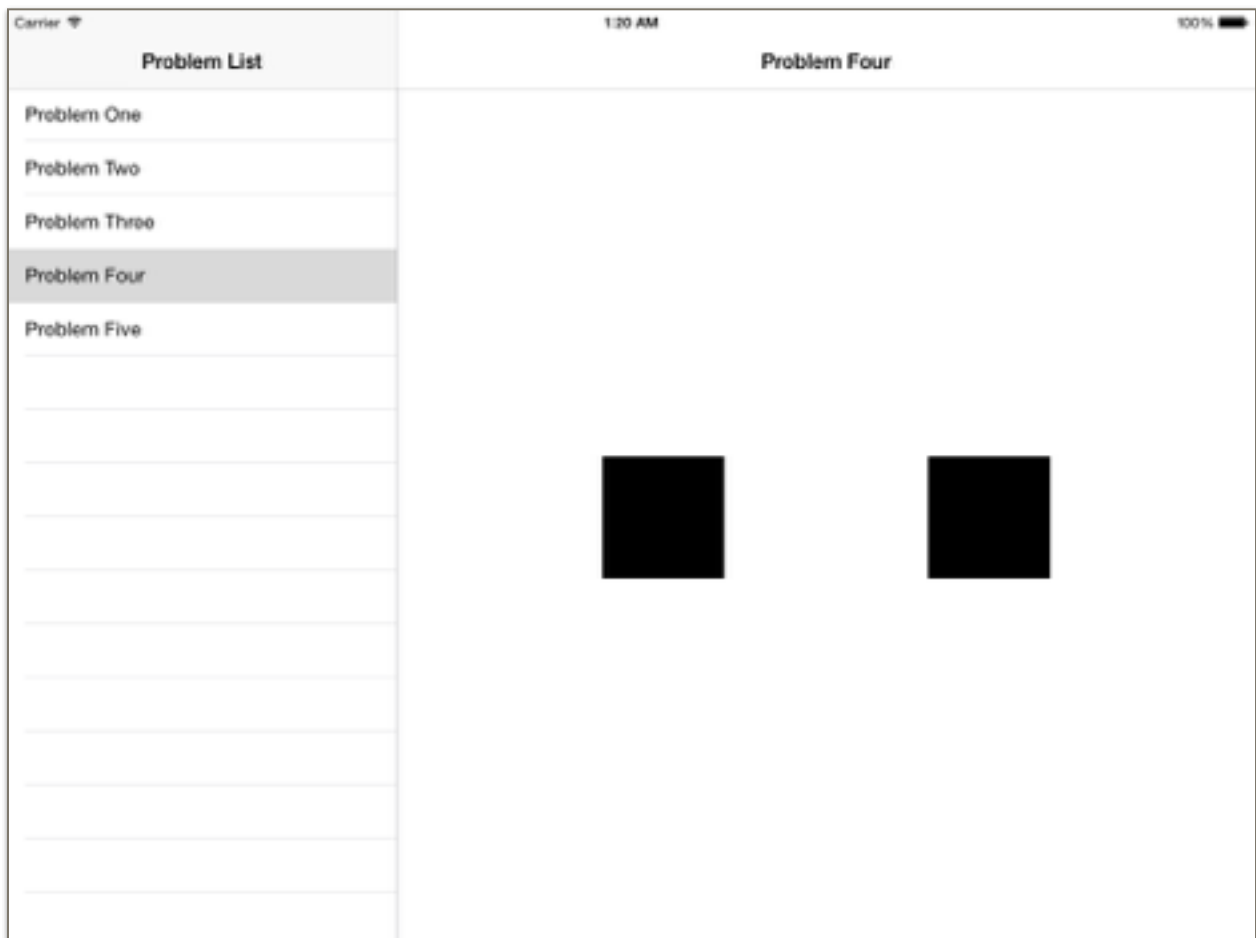
Sometimes it is necessary to add **hidden** view objects to a scene to act as spacer views to properly implement a design. One instance where this is necessary is if you have multiple objects that have a fixed size, and the space between them has to grow equally.

Add five plain views to the Problem Four scene. Using the attributes inspector, set the background color of two of the plain views to Black so that they are visible. Using the attributes inspector, set the background color of the remaining plain views to Light Gray, also set these remaining views to hidden so that it will not be drawn at runtime.

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

- The black views should have a fixed size of 100 width and 100 height
- The visual space between the black views and on either side of the black views should be equal
- The black views should be vertically centered in the scene

Expected Results:



iOS App Development
Assignment 2

