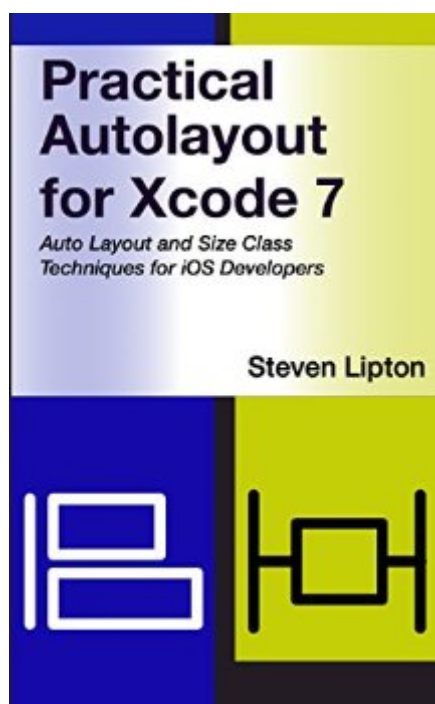


The book was found

Practical Autolayout For Xcode 7



Synopsis

One Storyboard to Rule Them All Do you really want to write 20 storyboards to cover three sizes of iPhones, the iPad, iPad mini and iPad Pro, and iPad multitasking windows? You don't have to. Auto layout, size classes and stack views in Xcode 7 make this task easy. You can make one storyboard for all 20 layouts, and sell many apps as universal apps that couldn't before. We are getting close to the time Apple will require Auto layout and size classes. In iOS8, Apple made it impossible to code popovers, modal views, alerts and split views without size classes. Now in iOS9, multitasking requires it. Most developers still do not know the difference between a regular width and compact width. Doing so, they risk their code becoming obsolete and useless. You need to know size classes, or your code can break in iOS9. In Practical Auto Layout for Xcode 7, using simple, practical examples, you will learn how to master auto layout and size classes on the Xcode 7 storyboard. Using easy to follow examples, you will learn how to make universal apps quickly easily and in far less time than ever before. You'll learn how to use constraints the right way, how to avoid and resolve errors such as misplacement and conflicting constraints. You be able to customize your layout for both launch screens and your application, using buttons, labels, images, text fields and more. Xcode 7 and iOS 9 introduces two new features for the layout of your app: stack views and iPad multitasking. Practical Auto Layout for Xcode 7 covers what you need to know about multitasking on the iPad for the best user experience and how little you have to do to make this a powerful addition to your app. Stack views make the most complex auto layout storyboards and simplifies them. The book shows you how to use stack views effectively to make layouts that work on all devices in minutes. Demonstrating auto layout and size classes with highly illustrated storyboard examples and no code, Pratical Autolayout is a great introduction to the Xcode 6 storyboard with autolayout and size classes for both developers and designers.

Book Information

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Customer Reviews

I have an app that is close to being ready to submit to the app store, except that I never dealt with the fact that it needs to run on multiple devices. This book is a good fit for me - as auto layout is specific to my challenge. What I **really like** about this book, is that it is so readable. A lot of books of this nature are not well written, and are often hard to follow. Mr. Lipton writes like a real person talking! Also he has a web site - [...] - and is responsive to, and helpful in, emails!

Gives useful, practical information on auto layout in xCode 7. A good value for the money. One tip - when I read this book in the online reader, it is not rendering UTF-8 characters correctly. You might want to check how you uploaded this. It looks like it was submitted as UTF-8 and is rendering as ISO-2359-2. But it doesn't detract from the effort.

Good points - this is a good, very basic walkthrough of Autolayout, with some tips that don't appear in the other two I've looked through. I disagree with K James's assessment - I knew nothing about Size Classes or Stacked views before reading this, now both are quite clear and easy to use. Bad - I read the Kindle version, which is full of spelling and grammar errors, one screen shot completely missing, one control that is yellow but the book says to click the green icon, and one screen shot in which the control that is referenced in text and is supposed to be shown in the screen shot is completely missing from the screen shot. It makes the book look like it was rushed to press, where a casual proofreader could have caught all these. Suggestion - This is intentionally an introductory book, but it would be helpful to have more on how constraints interact. For example, how do setting the leading and trailing space constraints interact with a maximum width constraint? The "priority" doesn't seem to work for this.

The author "assumes" that the reader knows their way around Size Classes, Stack, Align, Pin, and Resolver features of the storyboard in Xcode 7, which makes this guide very difficult to follow.

It gives very useful information concerning Auto Layout (Xcode 7) and it helps to understand how Auto Layout works.

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