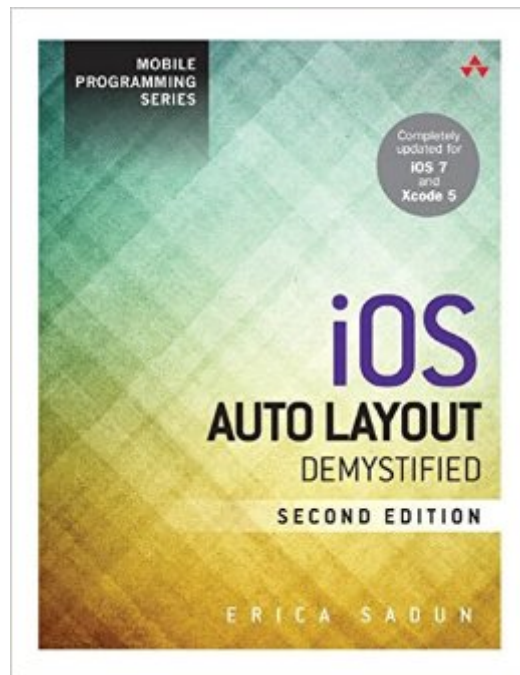


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iOS Auto Layout Demystified (2nd Edition) (Mobile Programming)



Synopsis

Completed Updated for iOS 7 and Xcode 5 Auto Layout transforms the way you create iOS user interfaces. As flexible as it is powerful, Auto Layout gives you unprecedented control over your iOS user interfaces. But Auto Layout has a reputation for difficulty. In iOS Auto Layout Demystified, Second Edition, world-renowned iOS developer and author Erica Sadun strips away the confusion, helping you gain Auto Layout mastery the easiest way possible: by example. Fully updated for iOS 7 and Xcode 5, this tutorial delivers everything Sadun's guides are famous for: clear explanations, expert tips, proven best practices--and, above all, plenty of code to learn from and reuse. Step by step, Sadun explains how Auto Layout thinks, how it works, where it fits, and why it's more useful (and simpler) than you ever imagined. She offers practical solutions for a wide variety of real-world iOS development challenges, plus innovative ways to use Auto Layout to build interactive elements, animations, and more. If you're an experienced iOS developer, this guide will expand your design possibilities, helping you build apps that are superbly usable and intuitive and stand out even in the most crowded marketplace. Coverage includes Mastering Auto Layout's basic concepts, techniques, and approach Defining unambiguous, satisfiable constraints that express your layout exactly how you intend Overcoming obstacles to constraint-based user interface design in Interface Builder Using visual formatting to express how items are laid out vertically and horizontally Making visual formats more flexible with metrics dictionaries and layout options Debugging constraints and deciphering those bewildering Xcode log messages Using descriptive techniques to uncover and express natural relationships in your design Applying iOS Auto Layout techniques in Mac OS X apps too

Book Information

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Customer Reviews

I have two major issues with this book that I want to make other people aware of:-- It's highly code based, which is fine if that's how you prefer to apply constraints. I actually don't and prefer to apply constraints visually in Interface Builder, but there are very few examples of this.-- This book was written for iOS 7 and Xcode 5, which is both several versions behind. As of March 2016, the current versions are iOS 9 (with iOS 10 beta expected later this month) and Xcode 7. There's been some significant changes regarding Auto Layout in between the versions the book is written for and the current versions, including Classes which is not mentioned at all. For these reasons, I can't recommend this book.

This is the best overall treatment of Auto Layout. Why? It's the only one, I think, which is written by someone who is both a deep platform expert (just look at her books and sample code) and who actually embraces Auto Layout and likes it. The other top iOS writers who might handle this topic seem to be old-timers who remain skeptical of Auto Layout, and so haven't explored it in depth or learned what the documentation doesn't explain about how to use it in practice.

The first edition should be republished as OS X Auto Layout. It was more up my alley being the Cocoa part instead of Cocoa touch, but both books are good and stand on their own in that way. This is an awesome book and Erica covers this topic better than anybody else.

Good book. Really useful to understanding Auto Layout on iOS. AutoLayout is a rather complex topic, that is not all covered in one place very well. The author has done a fine job of providing a lot of coverage and real-world experience with using it.

I was afraid this book was going to reiterate the same basic info found online and in other iOS books. I was wrong. This book made programming with auto layout much easier for me. The author answered a lot of my questions and she provided me new ways of thinking about how to implement its use. Definitely worth having in your iOS library. It will save you a lot of time and frustration.

I dislike not being able to give a full five-star rating because I have no doubt the author put a great deal of effort into this work. It contains a lot of good information, but like so many technical how-to books, especially those for iOS, the book seems to take a lot about the reader for granted, such as already knowing some of the concepts of the subject and seemingly jumping past those concepts. It seems odd to complain that there is actually too much information in the book so that -- for me, at least -- it is difficult to keep it all together in my mind. I struggled with understanding it until on a whim I did a Google search on the topic and found a two minute YouTube video posted by some kid that told me just about everything I needed to know to get started with Auto Layout. So many technical publications seem to be committed to turning what could be written in a three-page pamphlet into a 200+ page book. And so many authors start the discussion on a level of understanding that for them may be basic without realizing that so many readers may be needing a far simpler approach. I wish I could be more positive with this review. Nevertheless, I appreciate the effort by the author.

I'm not sure why this book gets such good ratings - at least the Kindle edition. I found it to be very confusing and I've been coding iOS for over 6 years. I had high hopes for this book to finally clear up my struggles with Auto Layout, but that was not the case at all. Instead I returned it, frustrated. 1. The sample code in GitHub does not match the project in each chapter. If you go to the GitHub link (<https://github.com/erica/Auto-Layout-Demystified>) and download the zip file, it contains folders C01 - C07 (7 chapters). But the contents of these folders do not match the projects in the associated chapters. For example, I expected C01 to have the pencil tip projects, but it did not. 2. The book does not seem to cover using Auto Layout from IB. It shows all the examples using code. That's not how I use Auto Layout. I struggle with the Auto Layout in Interface Builder, so this book is not too useful. 3. The author apologizes in the preface about not using too many OS X examples - she's an iOS developer. But all I saw in the first few chapters were references to OS X. Similar, but not the same. Again, not what I bought the book for. Perhaps these are errors in only the Kindle edition, but I expect most people would order the Kindle edition. Luckily, it has an easy return policy for Kindle books.

Erica is an academic and it shows in her thoughtful exercises and comedy. The helper libraries she uses (and publishes on github) are not polished, but worth much consideration for the serious user. I learned so much from this book. I'm grateful for Erica's continued efforts in the iOS world. We're lucky to have her!

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