Adaptive Layout

Historically used to handle layout for different orientations
• Portrait, Landscape Left, Landscape Right, and Portrait Upside Down
• Handled changes by implementing specific methods that were called during rotation
Device Idioms

Historically used to determine what type of device was running the app
Indicated either iPad idiom or iPhone idiom
Different Interface Builder files for different idioms
Often different code to support different idioms

Size Classes

Modern way to handle different devices and orientation (supersedes device orientation and device idiom)
Not specifically concerned with a device or orientation
Indicate the general amount of space that is available
A size class is “Regular” or “Compact” and is defined for either the width or the height
**Size Class Examples**

Four possible permutations of size class

iPad is Regular Width / Regular Height

iPhone 4, 5, and 6 in portrait orientation is Compact Width / Regular Height

iPhone 4, 5 and 6 in landscape orientation are Compact Width / Compact Height

iPhone 6+ in landscape orientation is Regular Width / Compact Height

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**Trait Collections**

Made up of 4 properties: horizontal and vertical size classes, device idiom, and display scale

Specific methods can be overridden to handle changes to trait collections (supersedes the rotation methods)

Preferred way to handle adaptive layout
Documentation

“Size Classes Design Help”
“Building for Multiple Screen Sizes”
“The Adaptive Model”