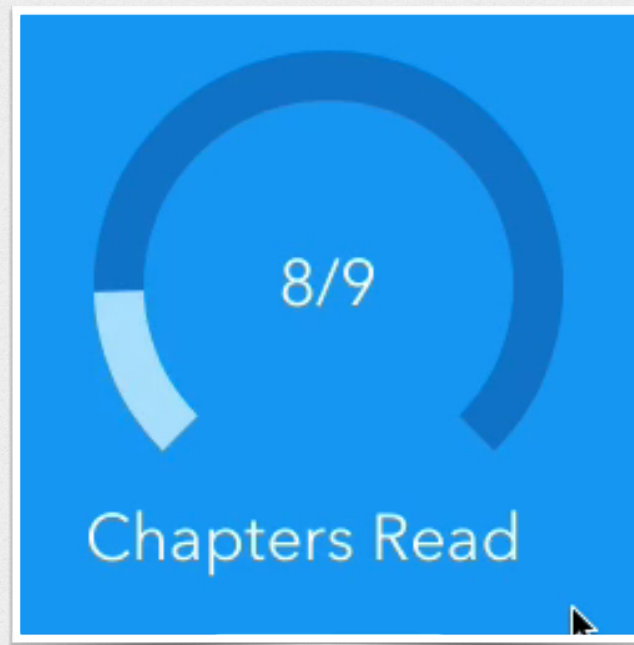


CALayers

Part 3: CAShapeLayer

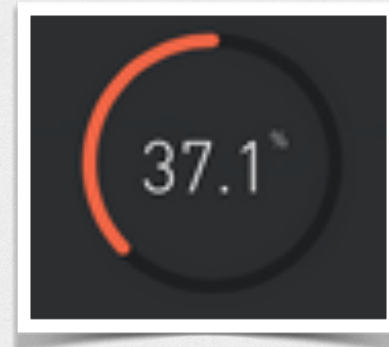
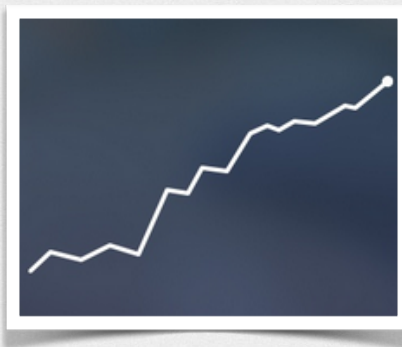


Our Goal



CAShapeLayer

- ⚙ Stroke and fill arbitrary paths



- ⚙ Great animation support



CAShapeLayer Properties

- ⚙ **Path:** path
- ⚙ **Fill:** fillColor, fillRule
- ⚙ **Stroke:** strokeColor, strokeStart, strokeEnd
- ⚙ **Line Tweaks:** lineCap, lineDashPattern, lineDashPhase, lineJoin, lineWidth, miterLimit



UIBezierPath

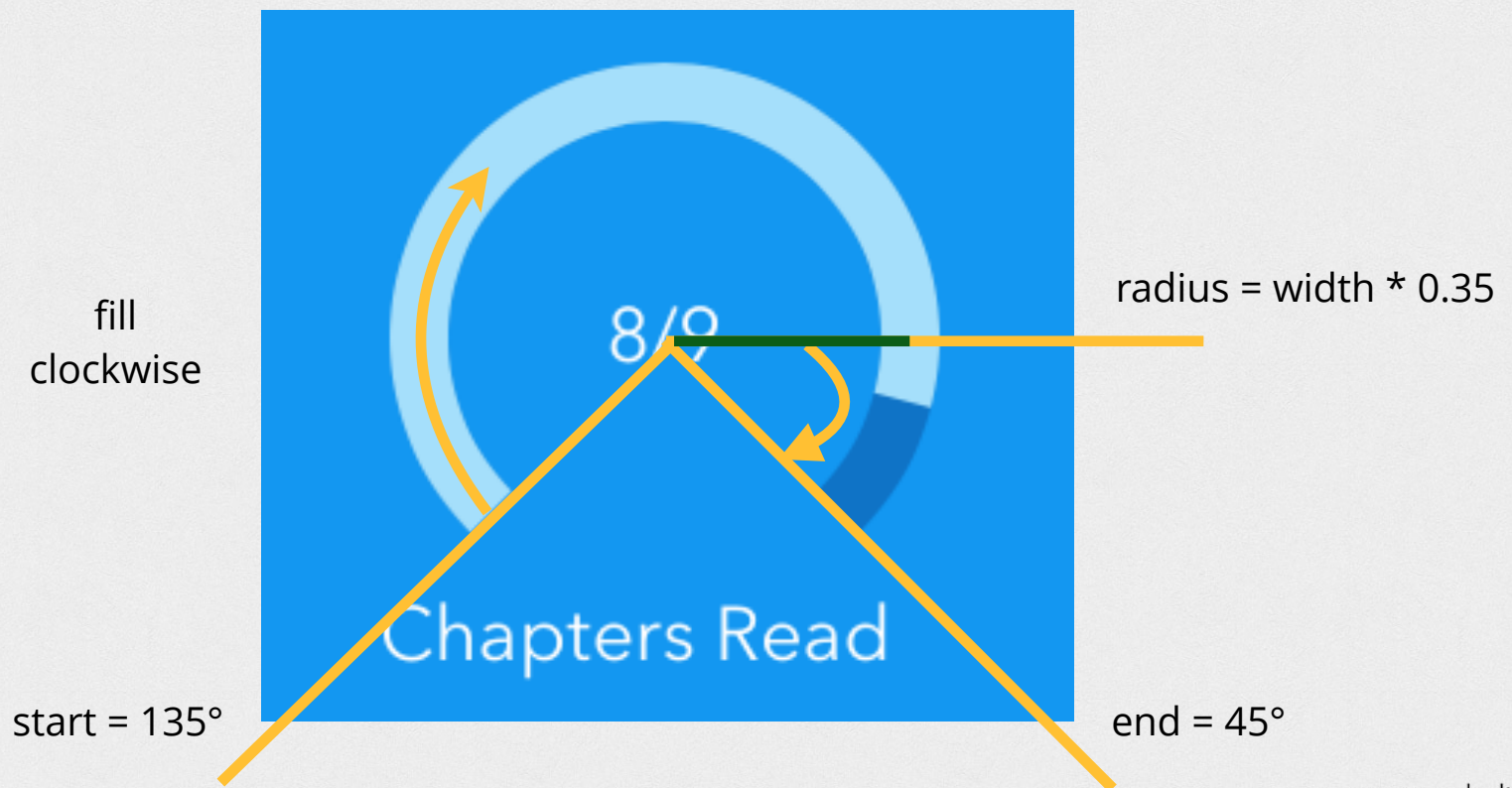
- ⚙ Handy way to create CGPaths (higher-level than C API)
- ⚙ Easy initializers for rects, ovals, rounded rects, arcs

```
UIBezierPath(rect: bounds)
UIBezierPath(ovalInRect: bounds)
UIBezierPath(roundedRect: bounds, cornerRadius: 10.0)
```

- ⚙ Support for arbitrary paths

```
path.moveToPoint(top)
path.addLineToPoint(right)
path.addArcWithCenter(center, radius: radius,
    startAngle: 0, endAngle: CGFloat(M_PI), clockwise: true)
path.closePath()
```

Our Approach



Demo

- ⚙ Stroke background (frame)
- ⚙ Stroke background (arc)
- ⚙ Stroke foreground (test)



Challenge Time!

