Lab-Use Documentation

1)What are three of the primary responsibilities of a UIView object?

* Drawing and animation
  + Views draw content in their rectangular area using UIKit or Core Graphics.
  + You can animate some view properties to new values.
* Layout and subview management
  + Views may contain zero or more subviews.
  + Views can adjust the size and position of their subviews.
  + Use Auto Layout to define the rules for resizing and repositioning your views in response to changes in the view hierarchy.
* Event handling
  + A view is a subclass of [UIResponder](doc://com.apple.documentation/documentation/uikit/uiresponder?language=swift) and can respond to touches and other types of events.
  + Views can install gesture recognizers to handle common gestures.

2) What does documentation call a view that’s embedded in another view?

Views can nest inside other views to create view hierarchies, which offer a convenient way to organize related content. Nesting a view creates a parent-child relationship between the nested child view (known as the subview)

3) What does documentation call the parent view that’s embedding the other view?

The parent (known as the superview ). A parent view may contain any number of subviews, but each subview has only one superview.

4) What is a view’s frame?

The frame rectangle, which describes the view’s location and size in its superview’s coordinate system. This rectangle defines the size and position of the view in its superview’s coordinate system. Use this rectangle during layout operations to set the size and position the view.

5) How is a view’s bounds different from its frame?

The frame and bounds properties define the geometry of each view. The frame property defines the origin and dimensions of the view in the coordinate system of its superview. The bounds property defines the internal dimensions of the view as it sees them, and its use is almost exclusive to custom drawing code. The center property provides a convenient way to reposition a view without changing its frame or bounds properties directly.