

Intermediate

# Core Graphics

Part 4: Drawing Text and Images

# Text and Image Drawing

- ⚙️ `drawAtPoint(_:withAttributes:)`
- ⚙️ `drawInRect(_:withAttributes:)`

```
let photo = UIImage(named: "bird.png")
photo?.drawInRect(rect)

let font = UIFont(name: "HelveticaNeue-Bold", size: 64)!
let attributes = [NSFontAttributeName: font,
                  NSForegroundColorAttributeName: UIColor.whiteColor()]

let truncatedTextRect = CGRect(x: 0, y: 0, width: 120, height:
60)
"Finch".drawInRect(truncatedTextRect, withAttributes: attributes)
```





# Sizing Text

⚙️ `sizeWithAttributes(_:)`

```
let font = UIFont(name: "HelveticaNeue-Bold", size: 64)!  
let attributes = [NSFontAttributeName: font,  
    NSForegroundColorAttributeName: UIColor.whiteColor()]  
  
let textSize = "Finch".sizeWithAttributes(attributes)  
let point = CGPoint(x: rect.width - textSize.width, y: 0)  
"Finch".drawAtPoint(point, withAttributes: attributes)
```



# Patterns

⚙️ UIColor(patternImage:)

```
let patternImage = UIImage(named: "rage")!  
UIColor(patternImage: patternImage).setFill()  
UIRectFill(rect)
```

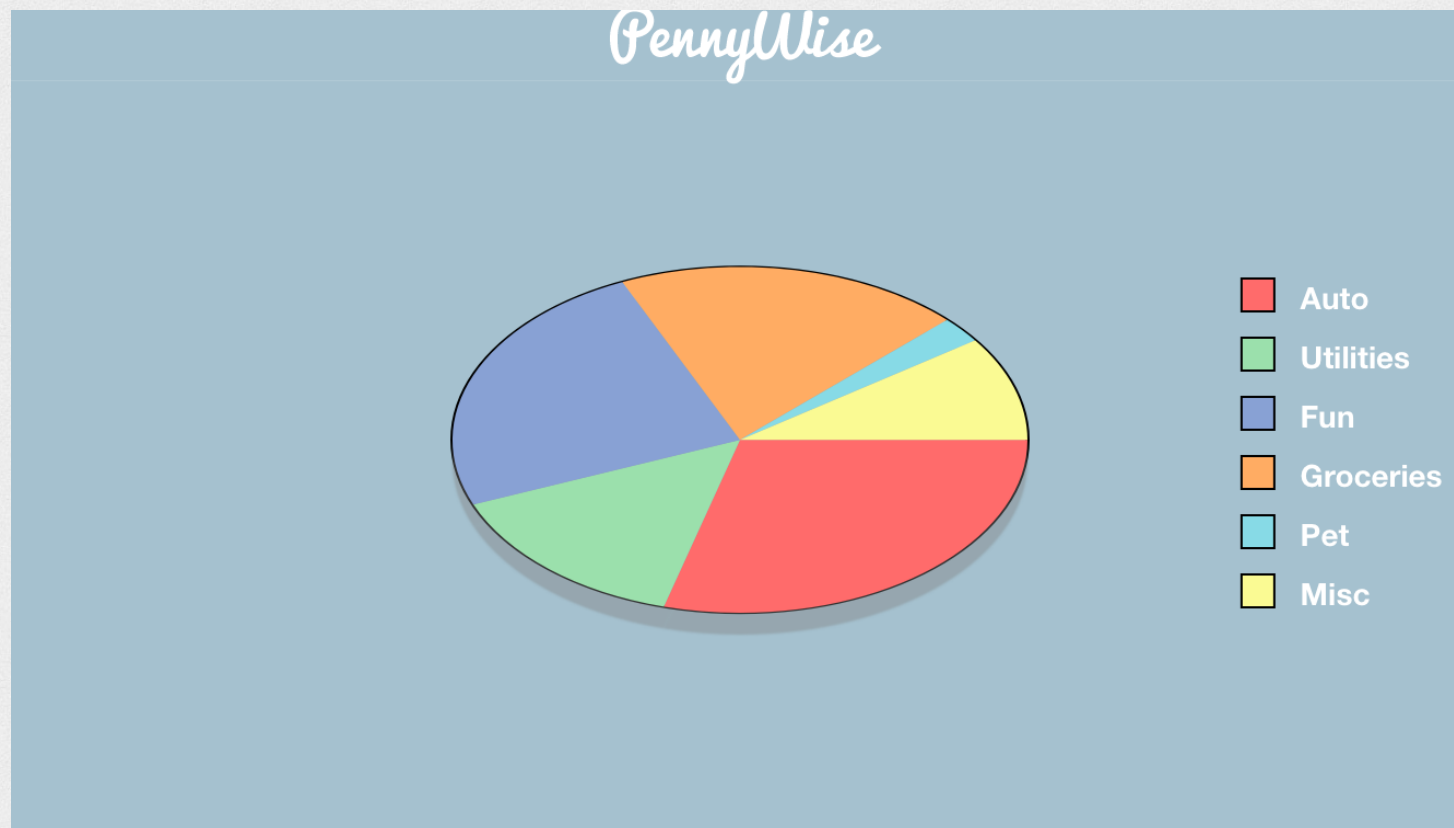
w 100 h 100





# Demo

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# Challenge Time!

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