Objective-C Assignment 1

2016302580127 曹相成 2016 级卓越 1 班

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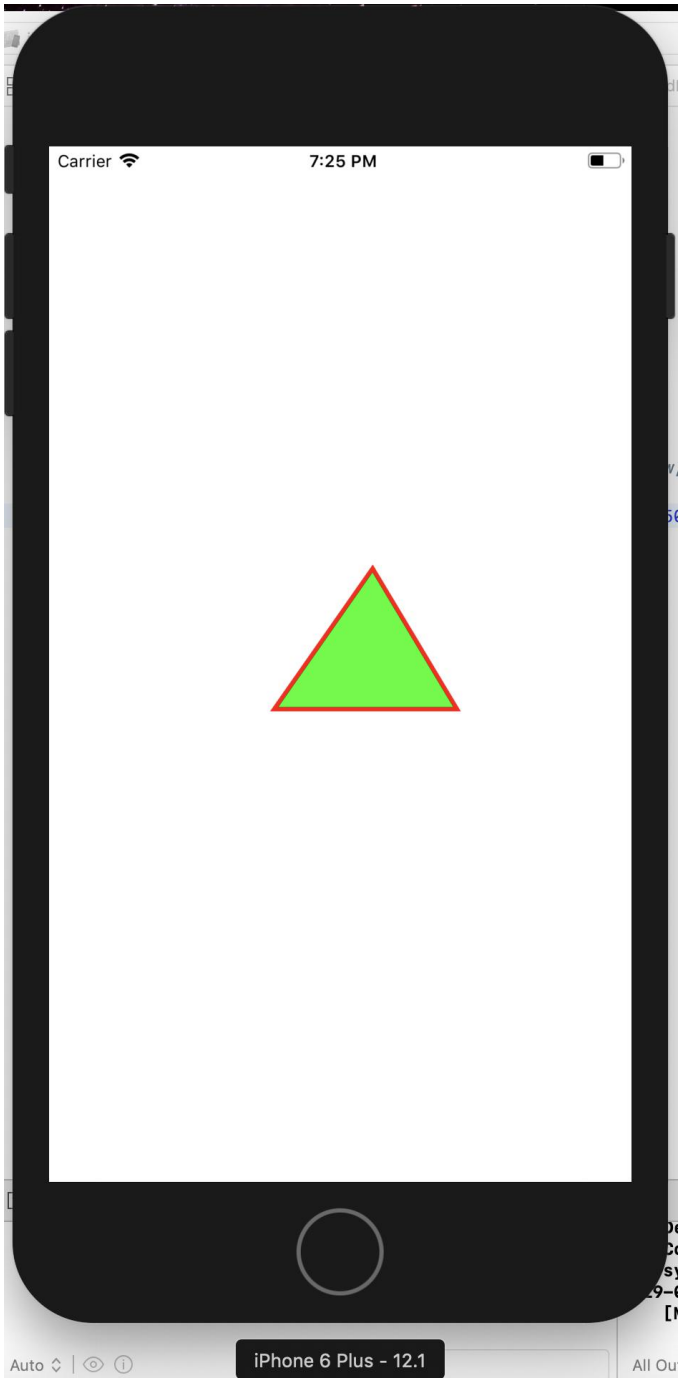
I used an iPhone 6 Plus Simulator and the result is as following:



Some thoughts on the experiment:

1.We must distinguish the difference between *frame* and *bounds*, *frame* is set the origin by others while *bounds* uses (0,0) as origin. They both require the user to

determine the size, such as the width and height.
2.I use the CGRect and UIBezierPath to draw the triangle. Blindly imitating the PPT of Stanford will not solve problem. Swift is a very cool language which can help us do very cool things.

The following is main part of the codes:

assignment1 〉 assignment1 〉 ViewController.swift 〉 No Selection

```swift
//
//  ViewController.swift
//  assignment1
//
//  Created by 曹相成 on 2019/3/22.
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//

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.

        let triangle = MyTriangle(frame:CGRect(x:150,y:250,width:400,height:400))
        triangle.backgroundColor = UIColor.clear//保证frame的背景颜色与周围一致!
        self.view.addSubview(triangle)
    }
}


class MyTriangle:UIView{
    override func draw(_ rect: CGRect){
        let path = UIBezierPath()
        path.move(to: CGPoint(x:80,y:50))
        path.addLine(to: CGPoint(x:140,y:150))
        path.addLine(to: CGPoint(x:10,y:150))

        path.close()

        UIColor.green.setFill()
        UIColor.red.setStroke()
        path.lineWidth = 3.0
        path.fill()
        path.stroke()

    }
}

```