

Swift Drawing notes

Vocab

UIBezierPath	radians
stroke()	move(to: CGPoint)
fill()	Assets.xcassets
close()	CGPoint
addLine(to: CGPoint)	CGRect
addArc(withCenter: CGPoint, radius: CGFloat, startAngle: CGFloat, endAngle: CGFloat, clockwise: Bool)	UIColor
	lineWidth

Questions

How do you create a custom subclass of UIView?

How to create a color?

How can you fill with an image instead of a color?

Where is the origin point on a UIView?

How to change the color of what you draw?

When can you see the pictures you draw with a UIBezierPath?

How do you set the width of the drawing tool?

How do you link the .swift file to the storyboard?

Where do you store the custom class in the Project Navigator?

How do you add media to a project?

What names are needed for an image file to display properly at different resolutions?

When do you override the draw(_ rect: CGRect) method?

What does a _ in a method signature mean?

What inspector is used for the linking of a file in XCode?

How to draw a circle with a UIBezierPath?

What does .close() do to a UIBezierPath?

What does it mean to measure an angle in radians?

How do you reference a circle in radians?