1. **What are three of the primary responsibilities of a UIView object?**Three of the primary responsibilities of a UIView object include drawing and animation, layout and subview management, and event handling.
2. **What does documentation call a view that’s embedded in another view?**According to documentation, the act of nesting one view inside of another creates a view hierarchy, a parent-child relationship which refers to the nested child view (embedded into the parent view) as the subview.
3. **What does documentation call the parent view that’s embedding the other view?**In the view hierarchy, the parent view is referred to as the superview. Importantly, while any superview may contain several subviews, a subview can only belong to one superview.
4. **What is a view’s frame?**According to documentation, a frame is a property defining the geometry of a view. Specifically, a frame defines its view’s origin and dimensions in the coordinate system of its superview.
5. **How is a view’s bounds different from its frame?**While the bound is also a property that defines the geometry of a view, it defines the internal dimensions of the view as it sees them. Its use is almost exclusive to custom drawing code.