View Coordinate System

(0,0)

(500, 35)

- Origin is upper left

- Units are points, not pixels

    Pixels are the minimum-sized unit of drawing your device is capable of

    Points are the units in the coordinate system

    Most of the time there are 2 pixels per point, but it could be only 1 or something else

    How many pixels per point are there? UIView's `var contentScaleFactor: CGFloat`

- The boundaries of where drawing happens

    `var bounds: CGRect` // a view's internal drawing space's origin and size

    This is the rectangle containing the drawing space in its own coordinate system

    It is up to your view's implementation to interpret what `bounds.origin` means (often nothing)

- Where is the UIView?

    `var center: CGPoint` // the center of a UIView in its superview's coordinate system

    `var frame: CGRect`   // the rect containing a UIView in its superview's coordinate system

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