

Creating Views

- Most often your views are created via your storyboard

Xcode's Object Palette has a generic UIView you can drag out

After you do that, you must use the **Identity Inspector** to changes its class to your subclass

- On rare occasion, you will create a UIView via code

You can use the frame initializer ... `let newView = UIView(frame: myViewFrame)`

Or you can just use `let newView = UIView()` (frame will be CGRectZero)

- Example

// assuming this code is in a UIViewController

```
let labelRect = CGRect(x: 20, y: 20, width: 100, height: 50)
```

```
let label = UILabel(frame: labelRect) // UILabel is a subclass of UIView
```

```
label.text = "Hello"
```

```
view.addSubview(label)
```

