

Drawing Images

- There is a UILabel-equivalent for images

`UIImageView`

But, again, you might want to draw the image inside your `drawRect` ...

- Creating a UIImage object

```
let image: UIImage? = UIImage(named: "foo") // note that its optional
```

You add `foo.jpg` to your project in the `Images.xcassets` file (we've ignored this so far)

Images will have different resolutions for different devices (all managed in `Images.xcassets`)

- You can also create one from files in the file system

(But we haven't talked about getting at files in the file system ... anyway ...)

```
let image: UIImage? = UIImage(contentsOfFile: aString)
```

```
let image: UIImage? = UIImage(data: anNSData) // raw jpg, png, tiff, etc. image data
```

- You can even create one by drawing with Core Graphics

See documentation for `UIGraphicsBeginImageContext(CGSize)`

