Lab 1.8 Jacob Faski

**Question 1:**

**What are three of the primary responsibilities of a UIView object?**

They are to display content, handle user interaction, and help create and manage the layout of said content. Its in the name “UI” the user interface is driven by this object, its what helps our apps look clean and polished!

**Question 2:**

**What does documentation call a view that’s embedded in another view?**

It’s called a subview, which is useful for arranging the UI structure, and helping to organize how everything appears on the page, it helps build a useful hierarchy, which allows for a more complex (and more modern layout)

**Question 3:**

**What does documentation call the parent view that's embedding the other view?**

That’s called a superview, which is like the container that holds the subviews, and as such, the position and scale of the superview will affect the subviews nestled within. This is helpful, as much like when you group multiple images together in photoshop, it allows you to move and resize elements relative to one another, ensuring that they look cohesive and professional.

**Question 4:**

**What is a view’s frame?**

The frame of a view is the size and location relative to its respective superview. As discussed in the question prior, this is very helpful for ensuring that content that needs to be together, stays together.

**Question 5:**

**How is a view’s bounds different from its frame?**

Good question! The frame is the size and position of the frame inside its own superview, whereas the bounds are the size and position within the view itself. In essence, the frame is where the view is, and the bounds are what’s inside the view.