

What kind of object is a Sprite?

SKSpriteNode, which can display a textured image, a colored square, or a textured image blended with a color.

In UIKit, a screen of content is usually some kind of UIView. What is the analogous object in SpriteKit?

An instance of the SKScene class

What method should be run when sprites  
move off the screen?

`SKAction.removeFromParent()`