* <https://developer.apple.com/documentation/uikit/uiimageview?language=objc>
* UIImageView
* Class(类)：
* An object that display a single image or a sequence of animated images in your interface.(在界面中显示单个图像或一系列动画图像的对象。)
* OvreView:
* Imag饿view let you efficiently draw any image that can be specified using a UIImage object.(使用图像视图可以高效地绘制任何可以使用UIImage对象指定的图像。) For example，you can use the UIImageView class to disply the contents of many standard image files,such as JPEG and PNG file.(例如，您可以使用该类来显示许多标准图像文件的内容，像JPEC和PNG。) You can configure image views programematically or in your storyboard file and chang the images they display at runtime.(您可以以编程方式或在故事板文件中配置图像视图，并更改它们在运行时显示的图像。) For animated images,you can also use the methods of this class to star and stop the animation and specify other animation parameters.(对于动画图像，还可以使用此类的方法来启动和停止动画并指定其它动画参数。)
* Understanding How Image Are Scaled.
* An image view uses its contentMode property and the configuration of the image itself to determine how to display the image.(图像视图使用contentMode属性和图像本身的配置来确定如何显示图像。) It is best to specify images whose dimensions match the dimensions of the the image view exactly,but image views can scale you images to fit ail or some of the available space.if the size of the image view itself changes,it automatically scales the image as need. (最好指定图像的尺寸匹配图像视图的尺寸，但图像的视图可以缩放你的图片填充全部或部分的空间。如果图像视图本身的大小变化，根据需要自动缩放图像。)

For an image without cap insets,the presentation of the image is determined solely by the image view’s contentMode property.(对于没有插图的图像，图像的显示仅有图像视图的属性决定。0The UIViewContentModeScaleAspectFit and UIViewContentModeScaleAspectFill modes scale the image to fit or fill the space while maintaining the image’s original aspect ratio.(UIViewContentModeScaleAspectFit和UIVewContentScaleAspectFill模式规模图像以适应或填补空间，同时保持原始图像的纵横比。) The UIViewContentModelScaleTofille value scales the image without regard to the original aspect ratio,witch can cause the image to appear distorted.

* Initializing an Image View
* initWithImage:
* Instance Method（实例方法）：
* Return an image view initialized with the specified image.

(返回一个指定图像初始化的图像视图。)

* Declaration（宣言）：
* - (instancetype)initWithImage:(UIImage \*)image;
* Parameters(参数)：
* Image：The initial image to display in the image view,You may specify an image object that contains an animated sequence of images. (最初的图像在图像视图中显示，您可以指定一个图像对象，该对象包含一个动画序列的图像。)
* Return Value
* An initialized image view object.(初始化的图像视图对象。)
* Discussion(讨论)：
* The image you specified is used to configure the initial size of the image view itself Use constrain amd the image views’ content model to adjust

the image view’s final size onscreen. This method disables user interaction for the image view by setting the userInteraction Enabled property to NO.(指定的图像用于配置的初始化大小图像视图本身。使用约束和图像视图的内容模式调整图像视图的最终的大小的屏幕上。通过设置image属性userInteractionEnabled No禁止用户与图像视图进行交互。)

if you specify an animated iamge whose duration is greater than 0,the image view automaticalkl starts playing the animation.( 如果你指定一个动画形象的持续时间大于0,图像视图自动开始播放动画。)

* iniWithImage:hightedImage:
* Instance Method
* Returns an image view initialized with the specified regular and highlighted image.(返回一个指定常规图像和一个高亮显示图像的初始化视图。)
* Declaration(宣言)：
* (instancetype)initWithImage:(UIImage \*)image

highlightedImage:(UIImage \*)highlightedImage;

* Parameters(参数)：
* Image The initial image to display in the image view.you may specify an image object that contains an animated sequence of images.(要在图像视图中显示的初始化图像。您可以指定一个包含动画序列图像的图像对象。)
* hightlightedImage The image to display when the image view is highlighted.You may specify an image object that contains an animated sequence of image.(当图像显示高亮图像的图像。您可以指定一个包含动画序列图像的图像对象。)
* Return Value
* An initialized image view object.(返回一个初始化的图像。)
* Discussion(讨论)：
* The image you specify are used to configure the initial size of the image view itself.Use constraints and the image view’s content mode to adjust the iamge view’s final size onscreen.This method disables user interaction for the image view by setting the userInteractionEnable property to NO.(您所指定的图像用于配置的初始化大小图像视图本身。使用约束和图像视图的内容模式调整图像视图的最终大小在屏幕上。通过设置userInteractionEnable属性为NO来禁止交互。)

If you specify an animated image whose duration is greater than 0,the image view automatically stars playing the animation.(如果你指定一个动画形象的持续时间大于0，图像视图自动化开始播放动画。)

* Accessing the Display Image
* Image
* Instance Property(实例属性)
* The image displayed in the image view.(在图像视图中显示的图像。)
* Discussion(宣言)；
* @property(nonatomic, strong) UIImage \*image;
* Discussion
* This propery contains the main image displayed by the imag view.This image is displayed when the image view is in its natural state.When highlighted,the image view displays the image in its highlightedImage property instead.(这个属性包含图像显示视图。当图像视图处于自然状态的时候显示该图像。当处于高亮时)
* Animating a Sequence of Images