

Lab – Use Documentation  
Class: Swift Programming I  
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- \* What are three of the primary responsibilities of a UIView object?
  - o The three primary responsibilities are Drawing and animation, Layout and subview management, and Event handling.
- \* What does documentation call a view that's embedded in another view?
  - o It's called a subview. This just means it's a smaller view inside a bigger one.
- \* What does documentation call the parent view that's embedding the other view?
  - o It's called a superview. It's like the main container that holds other views inside it.
- \* What is a view's frame?
  - o A view's frame is where it's placed and how big it is on the screen, according to the space of the bigger view it's inside.
- \* How is a view's bounds different from its frame?
  - o A view's bounds is about its own space, like how big it is and where things start inside it. It usually starts at (0,0) and doesn't care where it is on the screen, just its own size and position.