* 3 of the primary responsibilities of a UIView object:
* Drawing animations
* Layout and subview management
* Event handling
* What documentation calls a view that’s embedded in another view:
* subview/child view
* What documentation calls the parent view that’s embedding the other view:
* Superview
* What a view’s frame is:
* The origin and dimensions of a view in the coordinate system of its superview
* How a view’s bound is different from its frame:
* The bounds of a view define its internal dimensions, not necessarily dependent upon the superview unlike the frame which defines the geometry of the view relative to the superview