绘制对话框样式的标签

1. 简述：

    UI 设计需要在列表中展示该标签。 `V 1.4.2`

2. 实现：

```objc
- (void)drawRect:(CGRect)rect
{
    CGRect rect1 = CGRectMake(rect.origin.x+6, rect.origin.y+6, rect.size.width-12, rect.size.height-12);
    CGPoint leftButtonPoint = CGPointMake(rect1.origin.x, rect1.origin.y+rect1.size.height);

    CGPoint firstPoint = CGPointMake(leftButtonPoint.x-rect1.size.height/5, leftButtonPoint.y+1);
    CGPoint secondPoint = CGPointMake(leftButtonPoint.x, leftButtonPoint.y-rect1.size.height/5);
    CGPoint thirdPoint = CGPointMake(leftButtonPoint.x+rect1.size.height/5, leftButtonPoint.y);

    UIBezierPath *path = [UIBezierPath bezierPathWithRoundedRect:rect1 byRoundingCorners:UIRectCornerAllCorners
        cornerRadii:CGSizeMake(rect1.size.height/5, rect1.size.height/5)];
    path.lineCapStyle = kCGLineCapSquare;
    path.lineJoinStyle = kCGLineCapRound;

    [path moveToPoint:firstPoint];
    [path addLineToPoint:secondPoint];

    [path addLineToPoint:thirdPoint];
    [path closePath];
    [self.lineColor setFill];
    [path fillWithBlendMode:kCGBlendModeNormal alpha:1];
    [super drawRect:rect];
}
```