**Topics- UIView**

1. Creating a View Object
2. Configuring a View’s Visual Appearance
3. Configuring the Event-Related Behavior
4. Configuring the Bounds and Frame Rectangles
5. Managing the View Hierarchy
6. Observing View-Related Changes
7. Configuring Content Margins
8. Getting the Safe Area
9. Managing the View’s Constraints
10. Creating Constraints Using Layout Anchors
11. Working with Layout Guides
12. Measuring in Auto Layout
13. Aligning Views in Auto Layout
14. Triggering Auto Layout
15. Debugging Auto Layout
16. Configuring the Resizing Behavior
17. Laying out Subviews
18. Managing the User Interface Direction
19. Supporting Drag and Drop Interactions
20. Drawing and Updating the View
21. Formatting Printed View Content
22. Managing Gesture Recognizers
23. Observing Focus
24. Using Motion Effects
25. Preserving and Restoring State
26. Capturing a View Snapshot
27. Identifying the View at Runtime
28. Converting Between View Coordinate Systems
29. Hit Testing in a View
30. Ending a View Editing Session
31. Modifying the Accessibility Behavior
32. Animating Views with Block Objects
33. Animating Views
34. Constants