

The background consists of a repeating pattern of overlapping triangles in two shades of light gray. Scattered across this pattern are small, dark gray icons of stars and crescent moons.

6.Painting

Painting and Painting order

1. What is Painting?

In the painting stage, the **render tree** is traversed and the renderer's "**paint()**" method is called to **display content on the screen**. Painting uses the UI infrastructure component.

2. Global and Incremental Painting

- Like layout, painting can also be global— —the entire tree is painted—or incremental.
- In incremental painting, some of the renderers change in a way that **does not affect the entire tree**. The changed renderer **invalidates its rectangle on the screen**. This causes the OS to see it as a "**dirty region**" and generate a "**paint**" event. The OS does it cleverly and **coalesces**(合并) several regions into one.

3. The painting order

- background color
- background image
- border
- children
- outline

