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