Q: What are three of the primary responsibilities of a UIView object?

A: UIView objects are responsible for

* Drawing and animation
  + Views draw content in their rectangular area using UIKit or Core Graphics.
  + You can animate some view properties to new values.
* Layout and subview management
  + Views may contain zero or more subviews.
  + Views can adjust the size and position of their subviews.
  + Use Auto Layout to define the rules for resizing and repositioning your views in response to changes in the view hierarchy.
* Event handling
  + A view is a subclass of [UIResponder](doc://com.apple.documentation/documentation/uikit/uiresponder?language=swift) and can respond to touches and other types of events.
  + Views can install gesture recognizers to handle common gestures.

Q: What does documentation call a view that is embedded in another view?

A: The “child view”, “nested view”, or especially “subview”.

Q: What does documentation call the parent view that is embedding another view?

A: The “superview”.

Q: What is a view’s frame?

A: The view’s frame is a property that defines the origin and dimensions of a view within the coordinate system of its superview.

Q: How is a view’s bounds different from its frame?

A: The view’s bounds is a property that defines the internal dimensions of the view from its own perspective, as opposed to within the context of its superview.