Documentation

* What are three of the primary responsibilities of a UIView object?

1. Drawing and animations
2. Layout and subview management
3. Event handling

* What does documentation call a view that's embedded in another view?
  + Subview
* What does documentation call the parent view that's embedding the other view?
  + Superview
* What is a view's frame?
  + It defines the origin and dimensions of the view in the coordinate system of its superview
* How is a view's bounds different from its frame?
  + Property defines the internal dimensions of the view as it sees them and is used almost exclusively in custom drawing code