

[UIKit](#) / Drawing

API Collection

Drawing

Draw shapes, images, and other content on the screen.

Topics

Drawing Contexts

`class` `NSGraphicsContext`

An object that represents a graphics context.

Shapes and Paths

`class` `NSBezierPath`

An object that can create paths using PostScript-style commands.

☰ Convenience Functions

Draw rectangles and other primitive shapes using these convenience functions.

Strings

`class` `NSStringDrawingContext`

An object that manages metrics for drawing attributed strings.

`struct` `NSStringDrawingOptions`

Constants that specify the rendering options for drawing a string.

Gradients

`class NSGradient`

An object that can draw gradient fill colors

Shadows

`class NSShadow`

An object you use to specify attributes to create and style a drop shadow during drawing operations.

See Also

Graphics, Drawing, Color, and Printing



Images and PDF

Create and manage images, in bitmap, PDF, and other formats.



Color

Represent colors using built-in or custom formats, and give users options for selecting and applying colors.



Printing

Display the system print panels and manage the printing process.