

## Documentation

There are three primary responsibilities of the UIView object. There's drawing and animation, layout and subview management, and event handling.

The documentation calls a view embedded in another view a nested child view or a subview.

The documentation calls the parent view the superview. Each subview can only have one super view, but a superview can have any number of subviews.

The view's frame is the origin dimensions of the view in the coordinate system of its superview. In other words its where the view is placed in relation to it's superview.

The view's bounds are the internal dimensions of the view as it sees them and is mostly used for custom drawing code. In other words It describes the location and size of the object rectangle in its own coordinate system. It's different from frame because the frame is relative to its superview coordinate system while bounds are referencing its own coordinate system.