

ContentMode

UIViewContentMode

```
public enum UIViewContentMode : Int {  
    case scaleToFill  
    case scaleAspectFit  
    case scaleAspectFill  
  
    case redraw  
  
    case center  
    case top  
    case bottom  
    case left  
    case right  
    case topLeft  
    case topRight  
    case bottomLeft  
    case bottomRight  
}
```

———— Scailing

———— Redrawing

———— Positioning

Scaling

UIViewContentModeScaleToFill



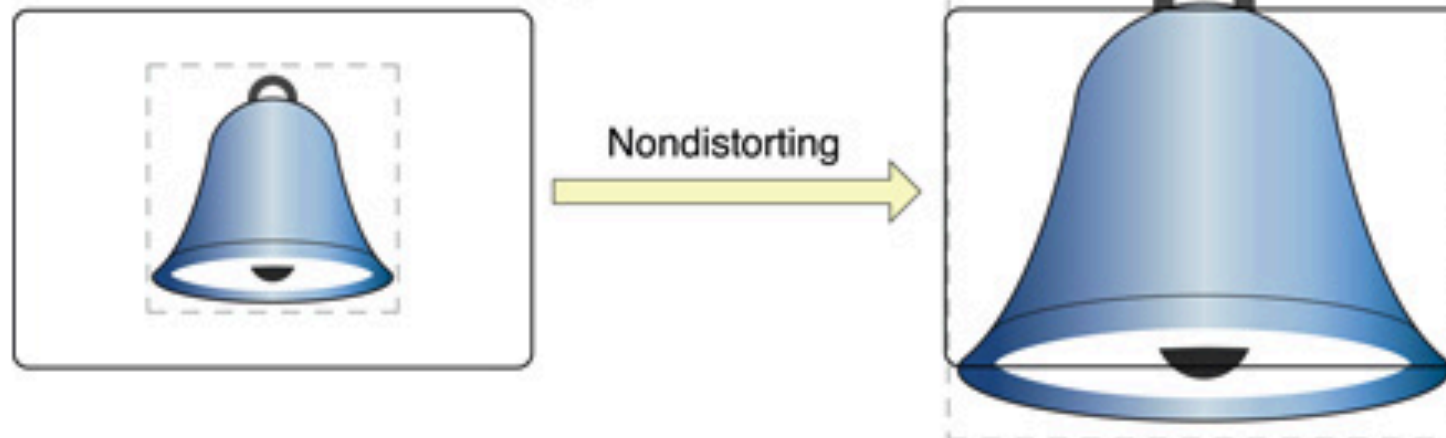
비율깨짐

UIViewContentModeScaleAspectFit



비율유지하면서 최대

UIViewContentModeScaleAspectFill



비율유지하면서 화면 꽉차게

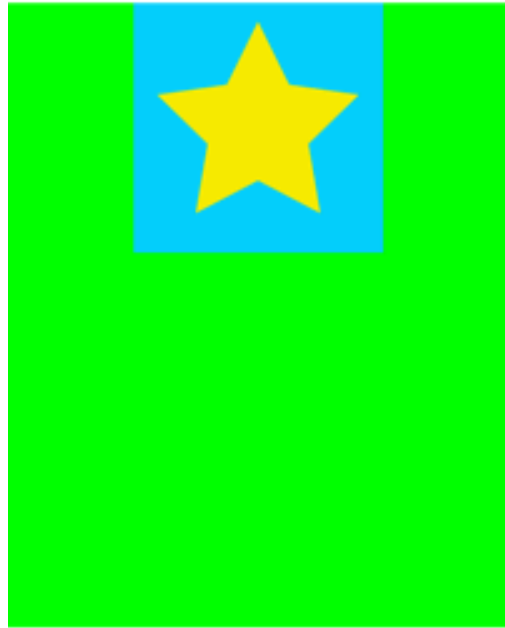
별로 쓸일 없음

- View 의 크기가 변경될 때마다 `setNeedsDisplay()` 메서드를 호출하여 연관 콘텐츠를 항상 다시 그리게 하는 것
- `draw(_:)` 메서드에 별도의 그리기 작업이 들어가고 크기에 영향을 받을 경우 설정
- 크기 변경시마다 매번 다시 그려야 하므로 성능상으로는 좋지 않은 영향

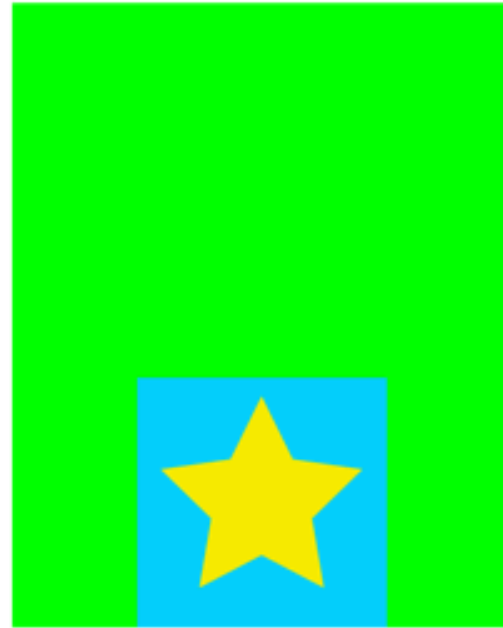
Positioning



.Center



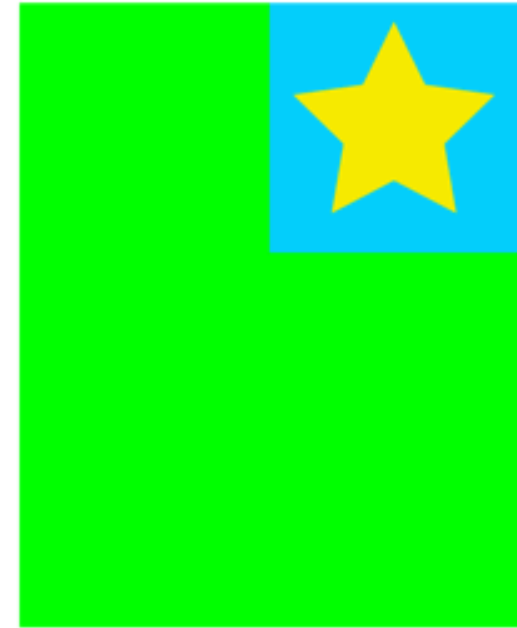
.Top



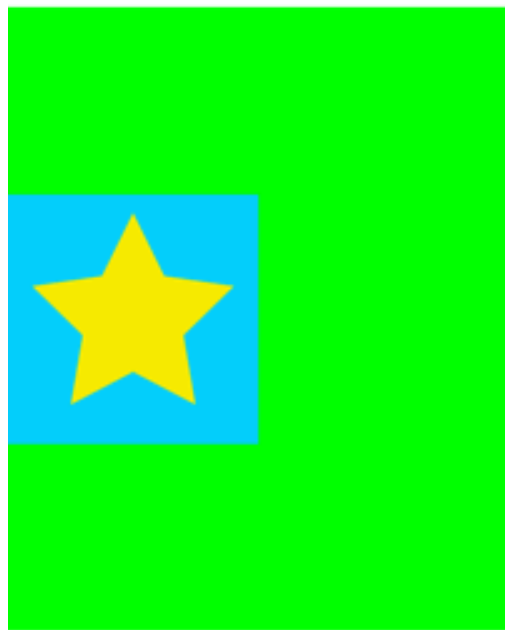
.Bottom



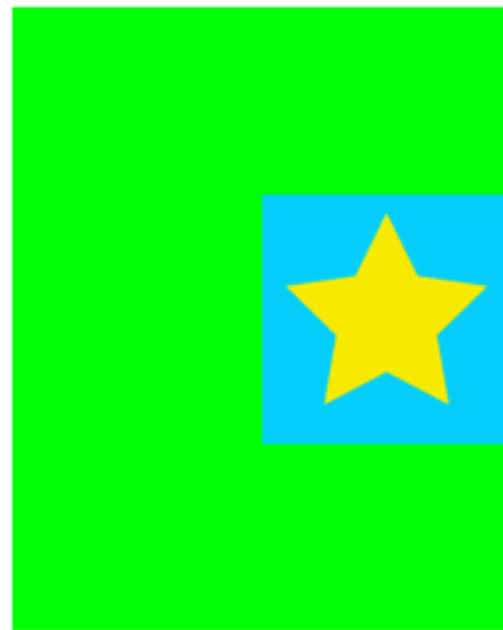
.TopLeft



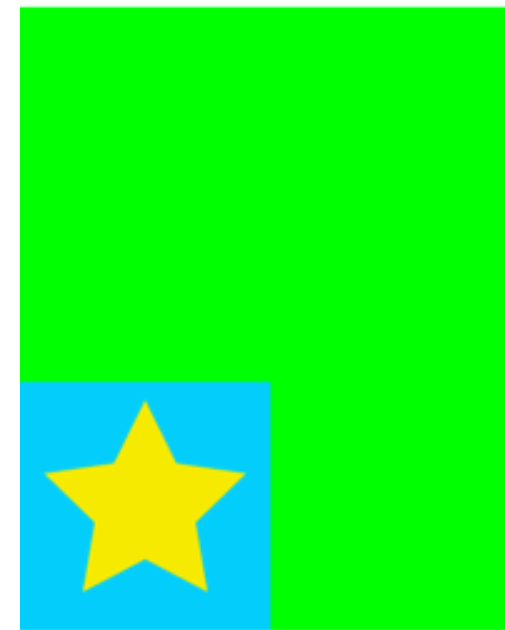
.TopRight



.Left



.Right



.BottomLeft



.BottomRight