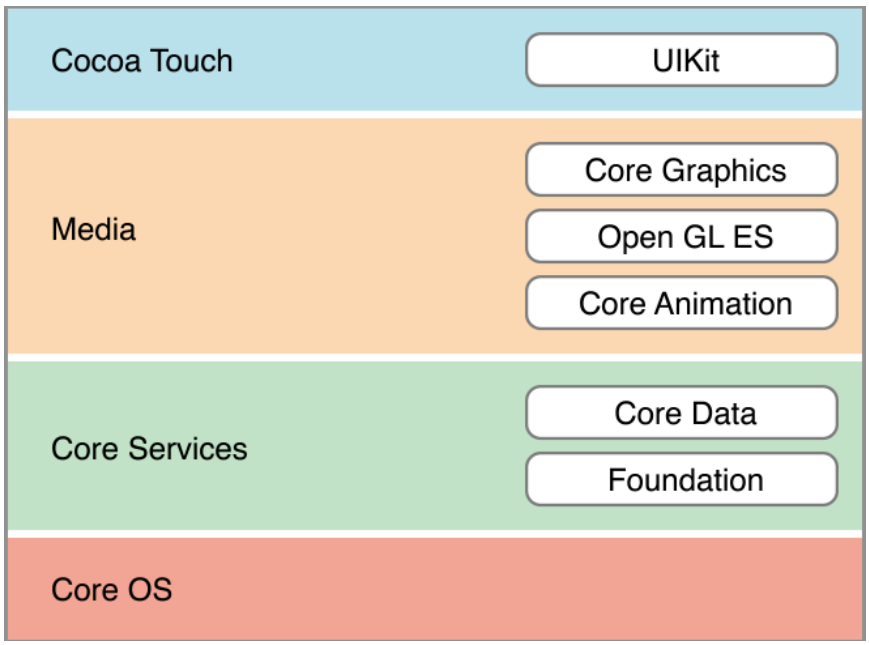
Major Frameworks

Framework

it's a directory that includes a shared library, header files to access the code stored in that library and other resources such as image and sound files.

a shared library defines functions and methods that apps can call.



Foundation Framework

1. create and manage collections, such as arrays and dictionaries;
2. access images and other resources stored in your app;
3. create and manage strings;
4. post and observe notifications;
5. create date and time objects;
6. automatically discover devices on IP network;
7. manipulate URL streams;
8. execute code asynchronously.

UIKit Framework

1. construct and manage your user interface;
2. handle touch- and motion-based events;
3. present text and web content;
4. optimize your app for multitasking;
5. create custom user interface elements.

Core Data Framework

1. save and retrieve objects from storage;

2. support basic undo/redo;
3. validate properties values automatically;
4. filter, group and organize data in memory;
5. support document-based applications.

Core Graphics Framework(Quartz)
1. make path-based drawings;
2. use antialiased rendering;
3. add gradients, images, and colors;
4. use coordinate-space transformations;
5. create, display, and parse PDF documents.

Core Animation Framework
1. create custom animations;
2. add timing functions to graphics;
3. support key frame animation;
4. specify graphical layout constraints;
5. Group multiple-layer changes into an atomic update.

OpenGL ES Framework
1. create 2D and 3D graphics;
2. make more complex graphics, such as data visualization, flight simulation, or video games;
3. access underlying graphics hardware.