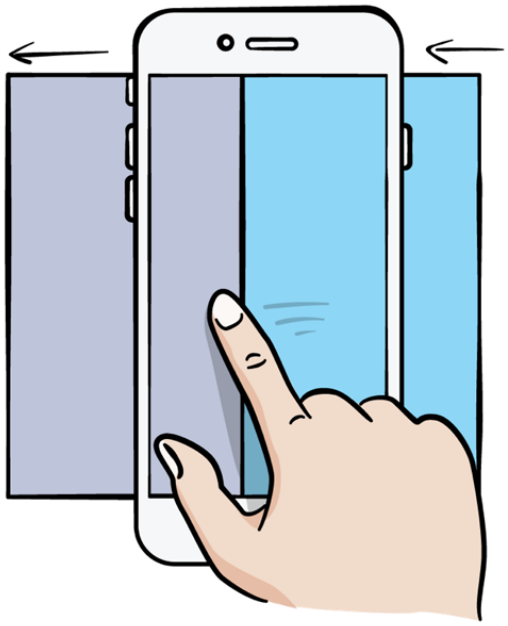
SCROLL VIEW SCHOOL



Scroll View School

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Scroll View School for Video 2: Frames and Bounds

By Brian Moakley

A scroll view is all about presenting more content than is visible in its frame. You've seen how a plain old view can do something similar by changing its bounds origin.

In this mini-challenge, you'll add another set of sliders for the y coordinate.

This will help you visualize the difference between frame and bounds.

Challenge

The challenge contains a bunch of sliders that control the position of the frame and bounds of the green view. When moving the sliders, nothing actually happens when in fact, the sliders should affect both the frame and bounds.

The sliders are all set up. Your job is to write the code. Move the sliders should affect the frame coordinates or the bound coordinates. This will give you an idea of how a view will behave when altering either the frame or the bounds.

Need a Hint?

You need to update the value of the bounds or frame based on the current value of the slider. Each method should be named in a way that is clear what you are altering, and what coordinate you are targeting.

To see the answer, open the completed project.