# Building Periscope Rewind Control

* **viewWillLayoutSubviews() -** When a view's bounds change, the view adjusts the position of its subviews. Your view controller can override this method to make changes before the view lays out its subviews. The default implementation of this method does nothing.
* **presentViewController(videoViewController, animated: true, completion:nil) -** Presents a view controller modally. The block to execute after the presentation finishes. This block has no return value and takes no parameters. You may specify nil for this parameter.
* **CGFloat -** The basic type for floating-point scalar values in Core Graphics and related frameworks.
* **Core Graphics -** Harness the power of Quartz technology to perform lightweight 2D rendering with high-fidelity output. Handle path-based drawing, anti-aliased rendering, gradients, images, color management, PDF documents, and more.
* **Core Animation -** Core Animation is a graphics rendering and animation infrastructure available on both iOS and OS X that you use to animate the views and other visual elements of your app.
* **Core Media**
* **CGContext -** A Quartz 2D drawing environment.
* **UIGraphicsGetCurrentContext -** Returns the current graphics context.
* **CALayer -** An object that manages image-based content and allows you to perform animations on that content.
* **CGContextSetFillColorWithColor -** Sets the current fill color in a graphics context, using a CGColor.
* **UIBezierPath -** A path that consists of straight and curved line segments that you can render in your custom views.
* **CGContextAddPath -** Adds a previously created line segment object to the current path in a graphics context.
* **CGContextFillRect -** Paints the area contained within the provided rectangle, using the fill color in the current graphics state.
* **gesture.locationInView -** Returns the point computed as the location in a given view of the gesture represented by the receiver. Returns a CGPoint.
* **CMTime -** A struct representing a time value such as a timestamp or duration.