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Drawing

Which of these statements are true?

Click on any answer to show more detail.

1. **Correct**

Option 1: Shapes must be able to create a path.

Option 2: It's a good idea to use `drawingGroup()` for all your drawing.

You selected Option 1.

2. **Correct**

Option 1: If we want to animate a shape changing, we should add an `animatableData` property.

Option 2: Rotating then translating a transform gives the same result as translating then rotating.

You selected Option 1.

3. **Correct**

Option 1: The `midX` property of `CGRect` is half way between the top and bottom of the rectangle.

Option 2: A color hue of 0.0 is red, and a color hue of 1.0 is also red.

You selected Option 2.

4. **Correct**

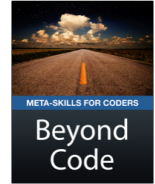
Option 1: SwiftUI can round the end points of lines.

Option 2: All paths are also shapes.

You selected Option 1.

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5. **Correct**

Option 1: We can adjust the color saturation of any view in real-time.

Option 2: **Color** is both a view and a shape.

You selected Option 1.

6. **Correct**

Option 1: SwiftUI's **Color.red** is not a pure red color.

Option 2: We can only use the **blur()** modifier on images.

You selected Option 1.

7. **Correct**

Option 1: Apple named **CGFloat** in honor of Cary Grant.

Option 2: The **InsettableShape** protocol builds on the **Shape** protocol.

You selected Option 2.

8. **Correct**

Option 1: The **stride()** function lets us count through values using any step, such as counting in 3s, 5s, or 10s.

Option 2: SwiftUI always draws arcs in a clockwise direction.

You selected Option 1.

9. **Correct**

Option 1: The even-odd fill rule fills every second line with a color of your choosing.

Option 2: **stroke()** draws a line around a path that is half-way inside the line and half-way outside.

You selected Option 2.

10. **Correct**

Option 1: `ImagePaint` lets us tile an image as a fill or border.

Option 2: Using the multiply blend mode usually results in a lighter image.

You selected Option 1.

11. **Correct**

Option 1: `CGAffineTransform` can be used to store rotation and translation data.

Option 2: We can use `CGFloat` and `Double` interchangeably.

You selected Option 1.

12. **Correct**

Option 1: `AnimatablePair` lets us animate any two kinds of data.

Option 2: SwiftUI uses Core Animation for rendering by default.

You selected Option 2.

Total score: 12/12

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Note: if you're following the [100 Days of Swift](#) or the [100 Days of SwiftUI](#), just close this window and return to where you were.



@twostraws



paul@hackingwithswift.com

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