CALayers

Part 3: CAShapeLayer

Our Goal



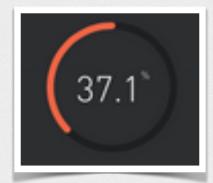


CAShapeLayer

Stroke and fill arbitrary paths







Great animation support



CAShapeLayer Properties

- * Path: path
- Fill: fillColor, fillRule
- **Stroke**: strokeColor, strokeStart, strokeEnd
- Line Tweaks: lineCap, lineDashPattern, lineDashPhase, lineJoin, lineWidth, miterLimit



UIBezierPath

- Handy way to create CGPaths (higher-level than C API)
- Easy initializers for rects, ovals, rounded rects, arcs

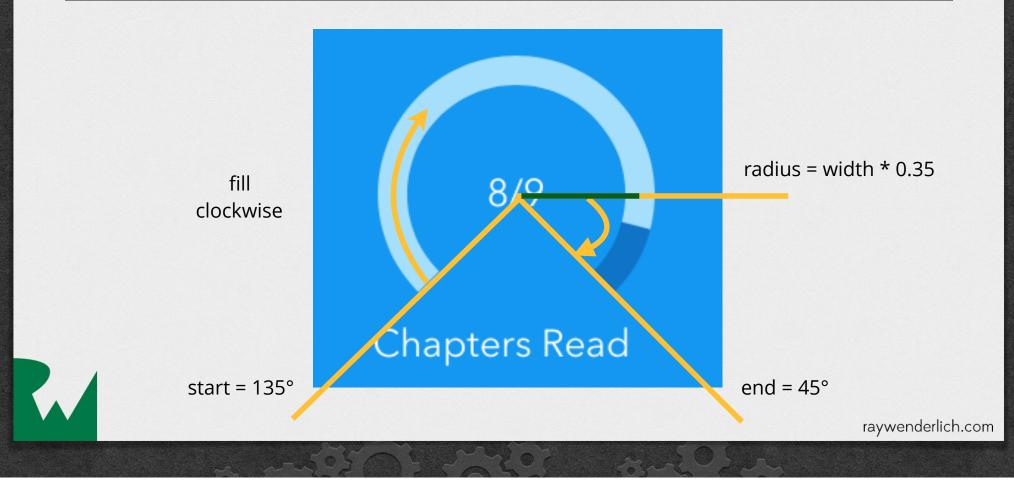
```
UIBezierPath(rect: bounds)
UIBezierPath(ovalInRect: bounds)
UIBezierPath(roundedRect: bounds, cornerRadius: 10.0)
```

Support for arbitrary paths

```
path.moveToPoint(top)
path.addLineToPoint(right)
path.addArcWithCenter(center, radius: radius,
    startAngle: 0, endAngle: CGFloat(M_PI), clockwise: true)
path.closePath()
```

raywengerlich.com

Our Approach



Demo

- Stroke background (frame)
- Stroke background (arc)
- Stroke foreground (test)



Challenge Time!



