

Beginning

Core Graphics

Part 3: Contexts 1

Drawing Context

- ⚙ Drawing destination - view, pdf, image

- ⚙ `UIGraphicsBeginContextWithOptions(size:opaque:scale:)`

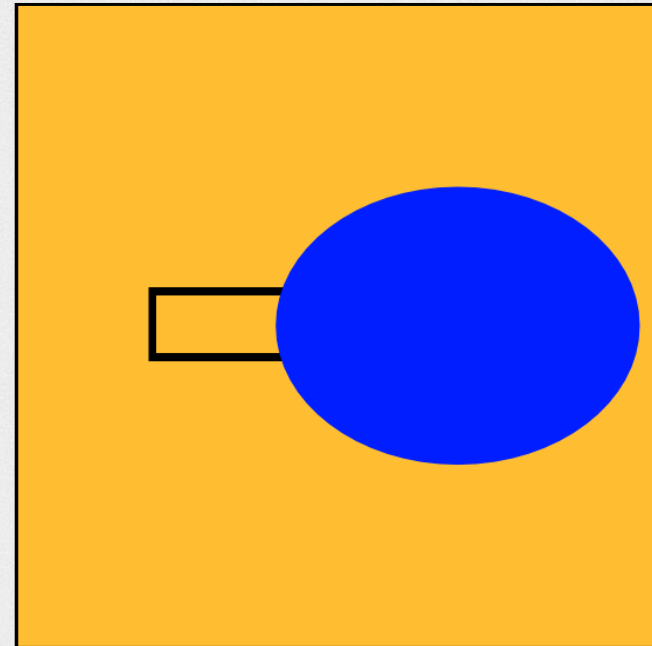
- ⚙ `CGBitmapContextCreate(_:_:_:_:_:_:_:)`

- ⚙ Use `UIGraphicsBeginContextWithOptions(size:opaque:scale:)`

- ⚙ ARGB 32-bit integer pixel format

Drawing Context State

- ⚙ Fill Color
- ⚙ Stroke Color
- ⚙ Clipping area
- ⚙ Current Transformation Matrix (CTM)



Drawing context

Image Creation

⚙️ UIGraphicsBeginContextWithOptions(size:opaque:scale:)

```
UIGraphicsBeginImageContextWithOptions(size, true, 0.0)

// .. drawing code

let newImage = UIGraphicsGetImageFromCurrentImageContext()
UIGraphicsEndImageContext()
```


Saving State

```
let context = UIGraphicsGetCurrentContext()  
CGContextSaveGState(context)  
// .. drawing code  
CGContextRestoreGState(context)
```

Saving State 2

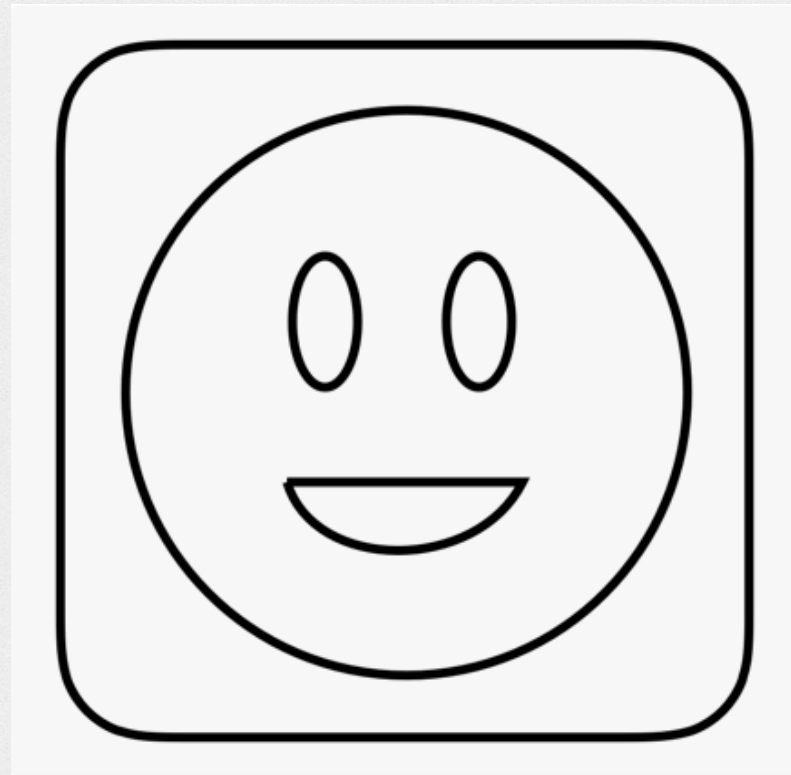
- ⚙ Fill Color
- ⚙ Save Context
- ⚙ Create Clipping Path
- ⚙ Fill Gradient
- ⚙ Restore Context
- ⚙ Draw anywhere



Drawing context

Demo

⚙ Draw an Icon



Challenge Time!

