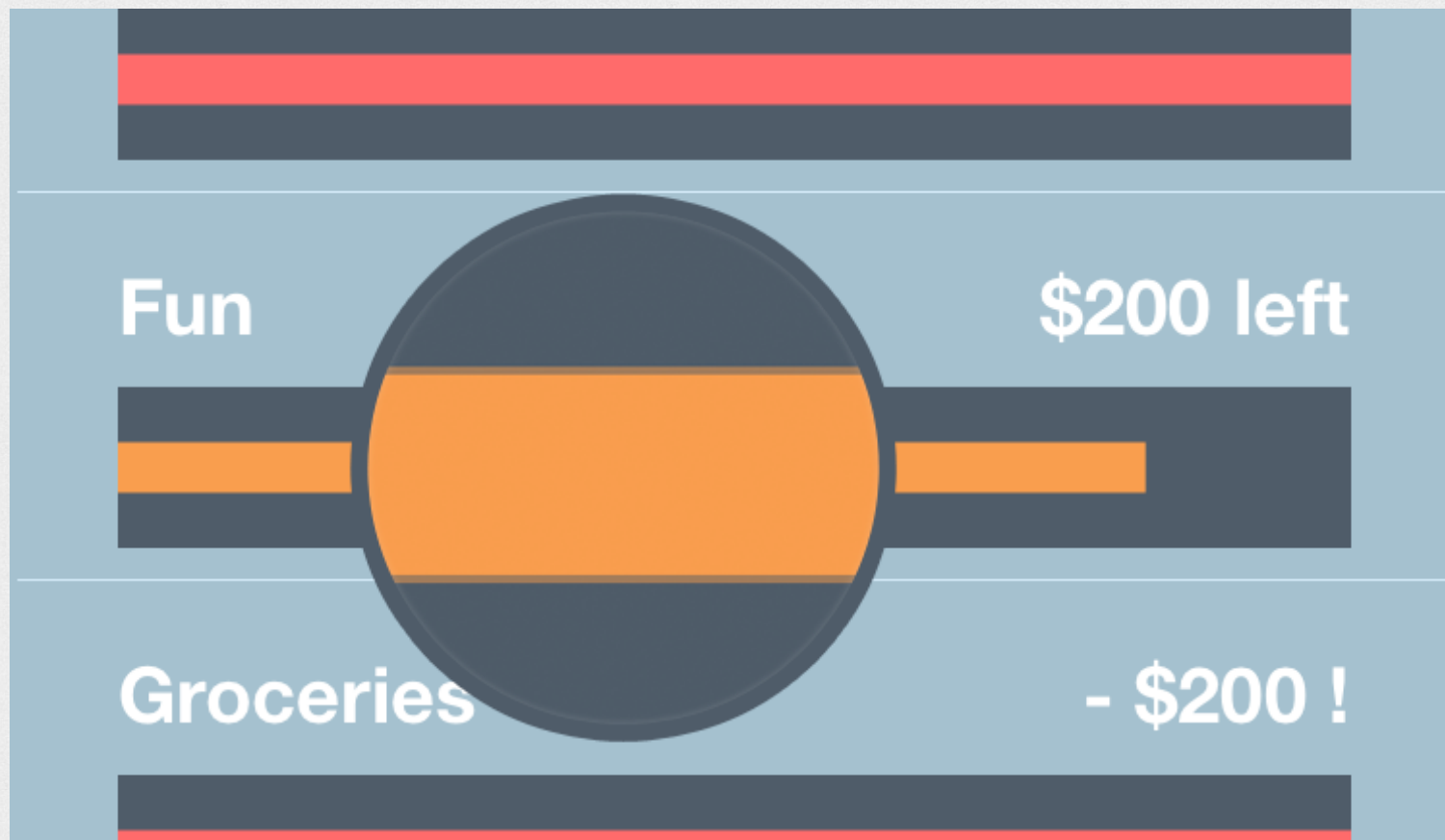


Beginning

# Core Graphics

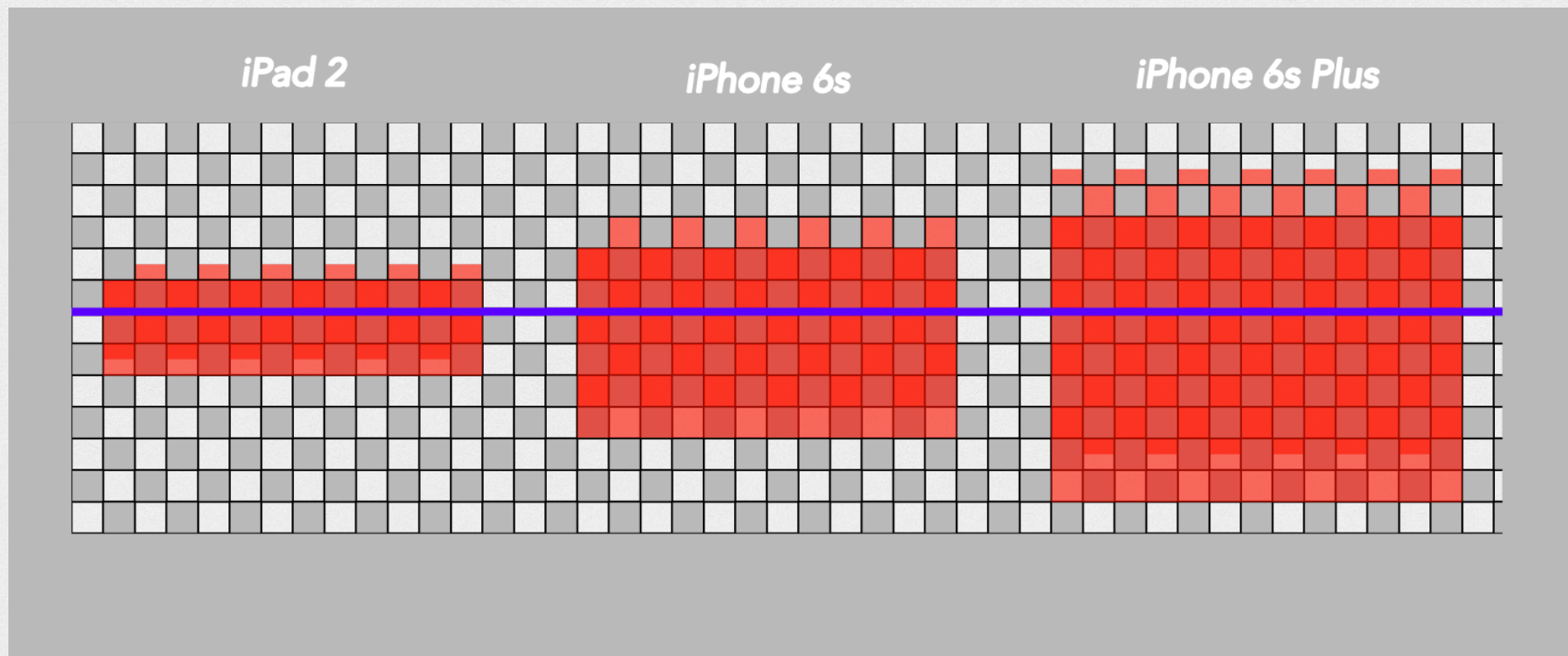
Part 2: Paths

# Points vs Pixels





# Points vs Pixels 2



# UIBezierPath Properties

- ⚙️ lineCapStyle
- ⚙️ lineJoinStyle
- ⚙️ setLineDash([count: Int])



```
let dashes: [CGFloat] = [80, 10, 40, 10, 20, 10, 10, 10]
path.setLineDash(dashes, count: 8, phase: 0)

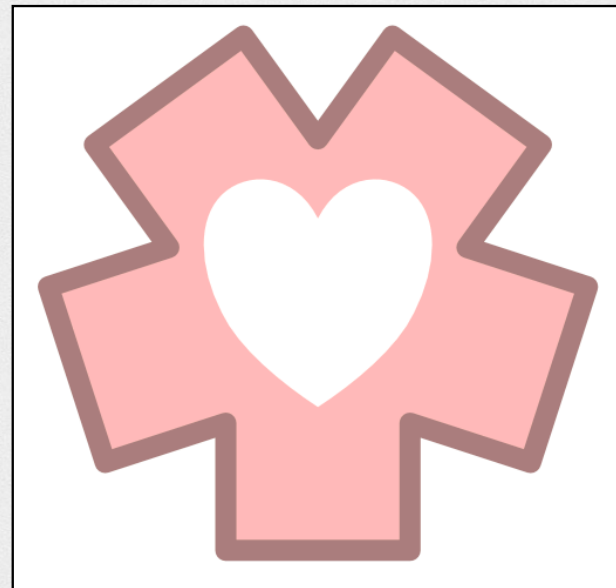
path.stroke()
```



# Clipping Paths

---

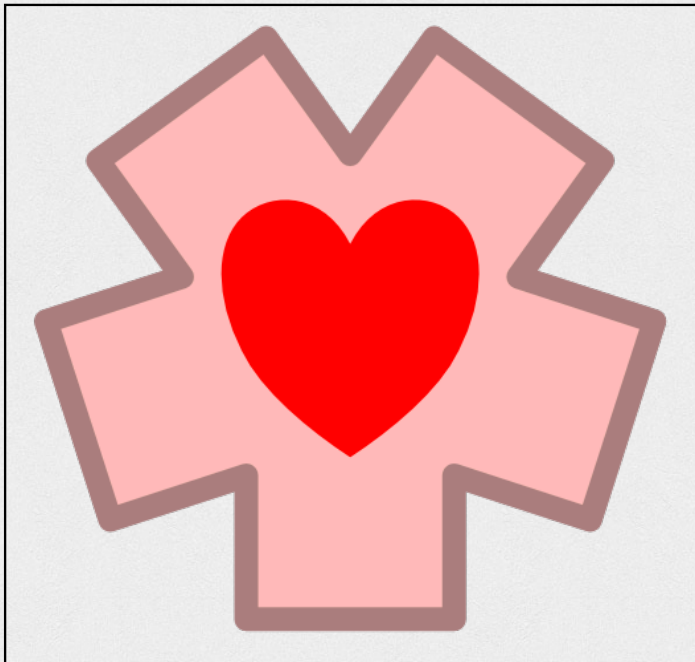
⚙️ `path.addClip()`



# CAShapeLayer

---

⚙ Draw CAShapeLayers with paths



```
override func didMoveToSuperview() {  
    heartLayer.path = heartPath.CGPath  
    boxLayer.path = boxPath.CGPath  
    layer.addSublayer(boxLayer)  
    layer.addSublayer(heartLayer)  
  
    // set layer fill colors and borders  
}
```

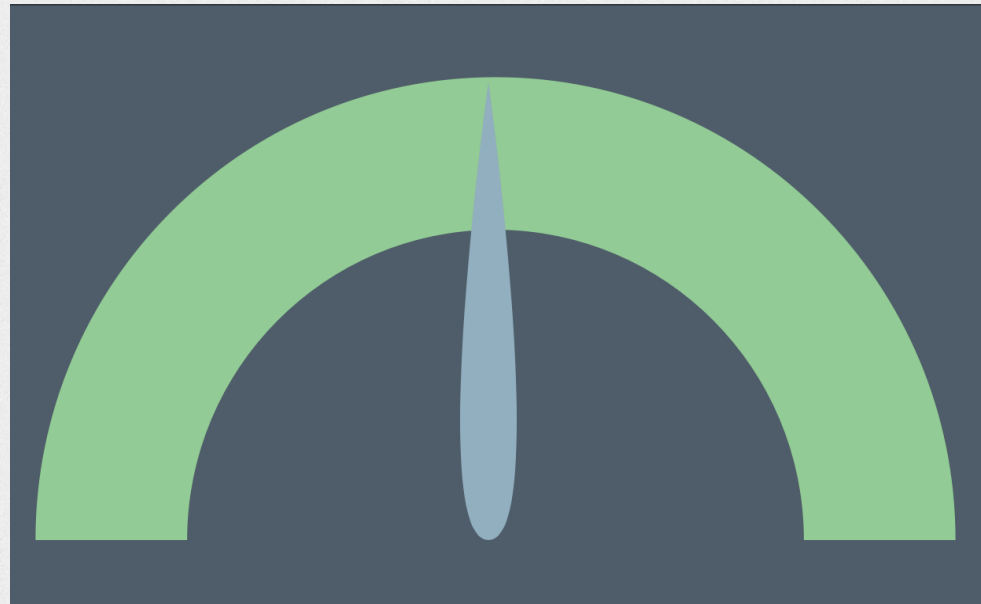


# Demo

---

## ⚙ Summary View

- ⚙ UIBezierPath arc
- ⚙ CAShapeLayer  
Pointing Arrow



# Challenge Time!

