

Beginning

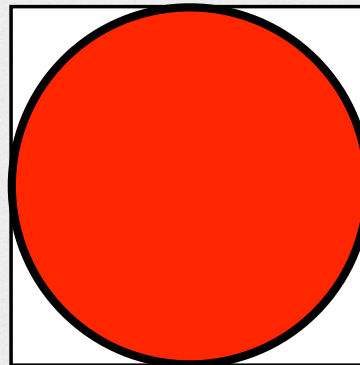
Core Graphics

Part 4: Contexts 2

UIKit vs CG

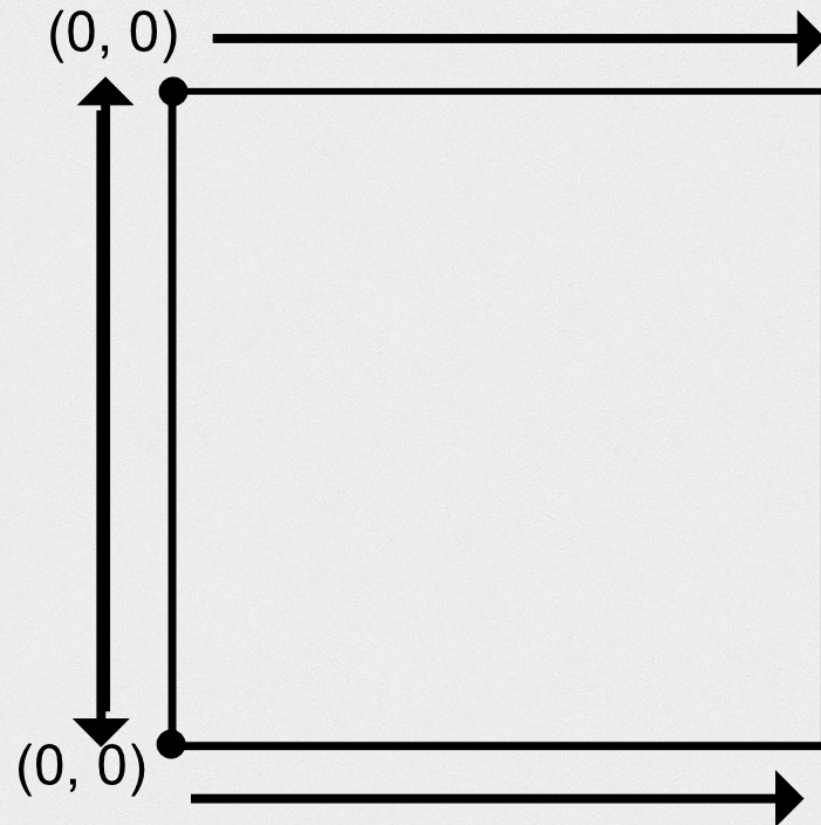
```
CGContextSetLineWidth(context, lineWidth)
CGContextSetFillColorWithColor(context, UIColor.redColor().CGColor)
CGContextSetStrokeColorWithColor(context, UIColor.blackColor().CGColor)

CGContextFillEllipseInRect(context, rect)
CGContextStrokeEllipseInRect(context, rect)
```



Coordinate System

- ⚙ Device Coordinates top left
- ⚙ Core Graphics bottom left



Coordinate System

- ⚙ image.drawRect(_:)
- ⚙ CGContextDrawImage(_:_:_:)



Transforming Paths

⚙️ `path.applyTransform(_:)`

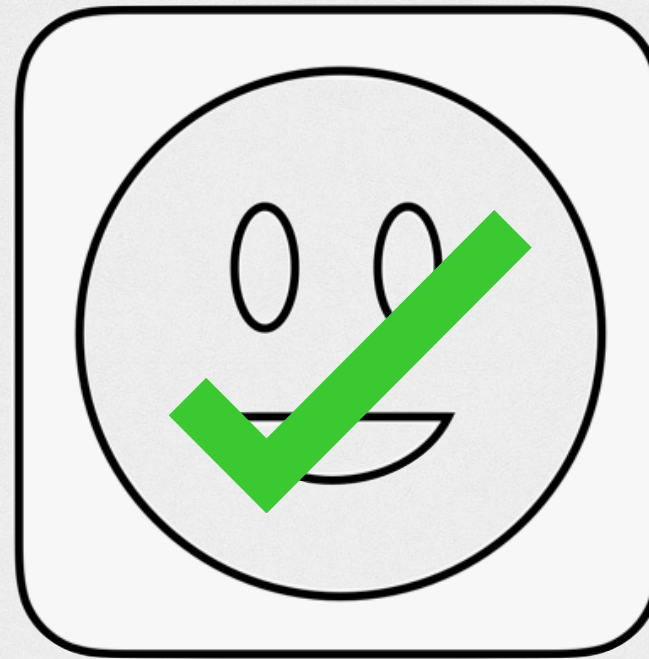
```
path.applyTransform(CGAffineTransformMakeTranslation(-20, -30))
```

```
path.applyTransform(CGAffineTransformMakeScale(scale, scale))
```

```
path.applyTransform(CGAffineTransformMakeRotation( $\pi/2$ ))
```



Demo



Challenge Time!

