


Beginning

Core Graphics

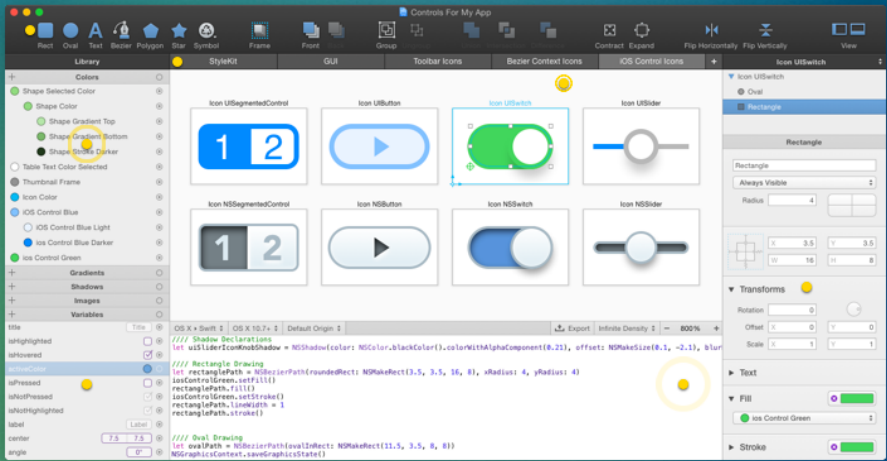
Part 5: PaintCode

PaintCode 2

 **PaintCode**

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Turn drawings into code with PaintCode 2



```
OS X • Swift 2 | OS X 10.7+ | Default Origin | Export | Infinite Density | 800%  
//// Shadow Declarations  
let uiSliderKnobShadow = NSShadow(color: NSColor.blackColor(), colorWithAlphaComponent(0.25), offset: CGSize(width: 0, height: -2), blur:  
//// Rectangle Drawing  
let rectanglePath = UIBezierPath(roundedRect: CGRect(x: 13.5, y: 3.5, width: 16, height: 8), cornerRadii: CGSize(width: 4, height: 4))  
rectanglePath.fill()  
let centerScreen = CGPoint(x: 100, y: 100)  
rectanglePath.lineWidth = 1  
rectanglePath.stroke()  
//// Oval Drawing  
let ovalPath = UIBezierPath(ovalInRect: CGRect(x: 11.5, y: 3.5, width: 8, height: 8))  
NSGraphicsContext.saveGraphicsState()
```

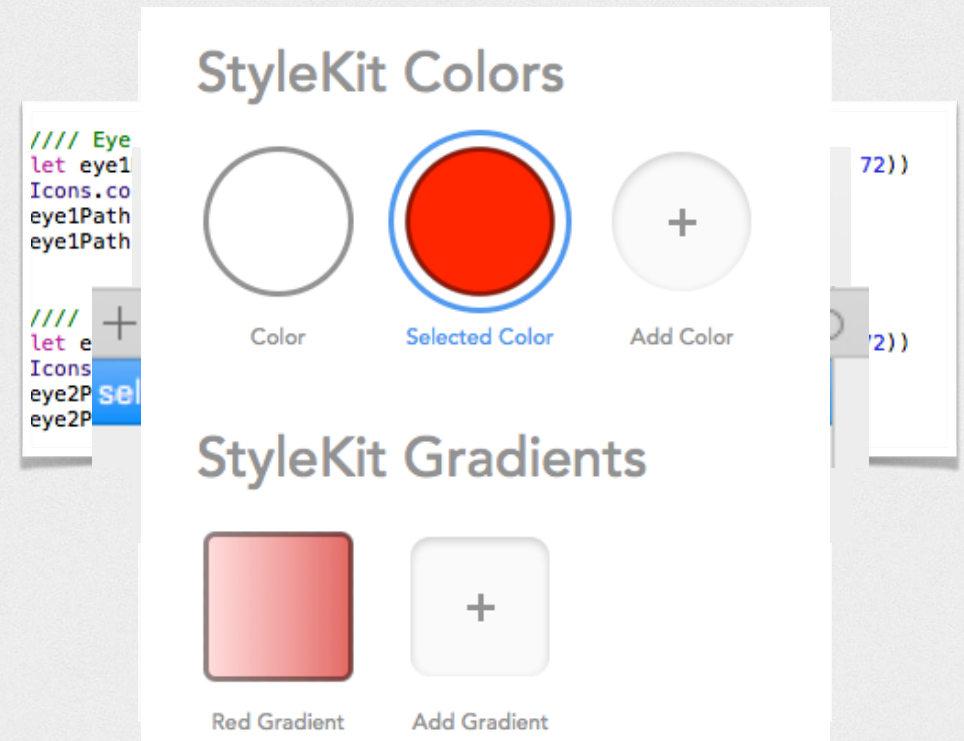
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Features

- ⚙ Vector Drawing
- ⚙ Export code
- ⚙ Export multiple image assets for all device scales
- ⚙ Create variables for dynamic drawing
- ⚙ Re-export StyleKits just by refreshing



Demo



Challenge Time!

