

Beginning

# Core Graphics

Part 1: Getting Started

# drawRect(\_:)

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- ⚙ automatically called at the right time
- ⚙ don't call this method directly
- ⚙ setNeedsDisplay() or setNeedsDisplayInRect()





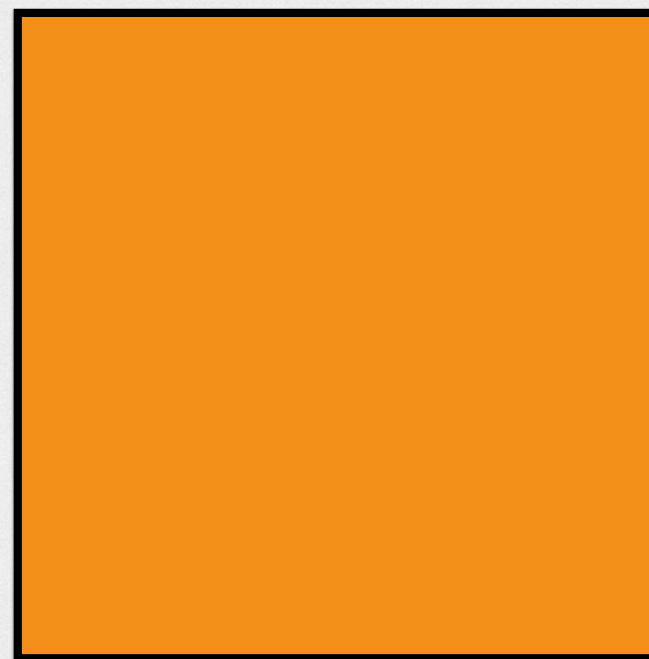
# drawRect(\_:)

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```
import UIKit

class MyView: UIView {

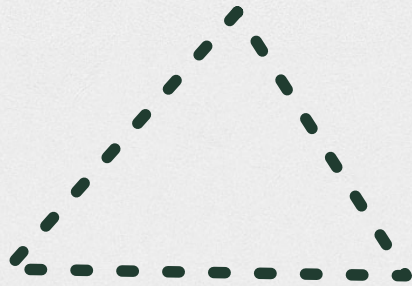
    override func drawRect(rect: CGRect) {
        UIColor.orangeColor().setFill()
        UIRectFill(rect)
    }
}
```



Drawing context

# Paths

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Open Path

Closed Path



# The Painter's Model

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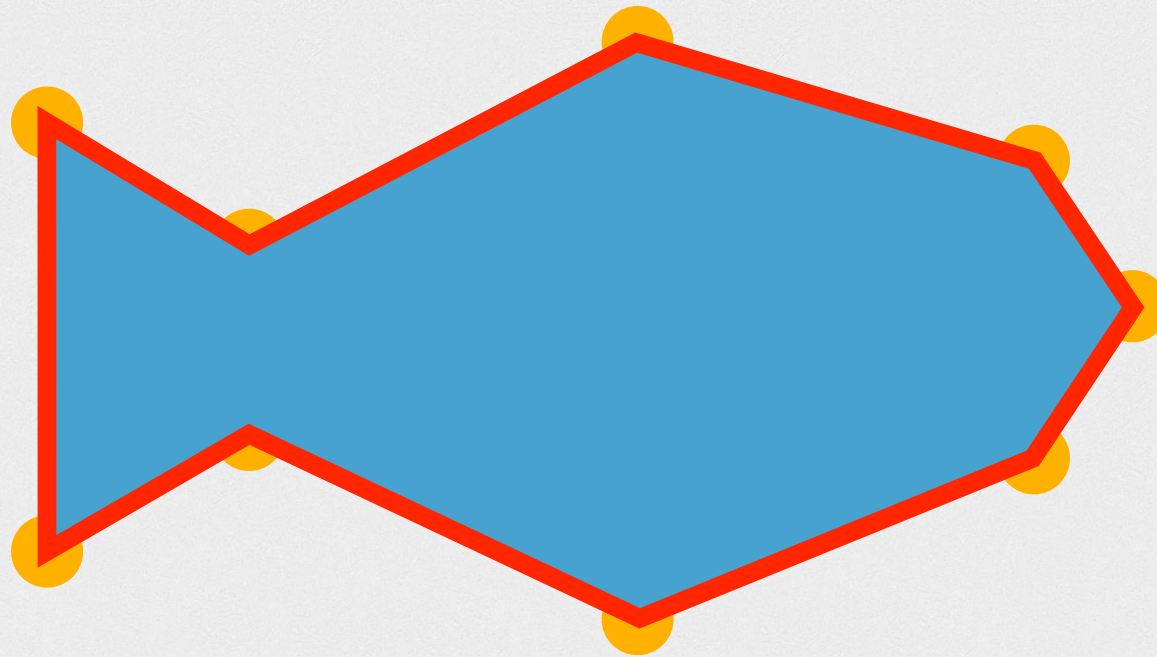


Drawing context

- ⚙ Draw background
- ⚙ Define a path
- ⚙ Set fill color and fill
- ⚙ Set stroke color and stroke

# Paths

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StFölke



# UIBezierPath()

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- ⚙ Initialize with rect, ovalInRect, arc etc
- ⚙ lineWidth and other properties
- ⚙ path.stroke() and path.fill() render the path



# Demo

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⚙ Outline numbers with a circle





# Challenge Time!

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