CALayers

Hands-on Challenges

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Challenge D: Final Challenge

You'll probably have noticed that the avatar's image view appears to bleed outside of the border when a corner radius is applied:

In this final challenge, you will take everything you've learned and put it together to work around this problem. Here are a few hints to get you started, and if you get stuck check out the challenge solution!

Hints

You only need to modify one file: **AvatarView.swift.**

1. Remove the `imageView` and all corresponding code.
2. Replace it with a `CAShapeLayer`. You're choosing a shape layer so that it will stroke a desired path (the circle).
    a. Create a property for it and call it `layerAvatar`.
    b. In `setup()`, set the fill color to nil, line width to 10, contents gravity to `kCAGravityResizeAspectFill`, and add it as a sublayer to the main layer.
    c. In **configure()**, set its contents based on `imageAvatar` and set its stroke color based on `strokeColor`.
    d. In `layoutSubviews()`, calculate `layerAvatar`'s height as the bounds height – margin – the label height. Use this to set the frame to the correct spot. Draw a diagram if necessary.

3. Here's the trick:

    a. Create a second shape layer called `maskLayer` – an oval inside layerAvatar's bounds.

    b. Set `layerAvatar's` mask to `maskLayer`. This cuts out everything outside the path.

    c. Set `layerAvatar's` path to `maskLayer's` path. This makes the shape layer stroke the circular path.

Build and run, and you should no longer see a bleeding edge!