Assignment 1

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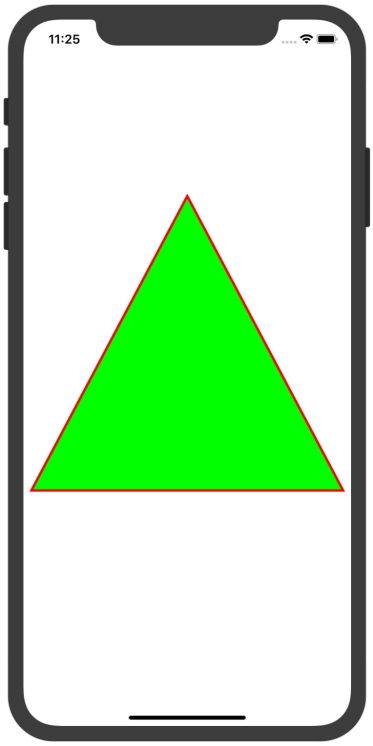
Draw the triangle view, the visual result is indicated as following:



Here is the original code:

```swift
//  Created by 赵世晗 on 2019/3/27.
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//

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        // super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.

        let triangle = MyTriangle(frame:CGRect(x:0, y:0, width:view.frame.width, height:view.frame.height))
        triangle.backgroundColor = UIColor.clear
        self.view.addSubview(triangle)
    }
}

class MyTriangle:UIView{
    override func draw(_ rect: CGRect) {
        let path = UIBezierPath()
        path.move(to: CGPoint(x:bounds.midX, y:1/2 * bounds.midY))
        path.addLine(to:CGPoint(x: bounds.maxX - 10, y: 2/3 * bounds.maxY))
        path.addLine(to:CGPoint(x: bounds.minX + 10, y: 2/3 * bounds.maxY))
        path.close()

        UIColor.green.setFill()
        UIColor.red.setStroke()
        path.lineWidth = 3.0

        path.fill()
        path.stroke()
    }
}
```

The whole program uses MyTriangle View inherit from the UIView. By override the function draw, we can identify our own figure. Here we use the UIBezierPath to implement the contour and UIColor to

setFill. The only problem needs to pay attention is that the different meaning between **bounds** and **frame. (bounds for this view coordinate and frame for the superclass)** However, because we define the same origin point of subclass that inherit the original view, so we don’t need to clarify the subtle divergence.