View Frame and Bounds
Core Graphics Fundamental Structures

- **CGPoint**: a structure that contains a point in a two-dimensional coordinate system.
  
  **Ex.** let \( pt = CGPoint(x:3, y:-5) \)

- **CGSize**: a structure that contains width and height values.
  
  **Ex.** let \( mySize = CGSize(width:10, height:5) \)

- **CGRect**: a structure that contains the location and dimensions of a rectangle.
  
  **Ex.** let \( rect = CGRect(x: 3, y: 5, width: 10, height: 5) \)
  
  or let \( rect = CGRect(origin: pt, size: mySize) \)
Frame and Bounds

- **Frame and Bounds** are fundamental concepts for all of the elements in the UI.

- Each view has both a frame and a bounds structure. The structure is a CGRect and consists of 4 floats.
  - The **frame** of an UIView is the rectangle, expressed as a location (x,y) and size (width,height) relative to the superview it is contained within.
  - The **bounds** of an UIView is the rectangle, expressed as a location (x,y) and size (width,height) relative to its own coordinate system (0,0).
Frame
origin = (0,0)
width = 219
height = 300

Bounds
origin = (0,0)
width = 219
height = 300
Frame and Bounds

Frame
  origin = (71, 50)
  width = 219
  height = 300

Bounds
  origin = (0, 0)
  width = 219
  height = 300
Scroll Views
Scroll Views

- Scroll Views provide a way to present content larger than a single screen.
  - Critical for phones since they have limited screen real estate
  - Also helpful for iPads

- Scroll Views provide a way for moving within the content to view various parts of it.

To implement scrolling:

- Create a `UIScrollView` and define its properties
- Make the `UIScrollView` a subview of the VC’s view
- Make the view you want scrollable a subview of the `UIScrollView`.