

# Views

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Priya Rajagopal

Jeff Kelley

# What's a View?

- For most iOS applications, every individual element on screen is a view.
  - Buttons
  - Labels
  - Images
  - Toolbars
  - The Status Bar

# What's a View?

- Views contain other views
- Views have a hierarchy that is used to determine which views are on top of one another
- OpenGL used under the hood to provide beautiful, hardware-accelerated view animation

# View Hierarchy



# View Features

- Can receive touches
  - Buttons, sliders, etc. are subclasses of `UIControl`
- Views use the coordinate system inside of their superview for positioning
  - (0,0) is top-left corner (bottom-left on Mac OS X)
- The topmost view is a `UIWindow`, which is added to a `UIScreen`
  - Usually only one screen, but AirPlay or video out can show up as a second one
  - One window per screen