

## Views and Auto Layout

### Key Terms and Definitions

Term	Definition
<b>Window</b>	A container for the views; there is no actual visible content. A window is an instance of the UIWindow class.
<b>View</b>	The base object responsible for drawing objects on screen. Views are stackable and can have subviews.
<b>Superview</b>	The parent view.
<b>Subview</b>	The child view.
<b>First Responder</b>	The view that is currently active.
<b>Auto Layout</b>	Used to lay out the app's user interface by mathematically defining relationships between elements.
<b>Constraint</b>	Used to set the distance between views, to center a view, or to set the distance between a view and its parent view.
<b>UIView Class</b>	Defines a rectangular area on the screen and the interfaces for managing the content in that area.
<b>UIWindow Class</b>	Defines an object known as a window that manages and coordinates the views displayed by an app.
<b>Action Sheet</b>	Display choices to complete a task that was initiated by the user.
<b>View Objects</b>	Responder objects, instances of the UIResponder class, and capable of receiving touch events, motion events, remote control events, and action messages.
<b>Size Inspector</b>	Displays the width and height of the image in addition to its compression.
<b>Container Views</b>	Used to group other views or to visually set apart an area.
<b>Display Views</b>	Provide information to users.
<b>Controls</b>	Views that provide for user interaction because they have the ability to "see" events.



This work by the National Information Security and Geospatial Technologies Consortium (NISGTC), and except where otherwise noted, is licensed under the [Creative Commons Attribution 3.0 Unported License](https://creativecommons.org/licenses/by/3.0/).

Authoring Organization: Collin College

Written by: Original Author, Elizabeth Pannell; Edited Version, Susan Sands

Copyright © National Information Security and Geospatial Technologies Consortium (NISGTC)