Part I. Views

Views are what your user sees on the screen and interacts with by touching the screen. The book begins by explaining how they work.

- <u>Chapter 1</u> discusses views in their most general aspect — their hierarchy, visibility, position, and layout.
- <u>Chapter 2</u> is about drawing. A view knows how to draw itself; this chapter explains how to tell a view what you want it to draw.
- <u>Chapter 3</u> explains about layers. The drawing power of a view comes ultimately from its layer.
- <u>Chapter 4</u> talks about animation, which you'll use to enliven your app's interface.
- <u>Chapter 5</u> explains how your app senses and responds to the user touching the screen.