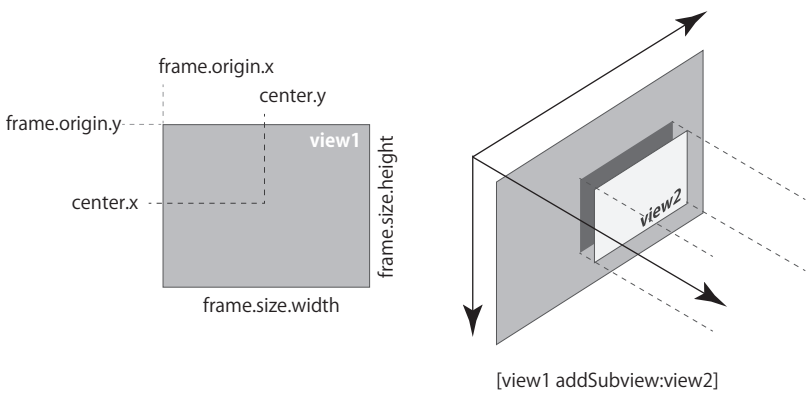
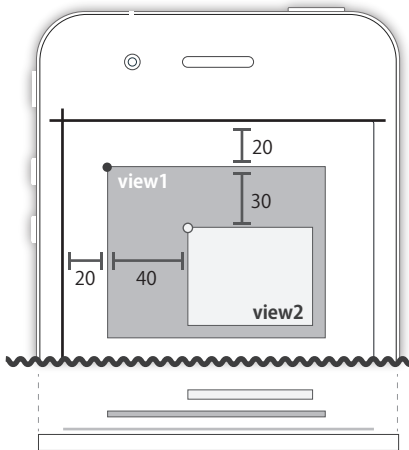


UIView



bounds / frame

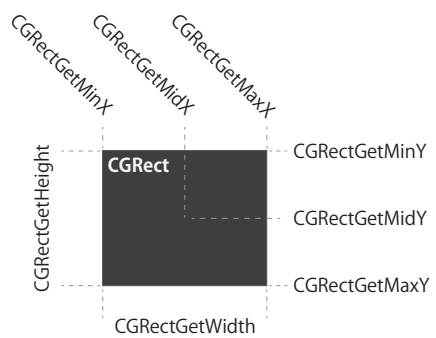
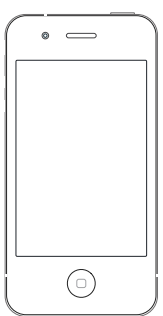


- view1.frame = (20,20,100,80)  
view1.bounds = (0,0,100,80)
- view2.frame = (40,30,55,40)  
view2.bounds = (0,0,55,40)

```
[view1 convertRect:view2.frame toView:view2]
```

- view2.frame = (0,0,55,40)  
view2.bounds = (0,0,55,40)

CGRect



# CGRect for iOS

Cheat Sheet Series #002  
Presented by Hergo Inc.

判定メソッド

FALSE

TRUE

```
bool CGRectContainsRect (
    CGRect rect1,
    CGRect rect2
);

bool CGRectContainsPoint (
    CGRect rect,
    CGPoint point
);

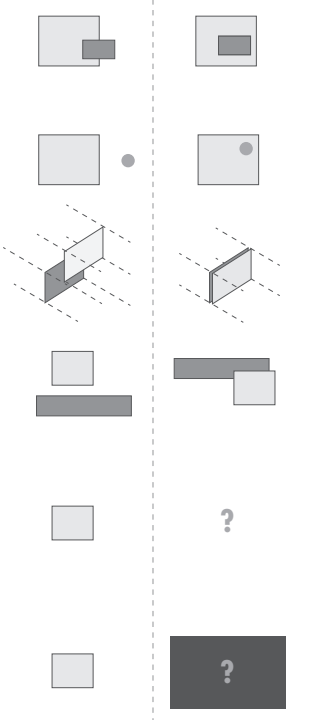
bool CGRectEqualToRect (
    CGRect rect1,
    CGRect rect2
);

bool CGRectIntersectsRect (
    CGRect rect1,
    CGRect rect2
);

bool CGRectIsEmpty (
    CGRect rect
);

bool CGRectIsNull (
    CGRect rect
);

bool CGRectIsInfinite (
    CGRect rect
);
```



変形メソッド

変形前→変形後

```
void CGRectDivide (
    CGRect rect,
    CGRect *slice,
    CGRect *remainder,
    CGFloat amount,
    CGRectEdge edge
);

CGRect CGRectInset (
    CGRect rect,
    CGFloat dx,
    CGFloat dy
);

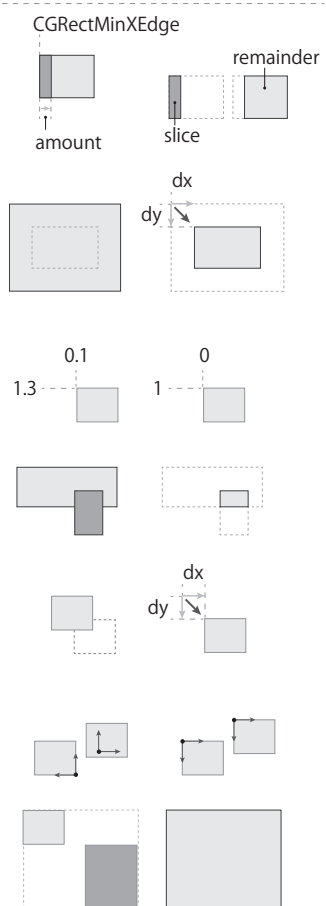
CGRect CGRectIntegral (
    CGRect rect
);

CGRect CGRectIntersection (
    CGRect r1,
    CGRect r2
);

CGRect CGRectOffset (
    CGRect rect,
    CGFloat dx,
    CGFloat dy
);

CGRect CGRectStandardize (
    CGRect rect
);

CGRect CGRectUnion (
    CGRect r1,
    CGRect r2
);
```



contentMode

