

Example for putting an image anywhere on the screen:

```
// Create a picture frame for your picture and put it at the x,y coordinate
// of the screen
// CGRectMake(x-coord,y-coord,image-width,image-height)
CGRect myImageRect = CGRectMake(200.0f, 350.0f, 52.0f, 100.0f);

// create an image view and put it inside the picture frame
UIImageView *myImage = [[UIImageView alloc] initWithFrame:myImageRect];

// put your picture inside the image view
[myImage setImage:[UIImage imageNamed:@"your_picture.png"]];

// set the image view to opaque for better performance
myImage.opaque = YES;

// add the picture to your screen view
[self.view addSubview:myImage];
[myImage release];
```

Example for moving an image on the screen with your finger:

```
// this example shows how to move an image with your finger
//
-(void)touchesMoved:(NSSet *)touches withEvent:(UIEvent *)event {
    // get the touch event/properties of your finger
    UITouch *touch = [[event allTouches] anyObject];

    // get the location property of the touch
    CGPoint location = [touch locationInView:self.view];
    NSLog(@"location at %f,%f",location.x,location.y);

    // Create a picture frame for your picture and put it at the x,y
    // coordinate of your finger CGRectMake(x,y,width,height)
    CGRect pictureFrame = CGRectMake(location.x,location.y, 25.0f, 25.0f);

    // create an image view and put it inside the picture frame
    UIImageView *myImage = [[UIImageView alloc] initWithFrame:pictureFrame];

    // put your picture inside the image view
    [myImage setImage:[UIImage imageNamed:@"your_picture.png"]];

    // set the image view to opaque for better performance
    myImage.opaque = YES;

    // add the picture to your screen view
    [self.view addSubview:myImage];
    [myImage release];
}
```