

Swift and SwiftUI View Notes

Vocab

.accessibilityLabel	init	self
.accessibilityValue	import	some View
:	let	Spacer
->	NavigationView	struct
@State	NavigationLink	String
App	parameter	Swift
Assets.xcassets	previews	SwiftUI
Attributes Inspector	private	Text
body	ProjectNameApp.swift	var
Button	Property Wrapper	View
ContentView.swift	public	ViewController
func	return	VStack
HStack	Scene	ZStack

Questions to answer

How do you rename a struct properly?
Which file ALWAYS needs to be renamed?
What type of attributes are used for testing SwiftUI code?
Should the word App be in the name of your project?
What does a Spacer do?
What are the two parameter types of a Button?
What is the parameter name for the second parameter of a Button?
Do you type the parens of the method that a button calls?
What are the Stack types used for?
What Swift data type gives you a copy?
What Swift data type gives you a reference?
How can you change a value that belongs to a struct?
What property wrapper is used to allow a View to have updatable data?
What is the symbol to indicate what is returned in a method header?
How do you call a method?
How do you send a parameter?
How to use import?
How do you make a link active?
How do you change a screen?
How do you add a picture to a screen?
How do you embed components?
What is the difference between var and let?
When should you use the unnamed let?