Correct code for tab bar

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// TabNav.swift

// test

//

// Created by Minglin Chen on 10/26/23.

//

**import** SwiftUI

**enum** Tab: String, CaseIterable {

**case** house

**case** menucard

**case** person

// case leaf

**case** gearshape

}

**struct** CustomTabBar: View {

@Binding **var** selectedTab: Tab

**private** **var** fillImage: String {

selectedTab.rawValue + ".fill"

}

**private** **var** tabColor: Color {

**switch** selectedTab {

**case** .house:

**return** .red

**case** .menucard:

**return** .red

**case** .person:

**return** .red

// case .leaf:

// return .green

**case** .gearshape:

**return** .red

}

}

**var** body: **some** View {

VStack {

HStack {

ForEach(Tab.allCases, id: \.rawValue) { tab **in**

Spacer()

Image(systemName: selectedTab == tab ? fillImage : tab.rawValue)

.scaleEffect(tab == selectedTab ? 1.25 : 1.0)

.foregroundColor(tab == selectedTab ? tabColor : .gray)

.font(.system(size: 20))

.onTapGesture {

withAnimation(.easeInOut(duration: 0.1)) {

selectedTab = tab

}

}

Spacer()

}

}

.frame(width: **nil**, height: 60)

.background(.thinMaterial)

.cornerRadius(20)

.padding()

}

}

}

**struct** CustomTabBar\_Previews: PreviewProvider {

**static** **var** previews: **some** View {

CustomTabBar(selectedTab: .constant(.house))

}

}