

# If you really want to use Storyboard

## Sure...

```
struct Storyboard: UIViewControllerRepresentable {  
    let name: String  
  
    func makeUIViewController(context: Context) -> UIViewController {  
        let storyboard = UIStoryboard(name: name, bundle: nil)  
        return storyboard.instantiateInitialViewController()!  
    }  
  
    func updateUIViewController(_ viewController: UIViewControllerType,  
                                context: Context) { }  
}  
  
// use in SwiftUI  
  
Storyboard(name: "Main")
```

# Playground Apps

How do I make one?

- Apple sample apps: <https://developer.apple.com/tutorials/sample-apps>
- Apple Support: [Creating an app in Swift playgrounds on iPad](#)
- Hacking with Swift: [How to build your first SwiftUI app with Swift Playgrounds](#)
- SwiftUI: <https://uwdev.app/resources/getting-started/swiftui>
- @UWAppDev sample apps: <https://swiftplayground.gallery/UWAppDev>
- Worldwide Q & A: [https://padlet.com/doris\\_hdy/wwdc22swiftchallenge](https://padlet.com/doris_hdy/wwdc22swiftchallenge)