# Prototyping with SwiftUI

#### Hello World!

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#### Prev.

- Sygic
- Alice in Tokyo

# Agenda

- Case Study
- Specifics
- Use-case
- Perspectives

# Case study

- iOS 13+ Support
- UlKit Alternative
- Easy to Learn
- Runs on Apple Platforms with Display

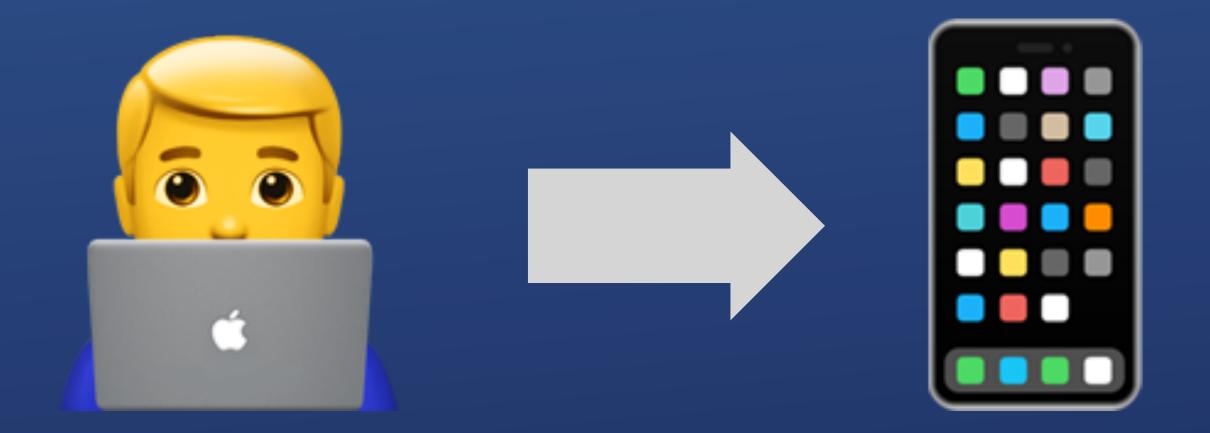
# Specifics





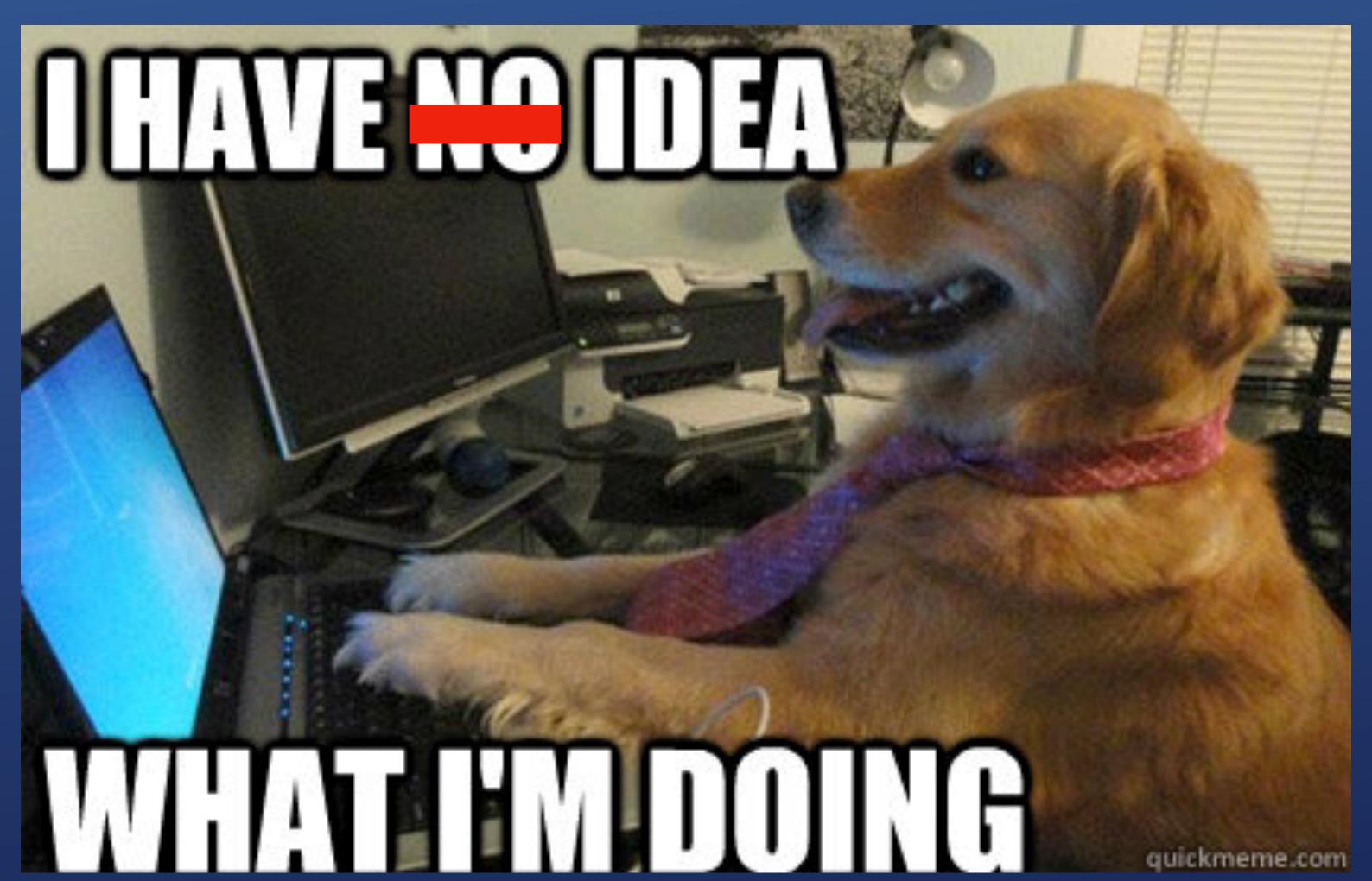
# Specifics 💮

• Declarative syntax<sup>1</sup>



# Specifics \*\*

• Simple



# Specifics 💮

- Interfacing with UlKit
  - UIViewControllerRepresentable
  - UIHostingController



- Limits and issues¹
  - No UlCollectionView
  - ScrollView performance low
  - other<sup>2</sup>

# Specifics 6

- Long-time Migration Process
  - Reconsider Architecture
  - Know Limitations
  - Consider Dependencies
  - Time-consuming

# Specifics 6

#### Low Business Interest





## Use-case: Projects

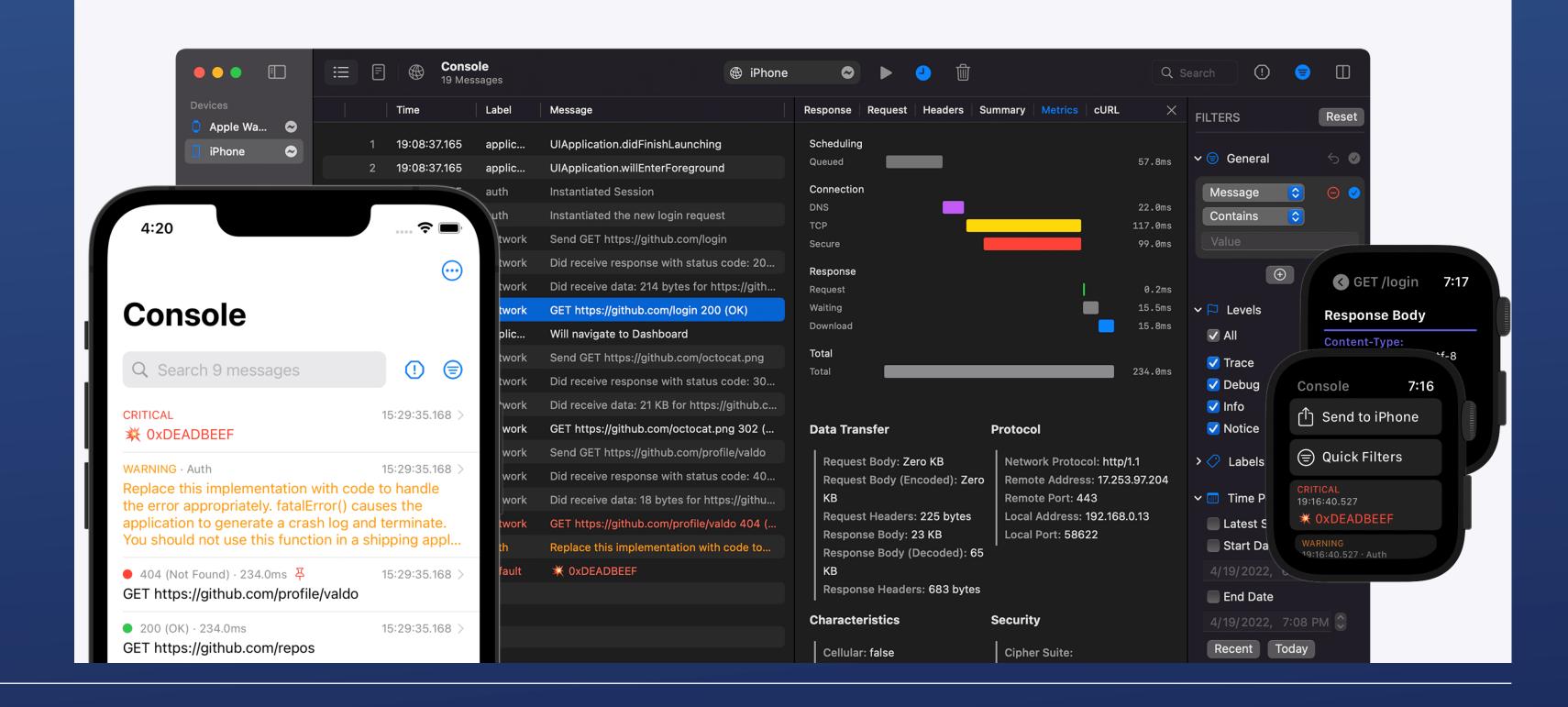
#### GitHub numbers

- 30 000+ repos mentioning SwiftUI
- 700 000+ files import SwiftUI
- Many custom UI-components<sup>1</sup>

#### Use-case: Projects

Logging
system for
Apple
platforms¹

## pulse



#### Use-case: Hands on

"Inject" framework¹ from Krzysztof
Zabłocki

"Allows you to live code UIKit, AppKit and SwiftUI screen"

#### Use-case: Hands on

• InjectionIII app¹



# Don't restart your application to see changes

#### Use-case: Hands on

Demo

#### Use-case: Sum-up

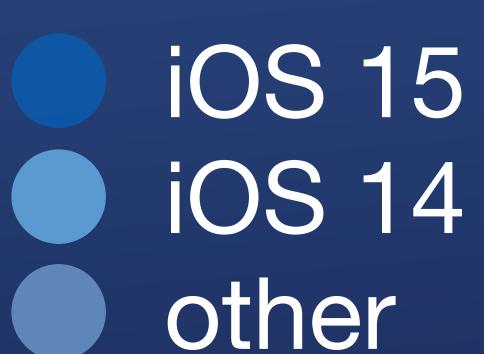
Developers happiness

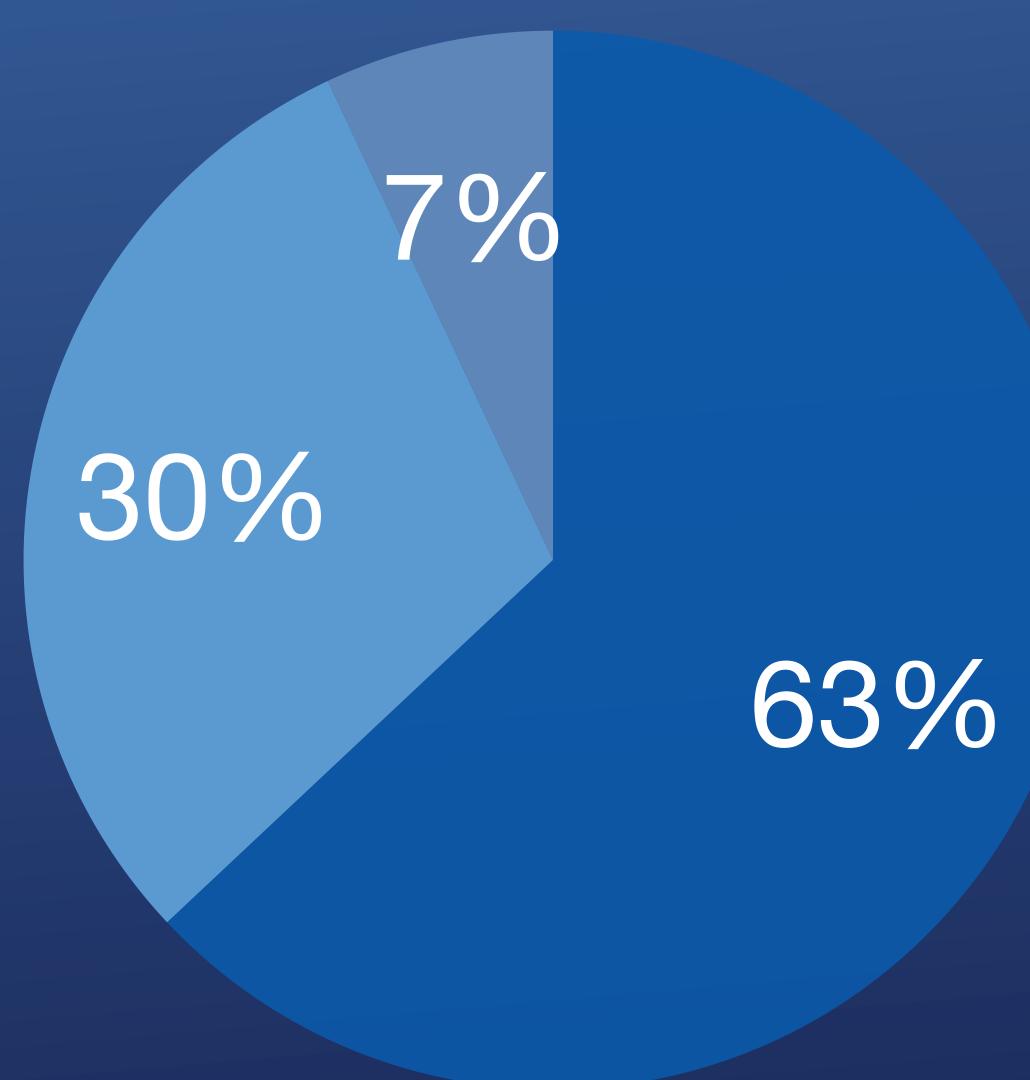
#### Use-case: Sum-up

- Reliable?
- Simple?
- Scalable?

#### Perspectives

iOS version distribution<sup>1</sup> for January 2022





## Perspectives

- Many of already shipped apps<sup>1</sup>
- Framework growth
- More questions for interview
- WWDC22 this June

## Prototyping with SwiftUI

#### Aleksey Potapov LeoVegas Group

We're hiring!

http://leovegasgroup.com/careers