

# Water Tracker

Track your water intake during the day. Now, with iOS 17 interactive widgets, you can track your hydration right from your Home Screen.

---

## Folder Structure

- WaterTracker
  - WaterTrackerWidget
- 

## WaterTracker

**Configuration** - Generic app configurations, including the AppConfig file where you can specify the number of free drinks, the free drinks categories and more.

**DataManager** - The main data manager for the app and the widget. Keeps track of important details like intake amount, selected drink, daily intake goal, save/fetch drink data from SwiftData and more.

**Assets.xcassets** - Use this file to locate the Avatars folder. You can add more avatars following the same naming rules and file format.

**Models** - DrinkIntake is the SwifData model. This model represents the amount for the drink, the drink type and the date when it was logged in SwiftData.

**Views** - In this folder you will find the IntakeProgressView, a custom slider, chart and other important views. Be aware that some of these views may be used in the widget, so if you change them, make sure to check that they work as expected in the widget as well.

**Flows** - The flows folder contains the main dashboard for the app, drinks grid view, the settings for the app, history of drinks along with the chart, and the premium in-app purchases view.

---

## WaterTrackerWidget

**Widget** - Widget folderer includes the widget interface that is interactive for iOS 17. You can modify the widget interface as you like, but make sure to test both small and medium size widgets.

---

## Important Notes

Do NOT change your bundle identifiers via Xcode interface, you must use the BuildConfig file instead. Only change the BASE\_BUNDLE\_IDENTIFIER.

---

## Contact us

| **Skype:** [Apps4World](#)

| **E-mail:** [support@apps4world.com](mailto:support@apps4world.com)