

**Do you remember what do we need to add
when we have a variable which value can be changed
through view?**

```
74  struct SecondView: View {  
75  
76      var body: some View {  
77          VStack {  
78              Circle()  
79                  .foregroundColor(Color.red)  
80          }  
81      }  
82  }
```

Yes! a variable which value can be changed, and @State!

```
struct SecondView: View {  
  
    @State var color = Color.red  
  
    var body: some View {  
        VStack {  
            Circle()  
                .foregroundColor(color)  
        }  
    }  
}
```