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

```swift
struct SecondView: View {

    @State var color = Color.red

    var body: some View {
        VStack {
            Circle()
                .foregroundStyle(color)
        }
    }
}
```

# But in this case, because we're passing a value we use @Binding

```swift
struct SecondView: View {

    @Binding var color: Color

    var body: some View {
        VStack {
            Circle()
                .foregroundStyle(color)
        }
    }
}
```