

Storing user settings with UserDefaults – iExpense SwiftUI Tutorial 5/11

The screenshot shows the Xcode IDE with the file `ContentView.swift` open. The code defines a SwiftUI view that uses `UserDefaults` to store a tap count. The live preview on the right shows a white screen with the text "Hello World".

```
1 // ContentView.swift
2 // iExpense
3 //
4 //
5 // Created by Paul Hudson on 28/10/2019.
6 // Copyright © 2019 Hacking with Swift. All rights reserved.
7 //
8
9 import SwiftUI
10
11 struct ContentView: View {
12     @State private var tapCount =
13         UserDefaults.standard.integer(forKey: "Tap")
14
15     var body: some View {
16         Button("Tap count: \(tapCount)") {
17             self.tapCount += 1
18             UserDefaults.standard.set(self.tapCount, forKey: "Tap")
19         }
20     }
21 }
```

Automatic preview updating paused ⓘ [Resume](#)

Hello World

3:44 / 5:14