

## Archiving Swift objects with Codable – iExpense SwiftUI Tutorial 6/11

The screenshot shows the Xcode IDE interface. The top menu bar includes Apple logo, Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, and Help. The toolbar below the menu bar contains icons for running, pausing, and other development actions. The main editor window displays the file path `iExpense > iExpense > ContentView.swift` and the `body` property. The Swift code is as follows:

```
10
11 struct User: Codable {
12     var firstName: String
13     var lastName: String
14 }
15
16 struct ContentView: View {
17     @State private var user = User(firstName: "Taylor", lastName:
        "Swift")
18
19     var body: some View {
20         Button("Save User") {
21             let encoder = JSONEncoder()
22
23             if let data = try? encoder.encode(self.user) {
24                 UserDefaults.standard.set(data, forKey: "UserData")
25             }
26         }
27     }
28 }
```

On the right side, there is a preview pane titled "Automatic preview updating paused" with a "Resume" button. The preview shows a white rectangular area with the text "Hello World" centered. At the bottom of the video player, there is a progress bar at 75%, a "Subscribe" button, and icons for closed captions (CC), HD, and full screen.