SwiftUI Basics

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Agenda

- Benefits
- Syntax
- Examples



WWDC 2019

* Apple releases SwiftUI *

iOS Developers:



What is it? Benefits?

- Declarative views library
 - No more storyboards
 - Build views in code
 - No UlKit, brand new framework
 - Everything is declarative, building composable views
 - No more view controllers (RIP MVC)
 - Lifecycle, less repetition, binding

```
import SwiftUI
   struct ContentView: View {
       var body: some View {
           // Outmost container
           VStack(alignment: .leading, spacing: 50) {
               // Top Label
               HStack {
                   Spacer()
                   Text("Amazon")
                       .font(.title)
                       .fontWeight(.bold)
               .padding(.top, 20)
                                                                                                                                  Amazon
               Image(systemName: "creditcard")
                   .resizable()
                   .frame(width: 50, height: 40)
                   .padding(.leading, 30)
                   .foregroundColor(.white)
                                                                                                                                        VISA
                                                                                                      Gary Tokman
                   Text("Gary Tokman")
                       .font(.callout)
                       .fontWeight(.medium)
                   Spacer()
                   Image("visa")
                       .resizable()
                       .frame(width: 70, height: 30)
               .padding([.leading, .bottom], 20)
           .frame(maxWidth: 350, maxHeight: 200)
           .padding()
           .background(Color.blue)
           .cornerRadius(10)
           .shadow(radius: 10)
49 }
```

- Canvas visual builder and live preview
- Dark mode
- Localization and directional language support
- SF Symbols

- New view protocol
- Opaque Type
- Views
- View Modifiers

```
import SwiftUI
struct ContentView: View {
    var body: some View {
        // Outmost container
        VStack(alignment: .leading, spacing: 50) {
            // Top Label
            HStack {
                Spacer()
                Text("Amazon")
                     .font(.title)
                     .fontWeight(.bold)
            .padding(.top, 20)
            // Middle Image
            Image(systemName: "creditcard")
                .resizable()
                .frame(width: 50, height: 40)
                .padding(.leading, 30)
                .foregroundColor(.white)
            // Bottom Text and Image
            HStack {
                Text("Gary Tokman")
                     .font(.callout)
                     .fontWeight(.medium)
                Spacer()
                Image("visa")
                     .resizable()
                     .frame(width: 70, height: 30)
            .padding([.leading, .bottom], 20)
        .frame(maxWidth: 350, maxHeight: 200)
        padding()
        .background(Color.blue)
        .cornerRadius(10)
        .shadow(radius: 10)
```

struct ContentView: View { var body: some View {

- View protocol
 - One requirement **body**
 - Computed property generated every time it's read
- Some keyword
 - Opaque type Swift 5.1
 - Return any type of View regardless of behavior

```
VStack {
    Text("Hello World!")
    Text("Hello World!")
//
    Text("Hello World!") // Cause Error
}
```

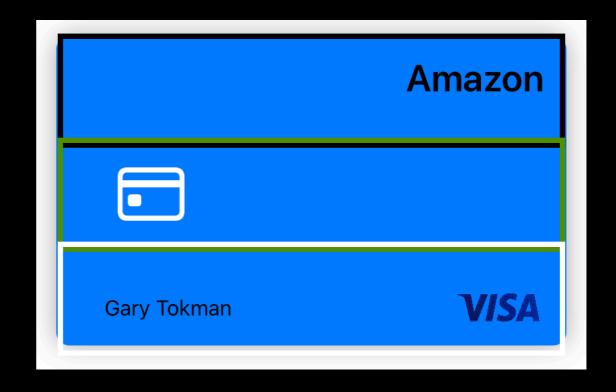
- 10 child view max
- @ViewBuilder limitation
- Need more child views?

```
VStack {
    Text("Hello World!")
    VStack {
        Text("Hello World!") // 9
        Text("Hello World!") // 10
        Text("Hello World!") // 11
    }
}
```

- Use another container
 - VStack, HStack, List, Group, ForEach, Section...

VStack

- Arrange views in vertical grid
- Spacing and alignment



VStack(alignment: .leading, spacing: 50) {

HStack

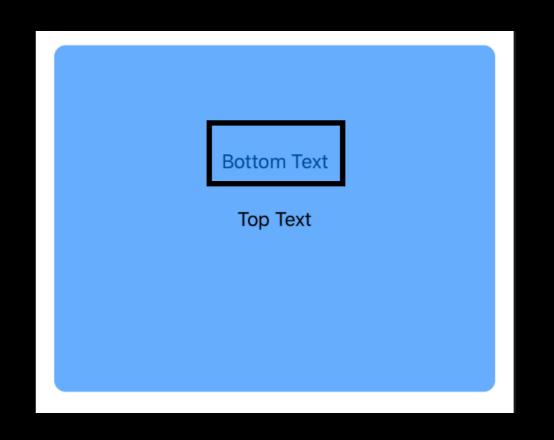
- Arrange views in horizontal grid
- Spacing and alignment

```
// Bottom Text and Image
HStack {
    Text("Gary Tokman")
        .font(.callout)
        fontWeight( medium)
    Spacer()
    Image("visa")
        resizable()
        .frame(width: 70, height: 30)
.padding([.leading, .bottom], 20)
                    Amazon
Gary Tokman
                        VISA
```

ZStack

 Arrange views in overlapping (layering)

Spacing and alignment



List

```
var body: some View {
    List(0...10, id: \.description) { index in
          Text("Index \((index)\)")
    }
}
```

- Arrange views in vertical list
- A lot of different inits



ForEach

 Add views many times

Don't repeat yourself

```
Hello World!
```

ScrollView

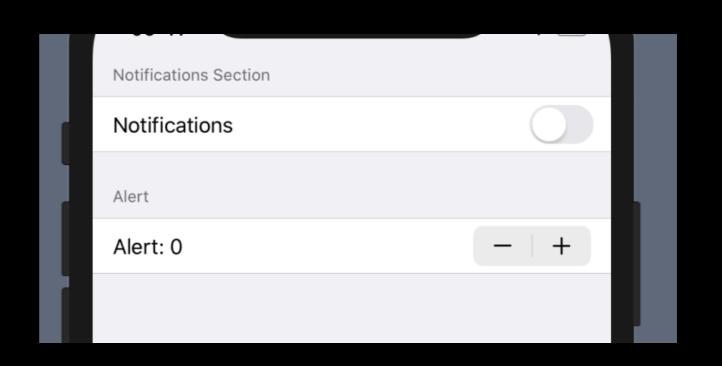
Add views many times in vertical or horizontal axis

Don't repeat yourself



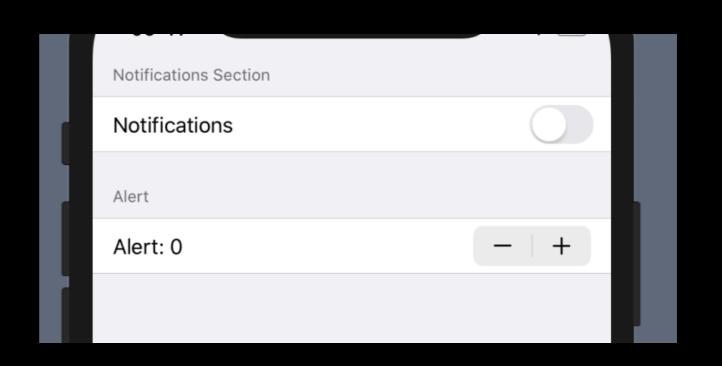
Form

- Add sections views
- Use for settings or static lists
- Stepper, Picker, Slider



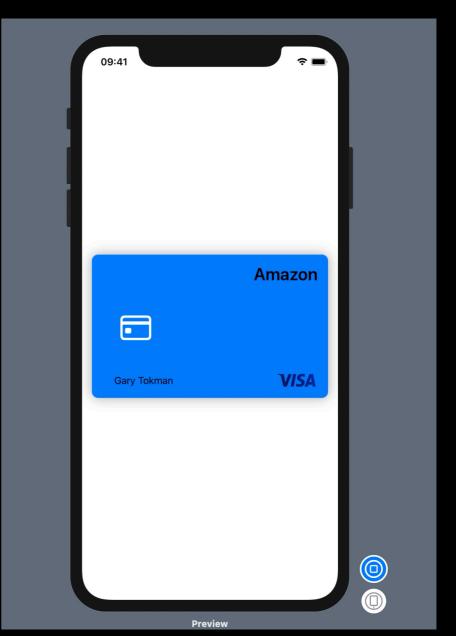
Form

- Add sections views
- Use for settings or static lists
- Stepper, Picker, Slider

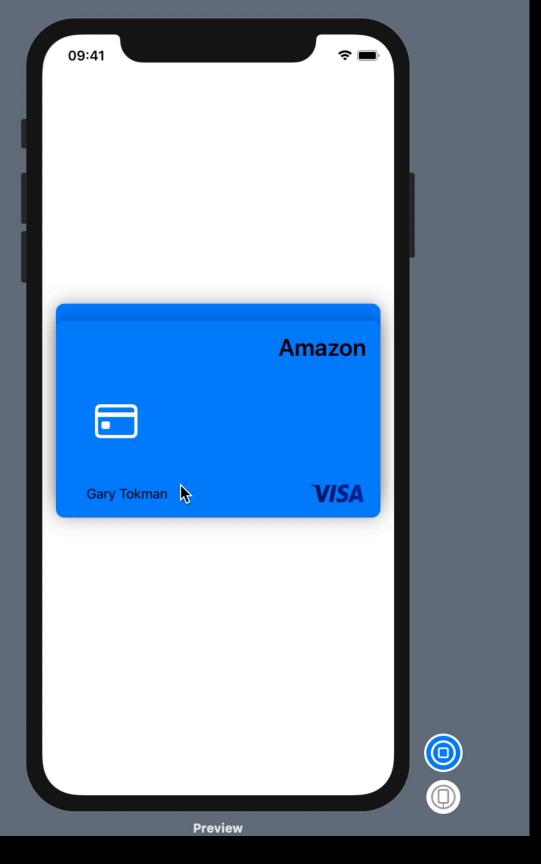


Tap Gesture

- Use a binding to toggle an animation
- Lots of modifiers to transform
- Many Animations



```
@State private var flip = false
    @State private var position = CGSize.zero
    var body: some View {
        ZStack {
            Card()
                .animation(.spring())
                .offset(x: 0, y: flip ?
-100 : -20
                .offset(x: position.width, y:
position.height)
            Card()
            rotationEffect(Angle.init(degree
s: self.flip ? 20 : 0))
                .offset(x: position.width, y:
position.height)
            .animation(.spring())
            •onTapGesture {
                self.flip.toggle()
            .gesture(DragGesture()
            .onChanged { (value) in
                self.position =
value.translation
                self.flip = true
            }.onEnded { _ in
                self.position = .zero
                self.flip = false
```



UIKit?

UIViewControllerRepresentable & UIViewRepresentable

```
struct ActivityIndicator: UIViewRepresentable {
    func makeUIView(context: Context) -> UIActivityIndicatorView {
        let v = UIActivityIndicatorView(style: .large)

        return v
    }

    func updateUIView(_ activityIndicator: UIActivityIndicatorView, context:
Context) {
        activityIndicator.startAnimating()
    }
}
```

Resources

- https://www.hackingwithswift.com
- https://www.raywenderlich.com
- https://developer.apple.com/tutorials/swiftui

The End

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