

# SF Symbols in SwiftUI

In this post we will dive into SF Symbols in SwiftUI and its usage in Mac OS and iOS Applications.

<https://developer.apple.com/sf-symbols/>

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## Sample SF Symbols in SwiftUI



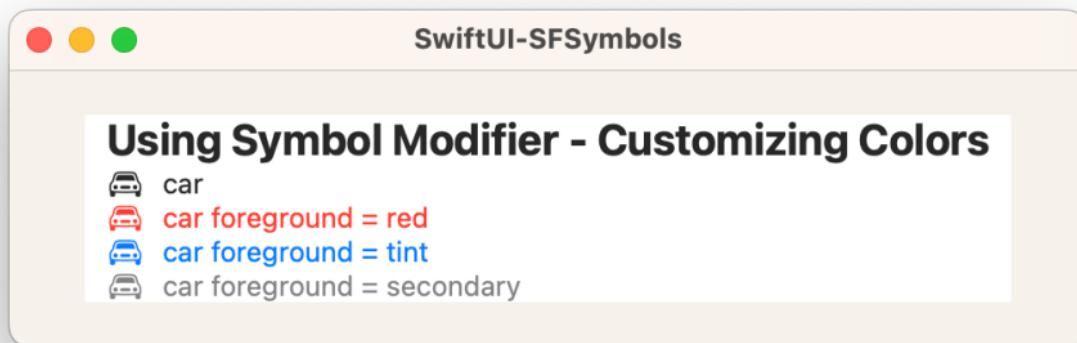
```

struct ContentView: View {
    let imageNames =
["trash.slash.fill", "keyboard", "square.3.stack.3d.top.fill", "heart", "star", "cloud",
"moon", "leaf"]
    let imageSize: CGFloat = 40
    var body: some View {
        List(imageNames, id: \.self) { imageName in
            HStack{
                Image(systemName: imageName).font(.system(size: imageSize))
                Text(imageName)
            }
        }
    }
}

```

## Customizing the colors or the SF Symbols in SwiftUI

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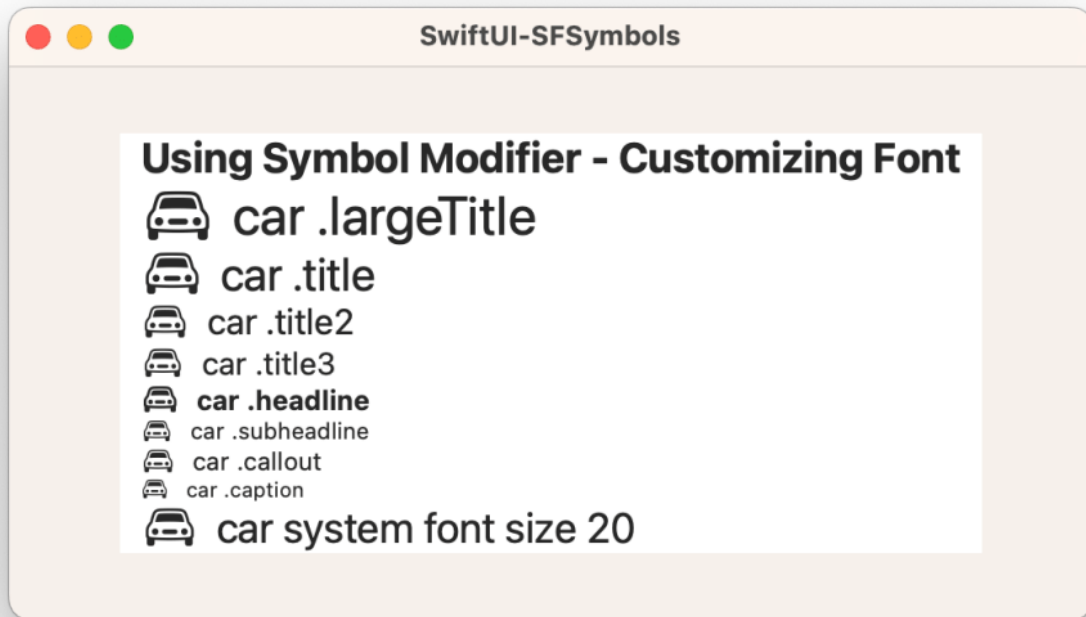
```

struct sfSymbolSampleOne:View{
    var body: some View {
        Group{
            Text("Using Symbol Modifier - Customizing Colors").font(.system(size:
20)).bold()
            Label("car", systemImage: "car")
            Label("car foreground = red", systemImage: "car").foregroundColor(.red)
            Label("car foreground = tint", systemImage: "car").foregroundColor(.tint)
            Label("car foreground = secondary", systemImage:
"car").foregroundColor(.secondary)
        }.padding([.leading, .trailing], 10)
    }
}

```

## Customizing the Font of SF Symbols in SwiftUI

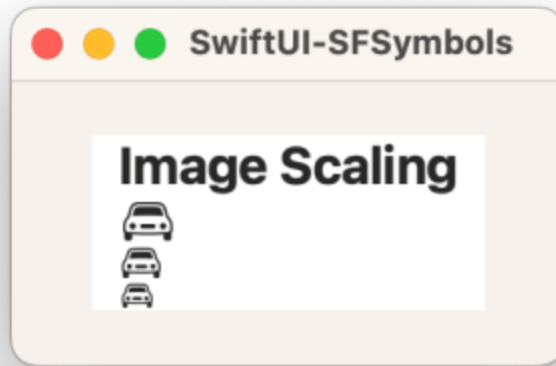
---



```
struct sfSymbolSampleTwo:View{
    var body: some View {
        Group{
            Text("Using Symbol Modifier - Customizing Font").font(.system(size:
20)).bold()
                .listRowSeparatorTint(.red)
            Label("car .largeTitle", systemImage: "car").font(.largeTitle)
            Label("car .title", systemImage: "car").font(.title)
            Label("car .title2", systemImage: "car").font(.title2)
            Label("car .title3", systemImage: "car").font(.title3)
            Label("car .headline", systemImage: "car").font(.headline)
            Label("car .subheadline", systemImage: "car").font(.subheadline)
            Label("car .callout", systemImage: "car").font(.callout)
            Label("car .caption", systemImage: "car").font(.caption)
            Label("car system font size 20", systemImage: "car").font(.system(size:
20))
        }.padding([.leading, .trailing], 10)
    }
}
```

## SF Symbols Image Scaling in SwiftUI

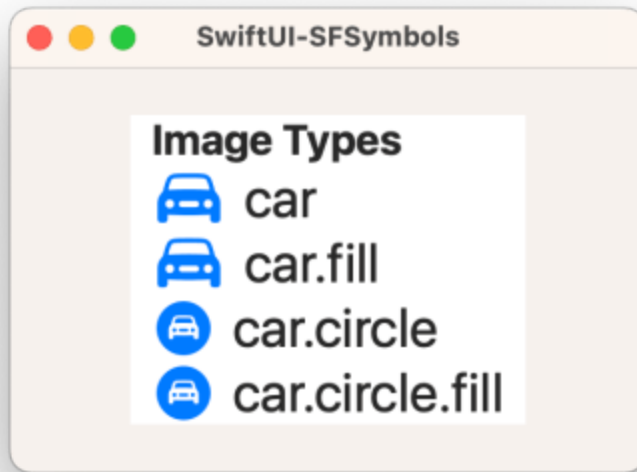
---



```
struct sfSymbolSampleThree:View{
    var body: some View {
        Group{
            Text("Image Scaling").font(.system(size: 20)).bold()
            Image(systemName: "car").imageScale(.large)
            Image(systemName: "car").imageScale(.medium)
            Image(systemName: "car").imageScale(.small)
        }.padding([.leading, .trailing], 10)
    }
}
```

## SF Symbols Image Types in SwiftUI

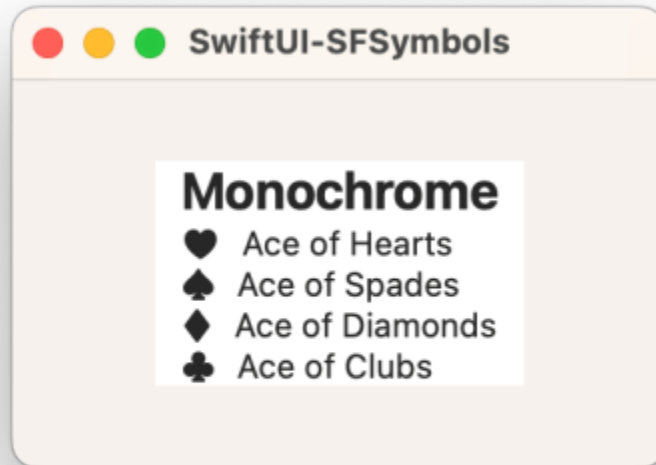
---



```
struct sfSymbolSampleFour:View{
    var body: some View {
        Group{
            Text("Image Types").font(.system(size: 20)).bold()
            Label("car", systemImage: "car").font(.largeTitle)
            Label("car.fill", systemImage: "car.fill").font(.largeTitle)
            Label("car.circle", systemImage: "car.circle").font(.largeTitle)
            Label("car.circle.fill", systemImage:
"car.circle.fill").font(.largeTitle)
        }.padding([.leading, .trailing], 10)
        .symbolVariant(.fill)
        .symbolRenderingMode(.multicolor)
    }
}
```

## Monochrome SF Symbols in SwiftUI

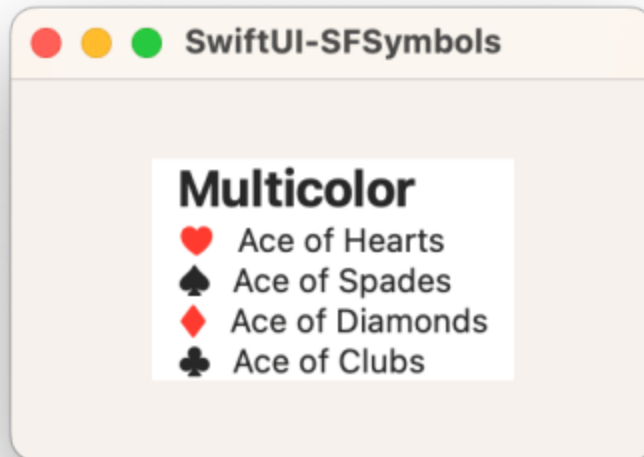
---



```
struct sfSymbolSampleFive:View{
    var body: some View {
        Group{
            Text("Monochrome").font(.system(size: 20)).bold()
            Label("Ace of Hearts", systemImage: "suit.heart")
            Label("Ace of Spades", systemImage: "suit.spade")
            Label("Ace of Diamonds", systemImage: "suit.diamond")
            Label("Ace of Clubs", systemImage: "suit.club")
        }
        .symbolVariant(.fill)
        .padding([.leading, .trailing], 10)
    }
}
```

## Multi Color SF Symbols in SwiftUI

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```
struct sfSymbolSampleSix:View{
    var body: some View {
        Group{
            Text("Multicolor").font(.system(size: 20)).bold()
            Label("Ace of Hearts", systemImage: "suit.heart")
            Label("Ace of Spades", systemImage: "suit.spade")
            Label("Ace of Diamonds", systemImage: "suit.diamond")
            Label("Ace of Clubs", systemImage: "suit.club")
        }
        .symbolVariant(.fill)
        .symbolRenderingMode(.multicolor)
        .padding([.leading, .trailing], 10)
    }
}
```