Overlay vs ZStack:

.overlay() is a modifier.

- This is how these two are defined: ZStack overlays its children, and aligns them in both the x and y axis in this process. Out of all the stacks, this is the least intuitive, since it is not along an axis that we are as familiar with as teh x and y axes.
- overlay is used to layer a view in front of another view. It is moreso like overlapping
- The layers in ZStack are very much independent such that it is not like one goes over another, it is that there is an order, and it is independent of the other ones, this is unlike overlay, where there is a relationship between the parents and children layers.
- Important detail to note is that neither VStack nor HStack or a combination can achieve the results of ZStack, making it very valuable when used correctly
- Aligning things is probably one of the most important parts of using XCode
- Regardless of how good it is, if the layout is off, it will make the entire app look very shabby and hard to use.
- VStack, HStack and ZStack help solve this problem
- LazyHStacks and LazyVStacks are also key in alignment.
- The key detail about the lazy stacks is that the items are not processed until they need to be rendered on the screen. This is beneficial because it makes the user experience a lot better, because it optimizes the visual display procedure, helping the app load faster, and overall giving a clean feel.
- So, just because they say Lazy, it doesn't mean they are slow!! They are faster and more efficient, if used in the right use cases.
- The only problem with the lazy stacks is that they are not reusable