

```
import SwiftUI
import UIKit
import PlaygroundSupport

struct ContentView: View {
    var body: some View {
        ZStack {
            RoundedRectangle(cornerRadius: 100, style: .continuous)
                .fill(Color(.displayP3, red: 255/255, green: 244/255, blue:
                    230/255).opacity(0.89))
                .frame(width: 440, height: 440)
                .clipped()
                .shadow(color: Color.indigo.opacity(0.77), radius: 48, x: 3, y: 4)
            Image(systemName: "clock.badge.exclamationmark")
                .imageScale(.large)
                .font(.system(size: 210, weight: .medium, design: .default))
                .foregroundColor(Color.pink)
                .opacity(0.83)
                .shadow(color: Color.red.opacity(0.3), radius: 8, x: 2, y: 4)
        }
    }
}
```

```
PlaygroundPage.current.setLiveView(ContentView())
```