Documentation > SwiftUI > Images > Asynclmage

Language: Swift API Changes: None

Structure

Asynclmage

A view that asynchronously loads and displays an image.

Declaration

```
struct AsyncImage<Content> where Content : View
```

Overview

This view uses the shared URLSession instance to load an image from the specified URL, and then display it. For example, you can display an icon that's stored on a server:

```
AsyncImage(url: URL(string: "https://example.com/icon.png"))
.frame(width: 200, height: 200)
```

Until the image loads, the view displays a standard placeholder that fills the available space. After the load completes successfully, the view updates to display the image. In the example above, the icon is smaller than the frame, and so appears smaller than the placeholder.

Availability

iOS 15.0+

iPadOS 15.0+

macOS 12.0+

Mac Catalyst 15.0+

tvOS 15.0+

watchOS 8.0+

Technology

SwiftUl

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2-2. Quiz View - image

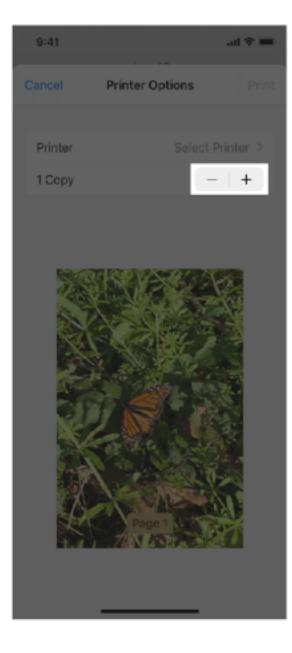
```
AsyncImage(url: URL(string: QuizArray[arrayIndex].description), scale: 3.0)
```

10:05



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What is the name of this component?



Steppers Switches Text Fields