

trial1app.swift

```
import SwiftUI
```

```
@main
```

```
struct trial1App: App {  
    var body: some Scene {  
        WindowGroup {  
            ContentView()  
        }  
    }  
}
```

ContentView.swift

```
import SwiftUI
```

```
struct ContentView: View {  
    var body: some View {  
        VStack {  
            Image(systemName: "globe")  
                .imageScale(.large)  
                .foregroundColor(.accentColor)  
            Text("Hello, world!")  
        }  
        .padding()  
    }  
}
```

```
struct ContentView_Previews: PreviewProvider {  
    static var previews: some View {
```

```
        ContentView()  
    }  
}
```