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()

}

}