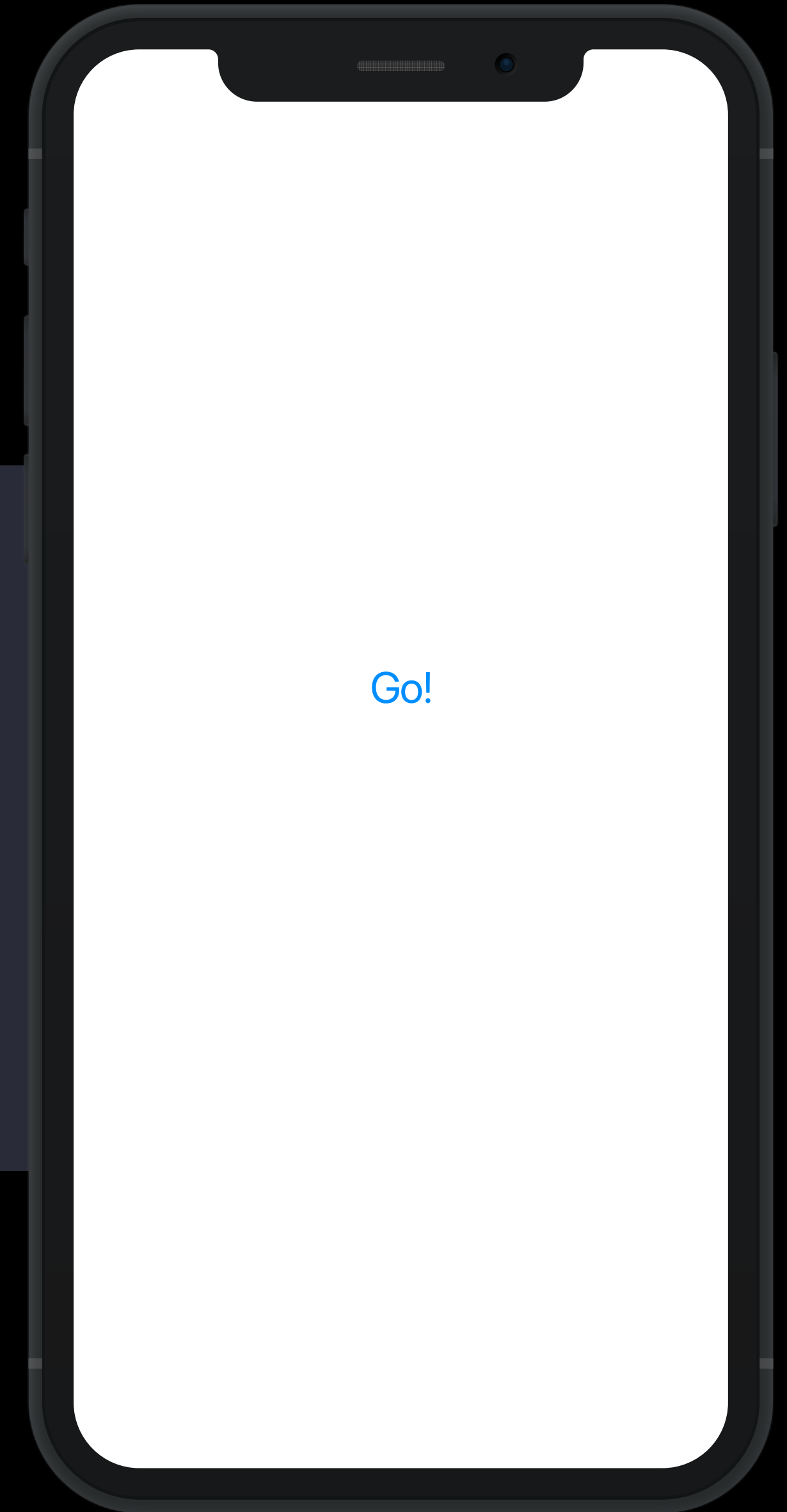


Interagir avec l'interface

Boutons & @State

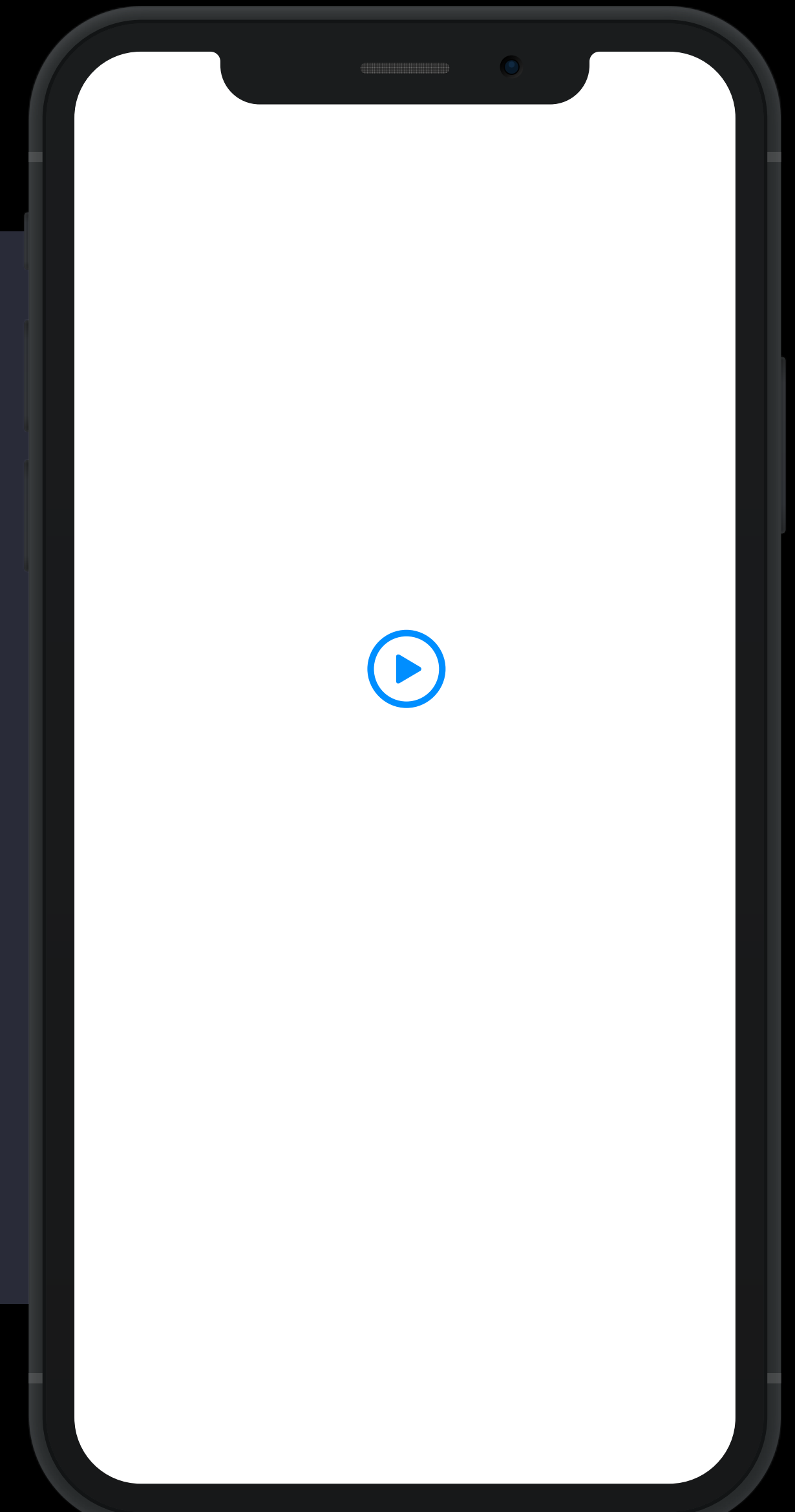
Bouton Simple

```
struct ContentView: View {  
    var body: some View {  
        Button("Go!") {  
            print("do something")  
        }  
    }  
}
```



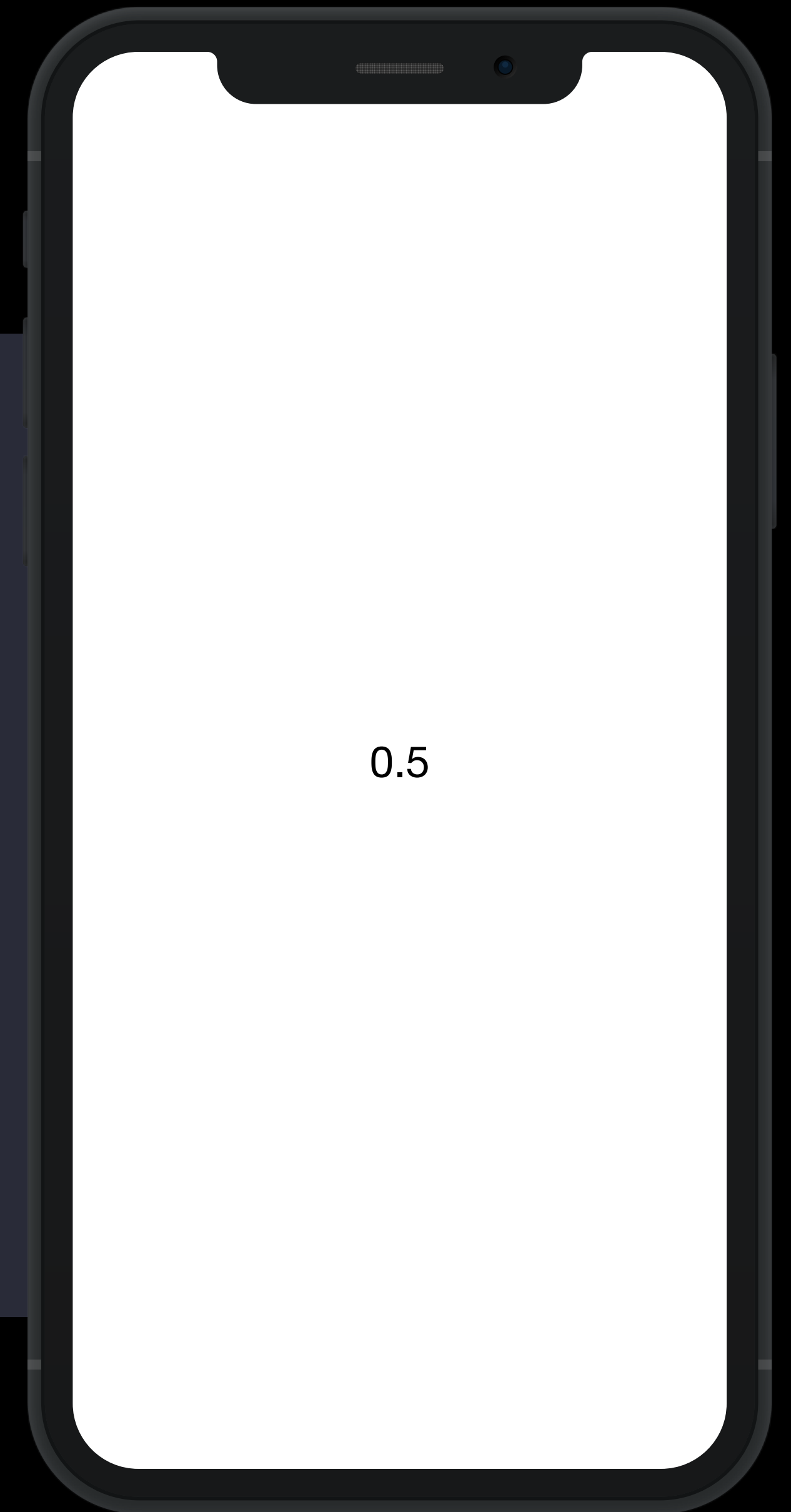
Bouton Complexe

```
struct ButtonExample: View {  
    var body: some View {  
        Button {  
            print("something")  
        } label: {  
            Image(systemName: "play.circle.fill")  
        }  
    }  
}
```



Bindings

```
struct ContentView: View {  
    var pourcentage: Double = 0.5  
    var body: some View {  
        VStack {  
            Text("\(pourcentage)")  
        }  
    }  
}
```

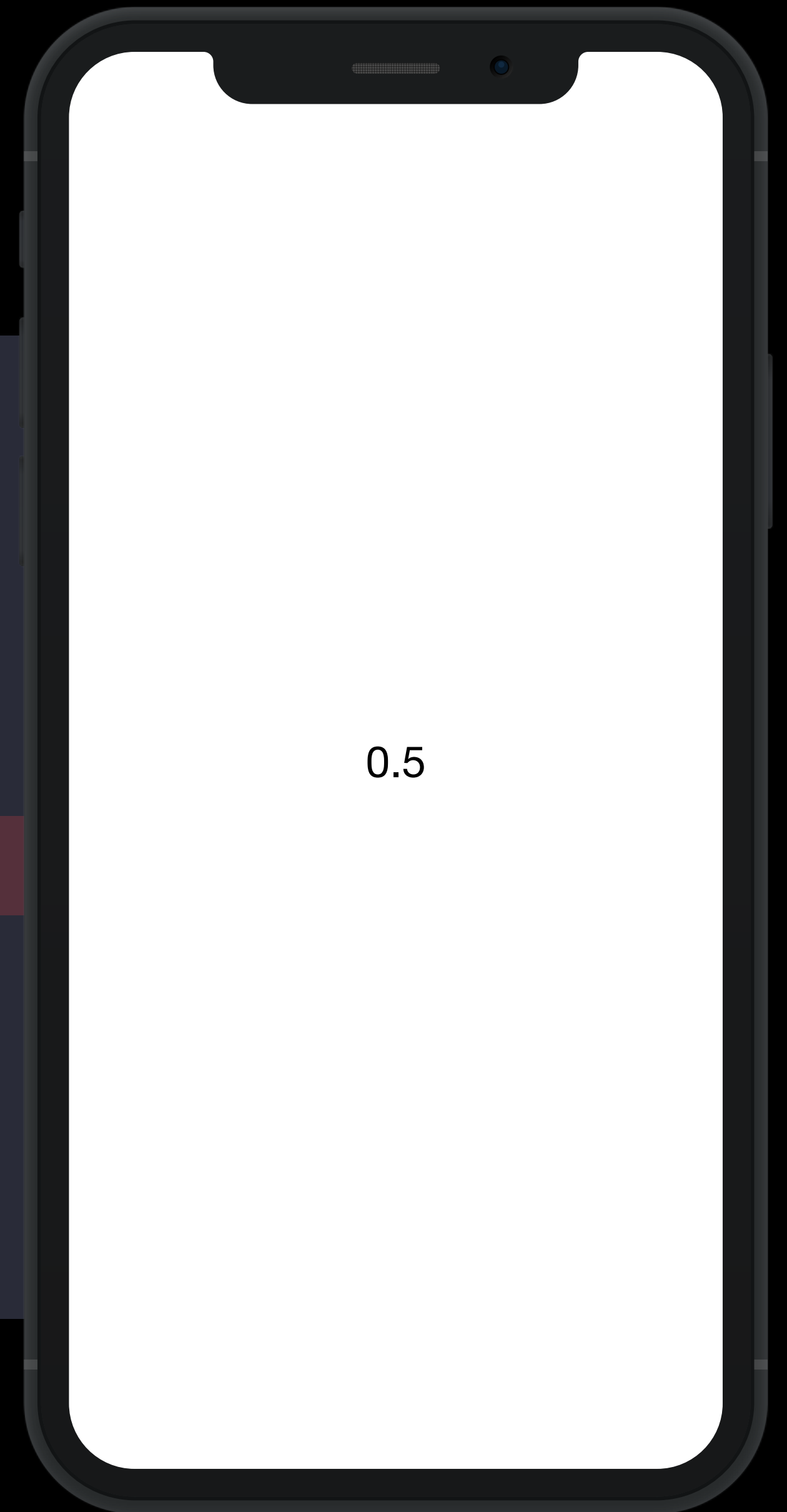


Bindings

```
struct ContentView: View {  
    var percentage: Double = 0.5  
    var body: some View {  
        VStack {  
            Text("\(percentage)")  
            Button("Incrémenter") {  
                percentage += 0.01  
            }  
        }  
    }  
}
```



'self' is immutable

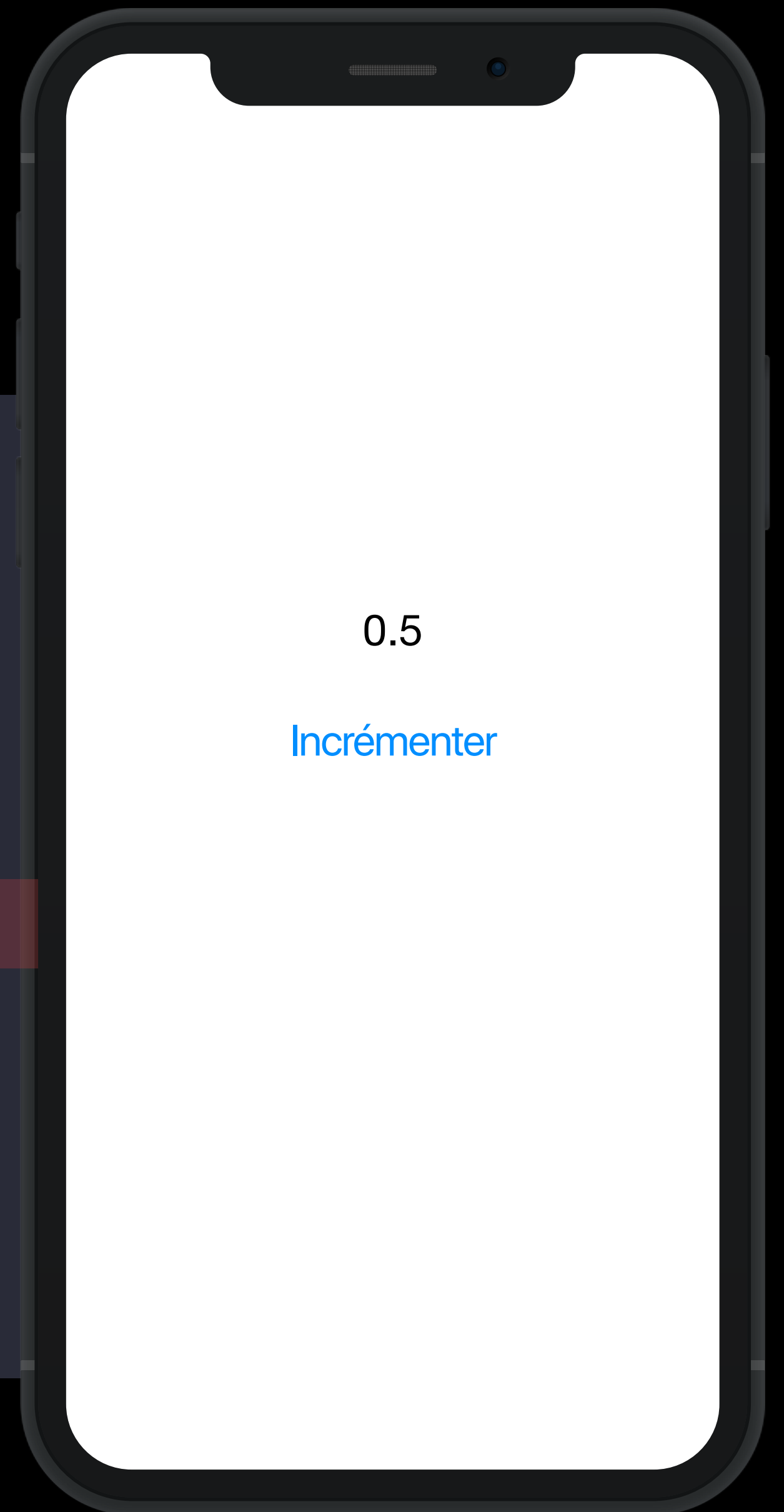


Bindings

```
struct ContentView: View {  
    @State var pourcentage: Double = 0.5  
    var body: some View {  
        VStack {  
            Text("\(pourcentage)")  
            Button("Incrémenter") {  
                pourcentage += 0.01  
            }  
        }  
    }  
}
```

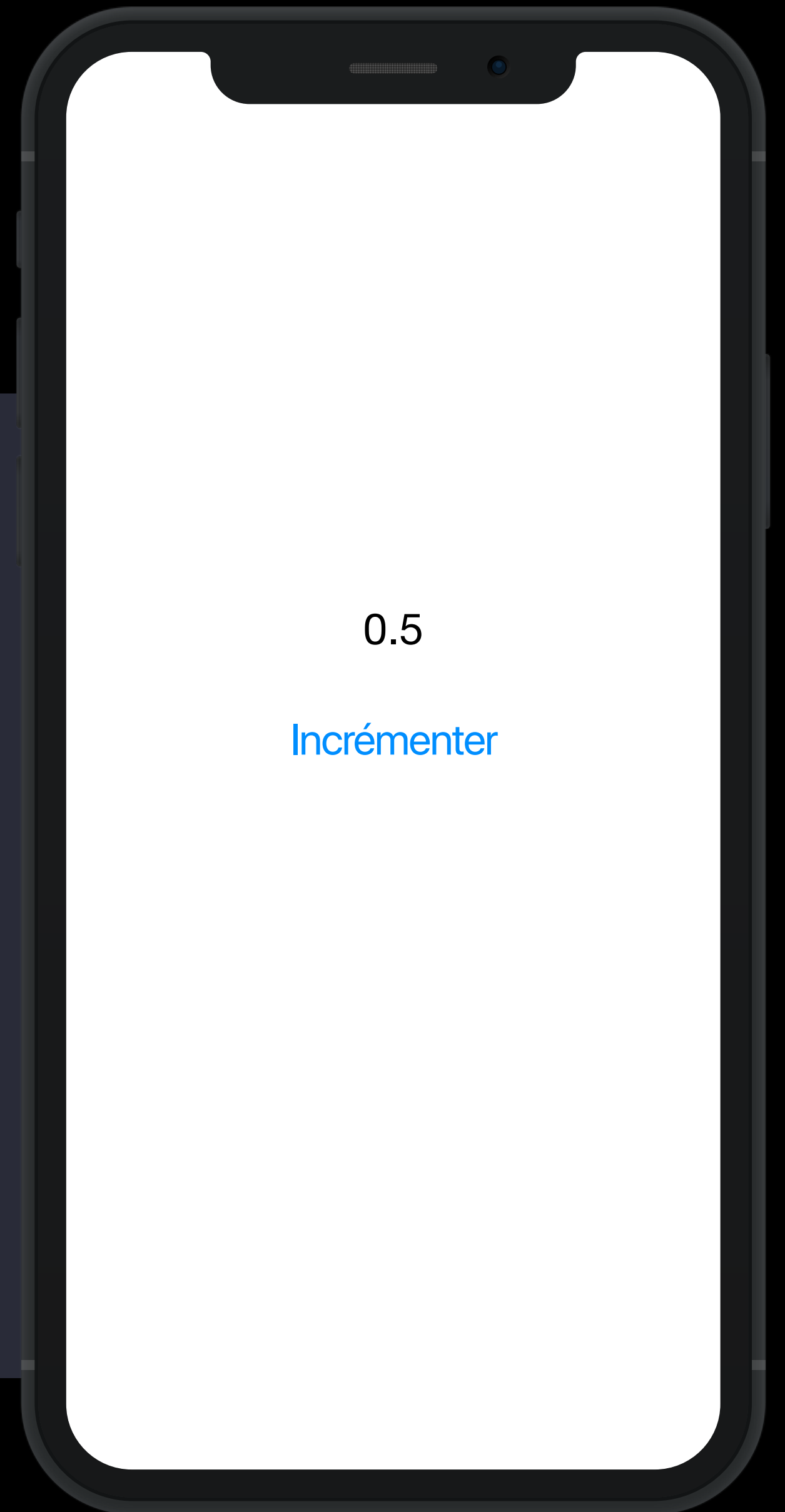


'self' is immutable



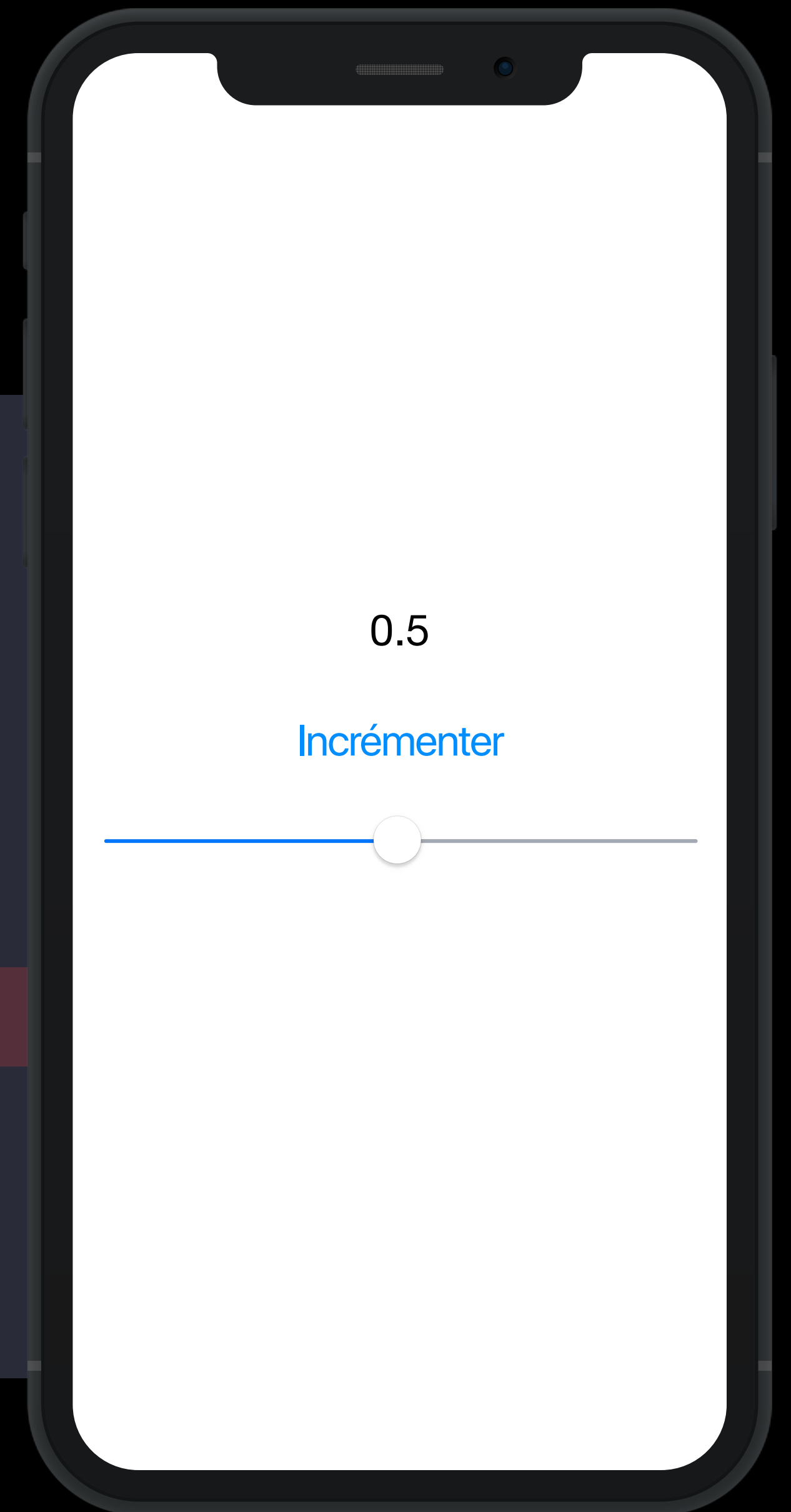
Bindings

```
struct ContentView: View {  
    @State var pourcentage: Double = 0.5  
    var body: some View {  
        VStack {  
            Text("\(pourcentage)")  
            Button("Incrémenter") {  
                pourcentage += 0.01  
            }  
        }  
    }  
}
```



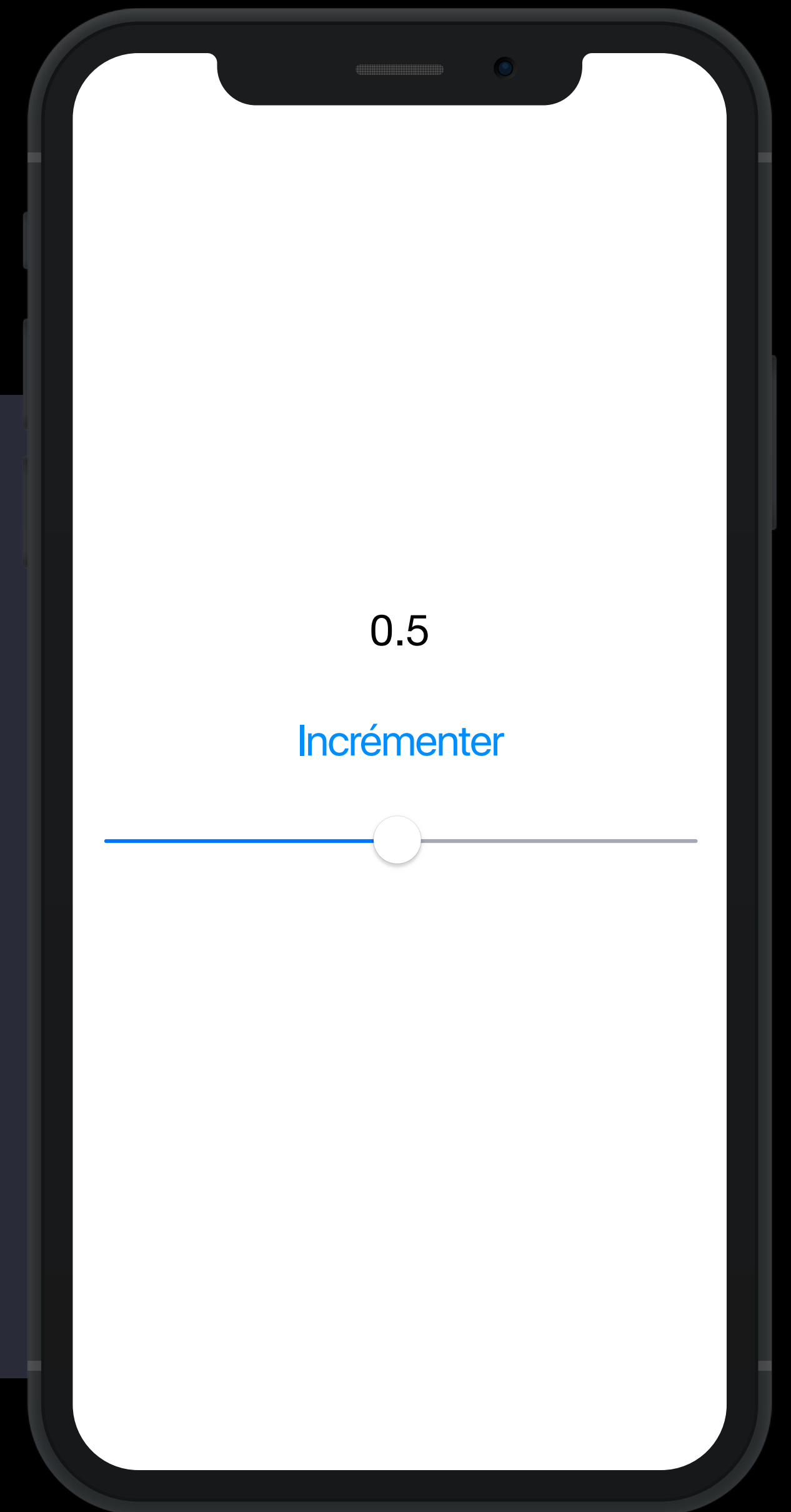
Bindings

```
struct ContentView: View {  
    @State var pourcentage: Double = 0.5  
    var body: some View {  
        VStack {  
            Text("\({pourcentage}")  
            Button("Incrémenter") {  
                pourcentage += 0.01  
            }  
            Slider(value: pourcentage, in: 0...1)  
        }  
    }  
}
```



Two-way Bindings

```
struct ContentView: View {  
    @State var pourcentage: Double = 0.5  
    var body: some View {  
        VStack {  
            Text("\(pourcentage)")  
            Button("Incrémenter") {  
                pourcentage += 0.01  
            }  
            Slider(value: $pourcentage, in: 0...1)  
        }  
    }  
}
```



Résumé

- Création d'un bouton simple et complexe
- Nouveau mot clé: `@State`
 - Permet de confier la gestion de la variable à SwiftUI
- Two-way binding : `$maVariable`
 - Permet de lier la variable à la valeur d'un composant UI