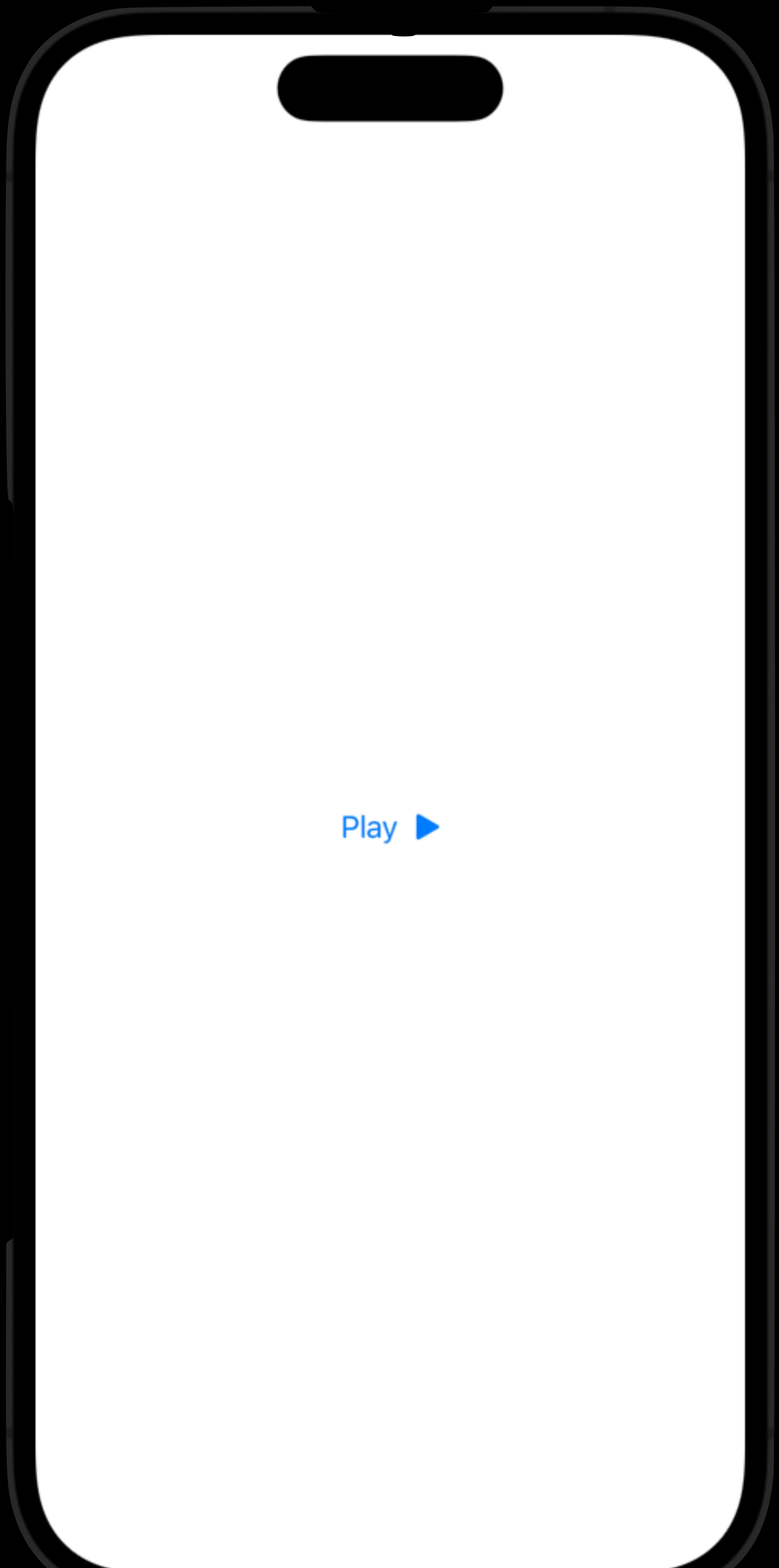
Interagir avec l’interface
Bouton & Propriété d’état

Bouton

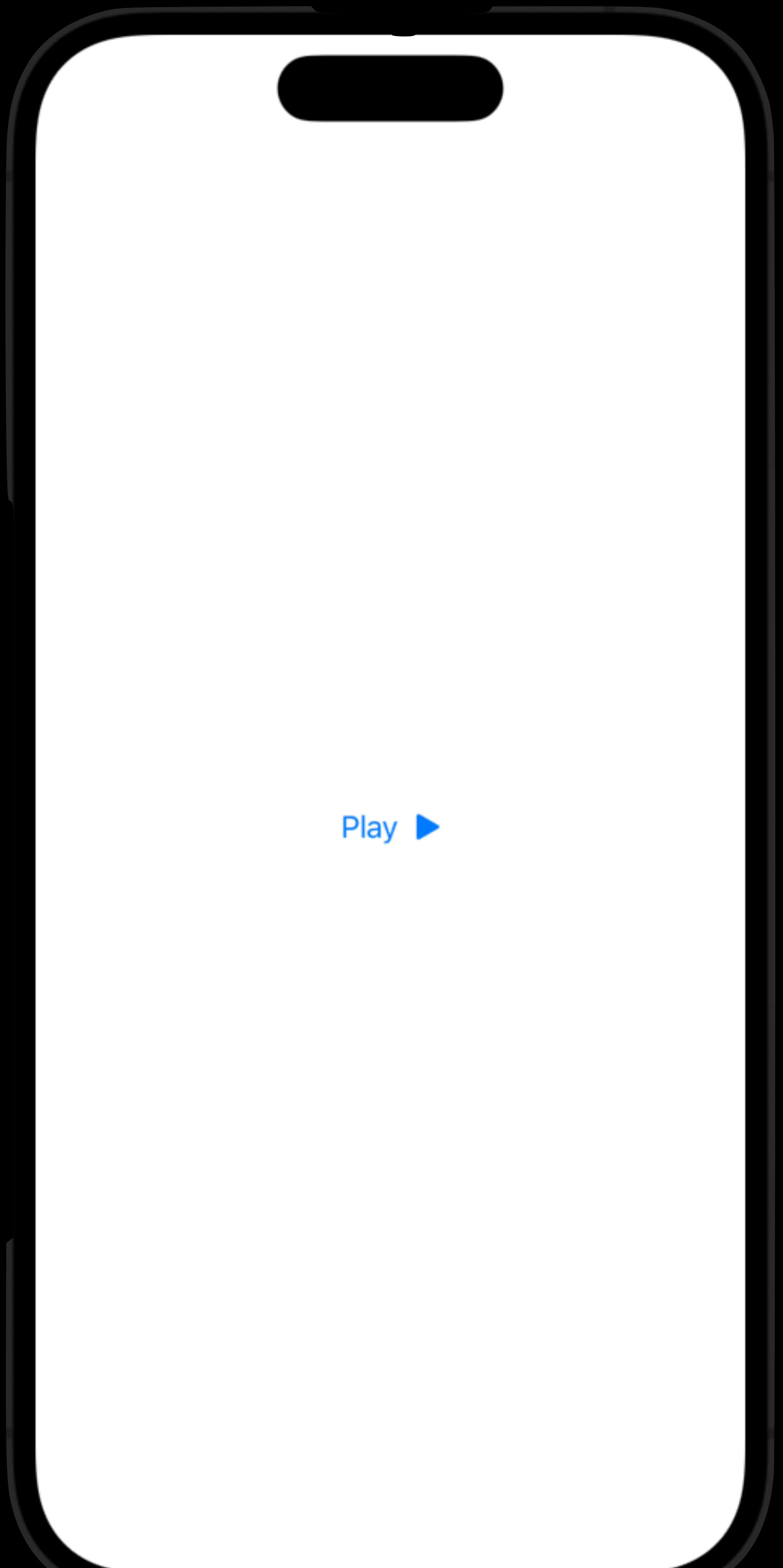
```
Button {
    print("🔊")
} label: {
    HStack{
        Text("Play")
        Image(systemName: "play.fill")
    }
}
```



Bouton

```
Button {
    print("🔊")
} label: {
    HStack{
        Text("Play")
        Image(systemName: "play.fill")
    }
}
```

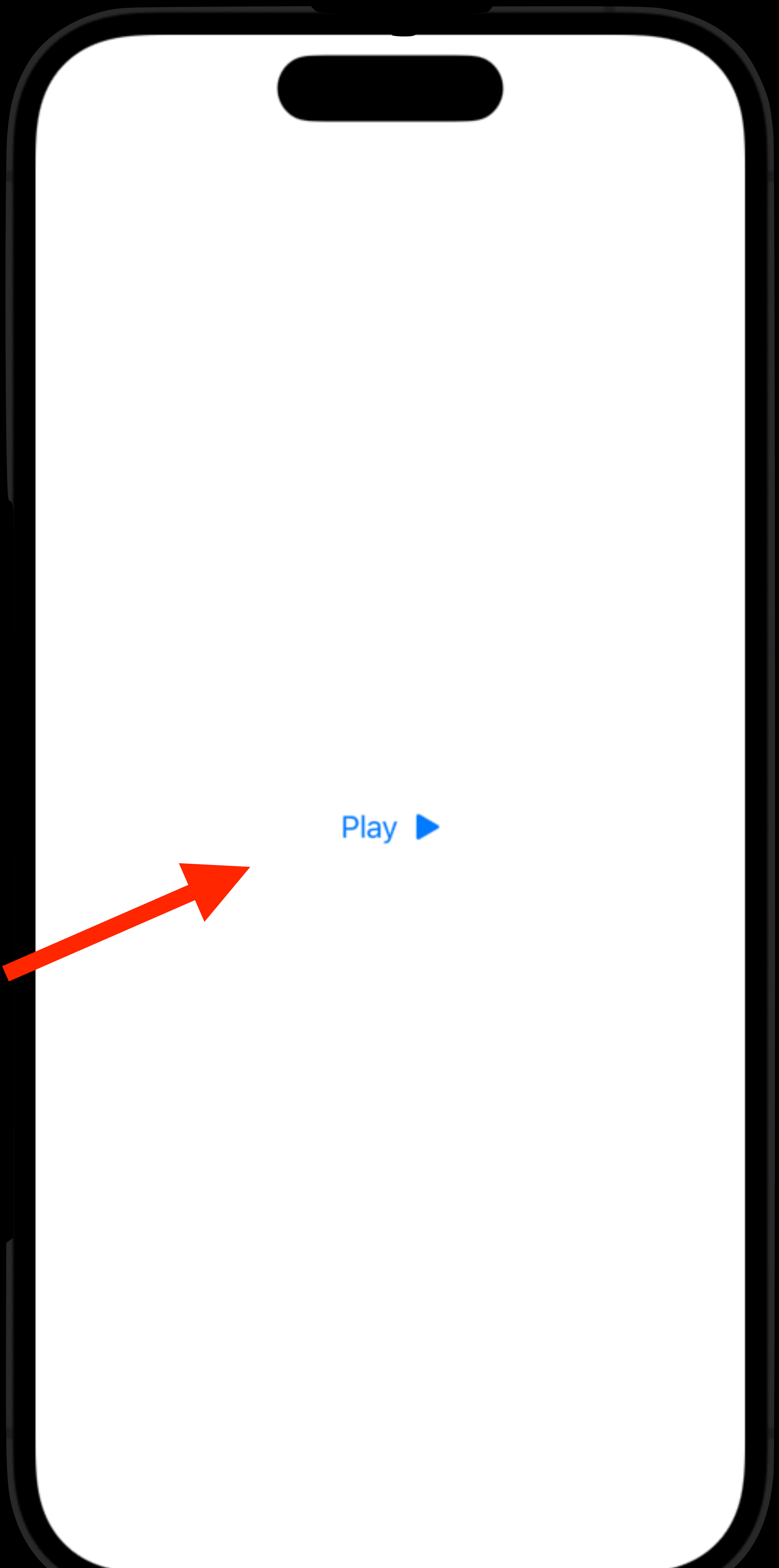
Action



Bouton

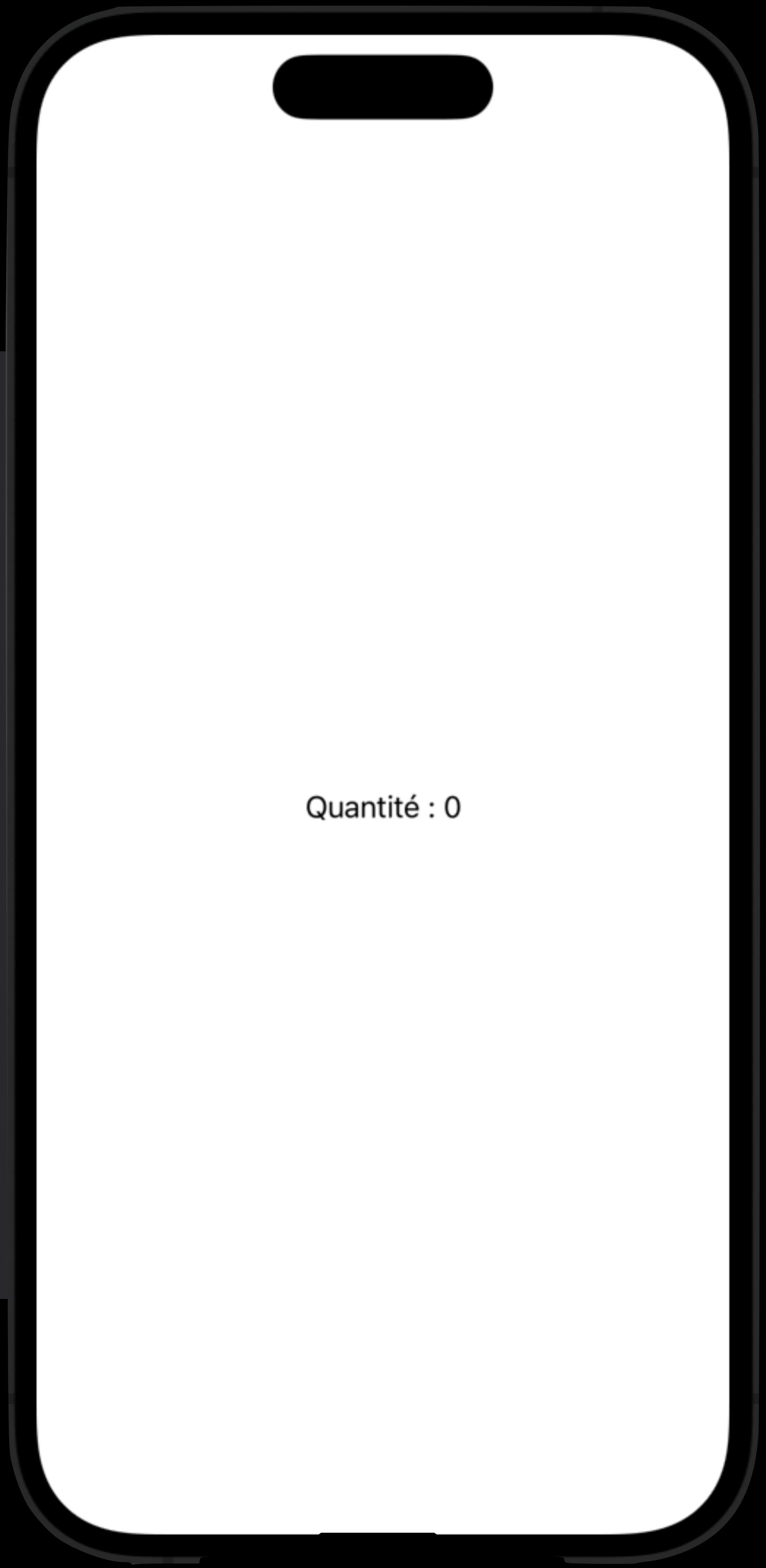
```
Button {
    print("🔊")
} label: {
    HStack{
        Text("Play")
        Image(systemName: "play.fill")
    }
}
```

Label



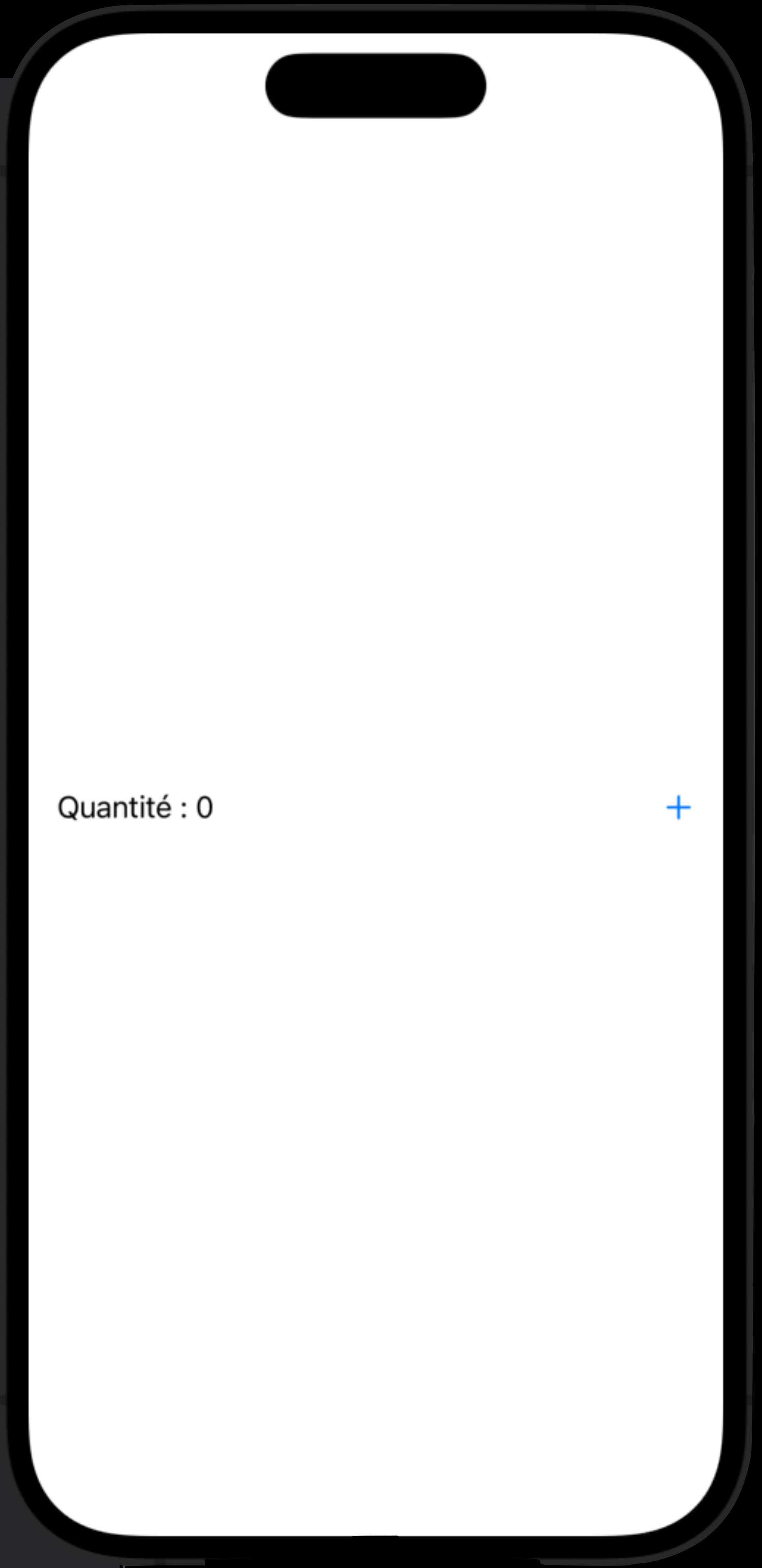
Propriété d’état

```swift
struct BasketView: View {
    var productQuantity = 0

    var body: some View {
        HStack{
            Text("Quantité : \(productQuantity)")
        }
        .padding(.horizontal)
    }
}
```

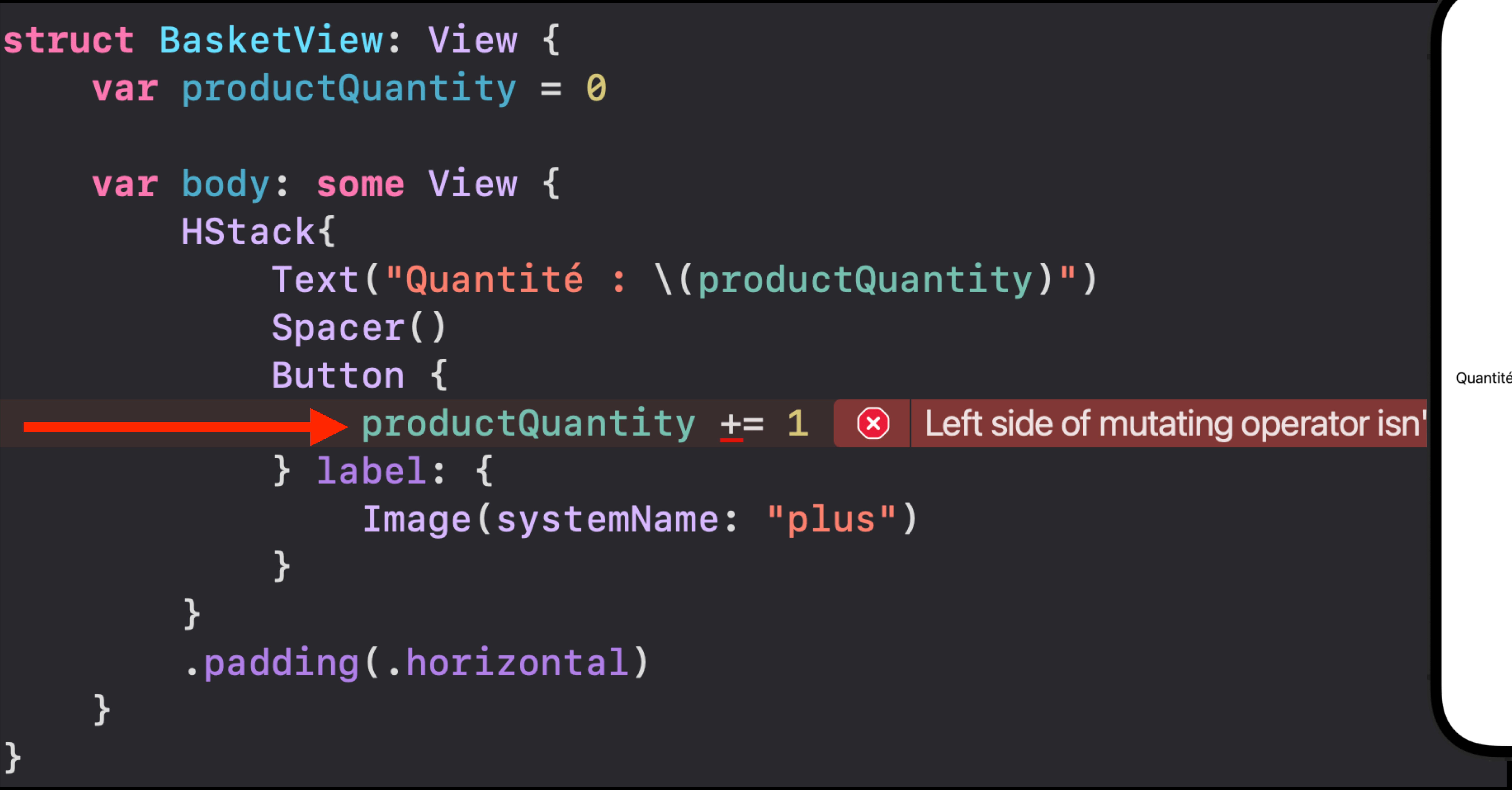

Quantité : 0

Propriété d’état

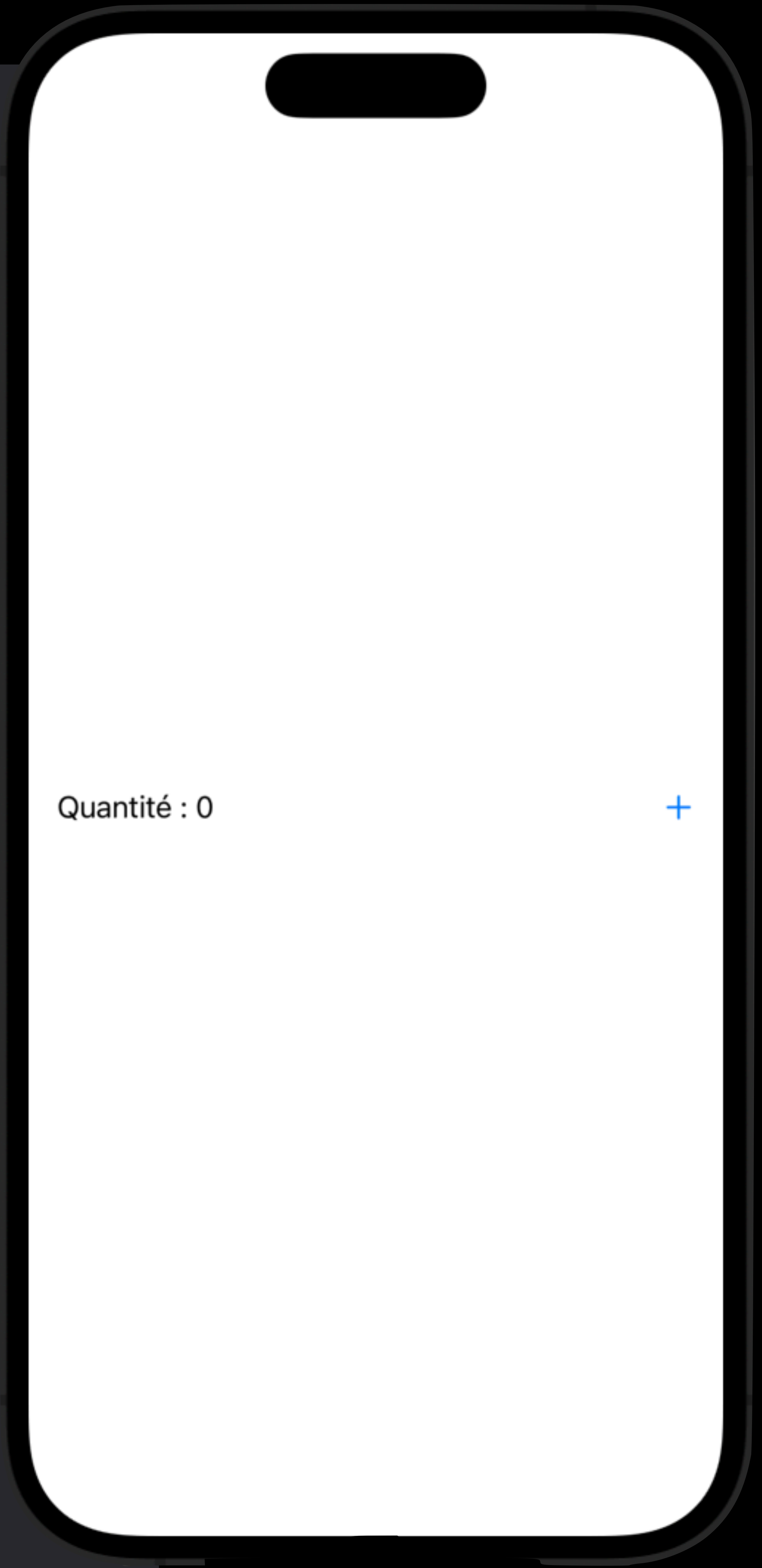
```
struct BasketView: View {
    var productQuantity = 0

    var body: some View {
        HStack{
            Text("Quantité : \(productQuantity)")
            Spacer()
            Button {

            } label: {
                Image(systemName: "plus")
            }
        }
        .padding(.horizontal)
    }
}
```


Quantité : 0
+

Propriété d’état



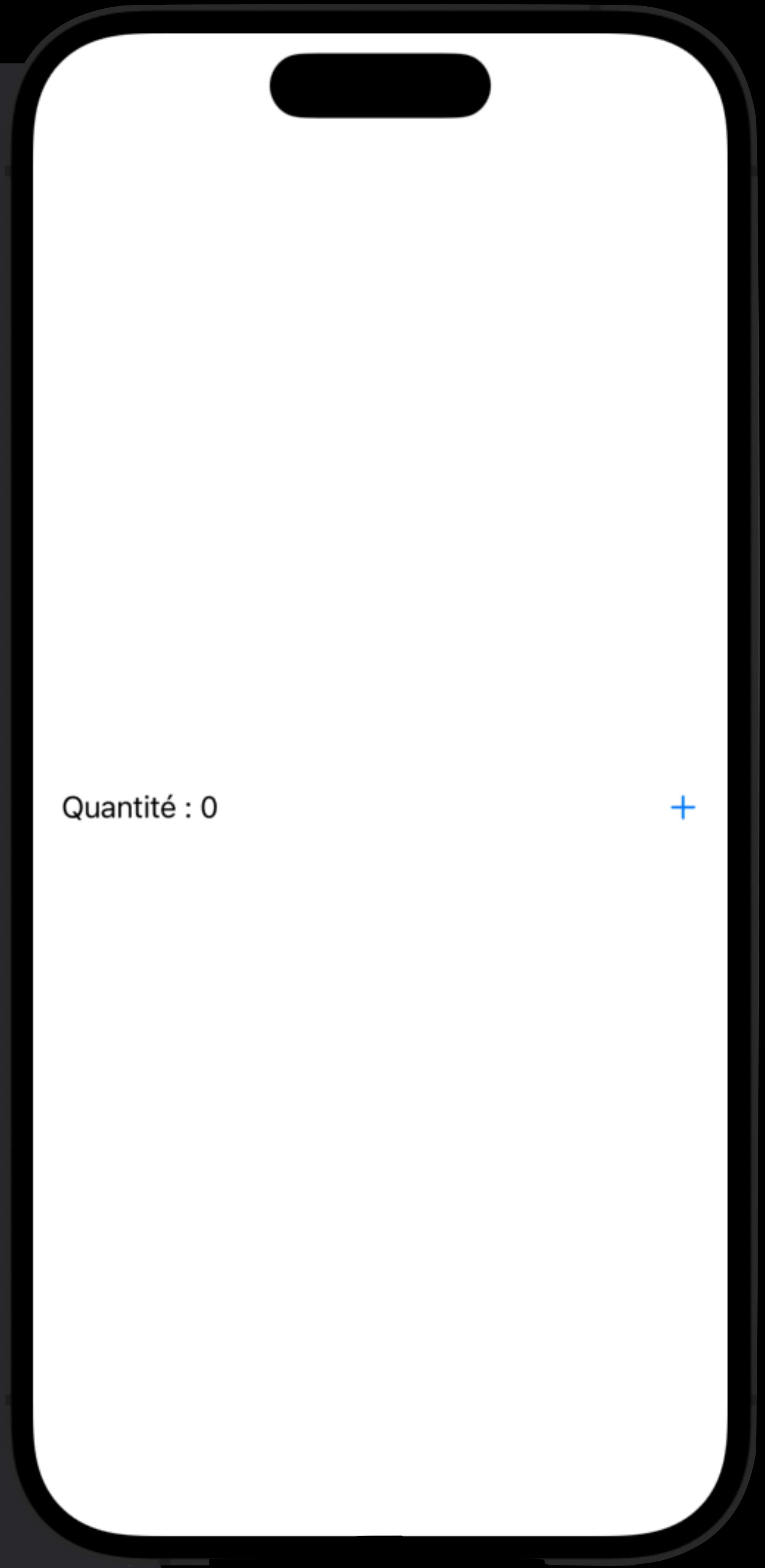
```
struct BasketView: View {
    var productQuantity = 0

    var body: some View {
        HStack{
            Text("Quantité : \(productQuantity)")
            Spacer()
            Button {
                productQuantity += 1    Left side of mutating operator isn'
            } label: {
                Image(systemName: "plus")
            }
        }
        .padding(.horizontal)
    }
}
```



Propriété d’état

```swift
struct BasketView: View {
    @State var productQuantity = 0

    var body: some View {
        HStack{
            Text("Quantité : \(productQuantity)")
            Spacer()
            Button {
                productQuantity += 1
            } label: {
                Image(systemName: "plus")
            }
        }
        .padding(.horizontal)
    }
}
```


Quantité : 0

Propriété d’état

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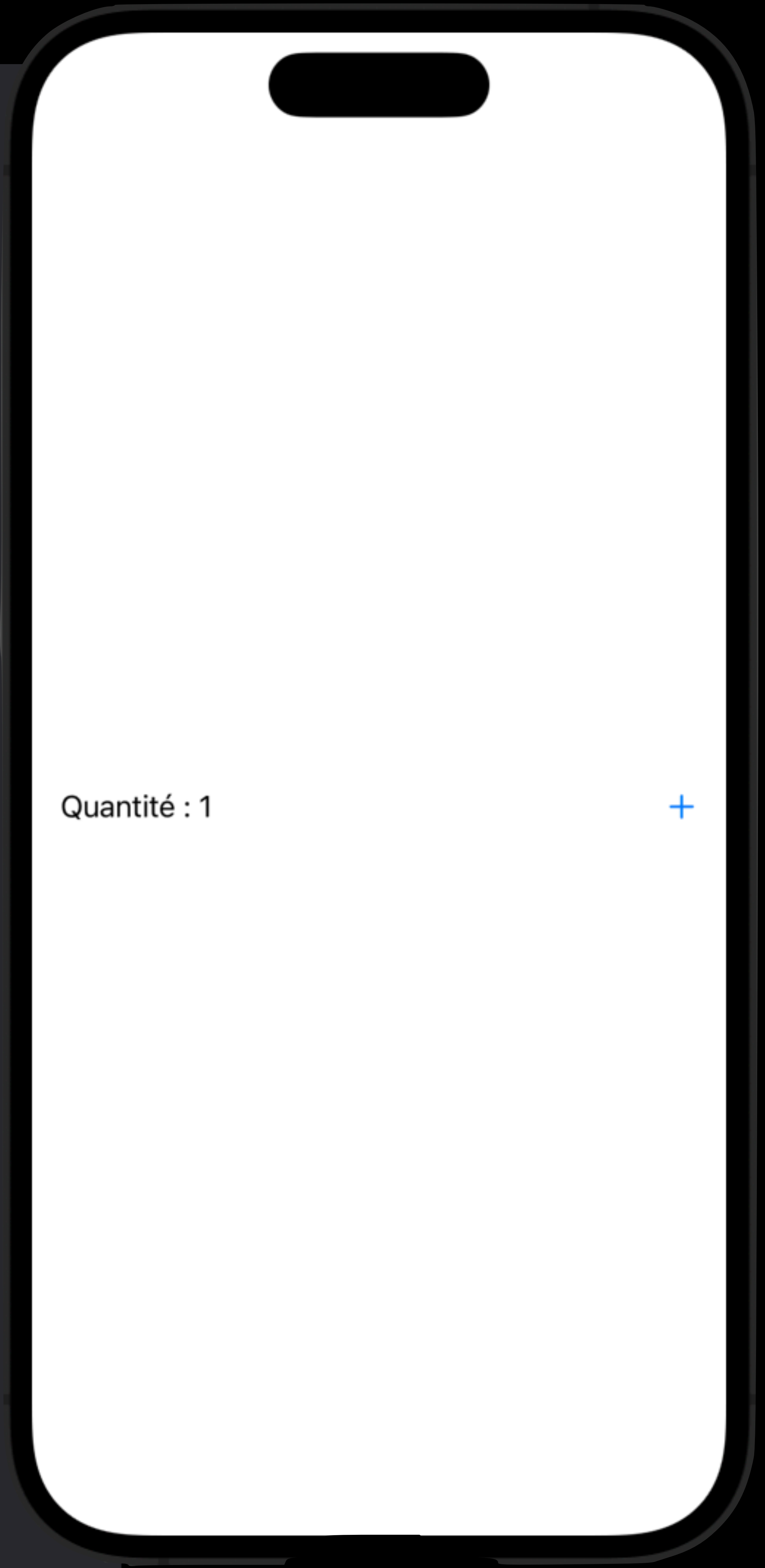
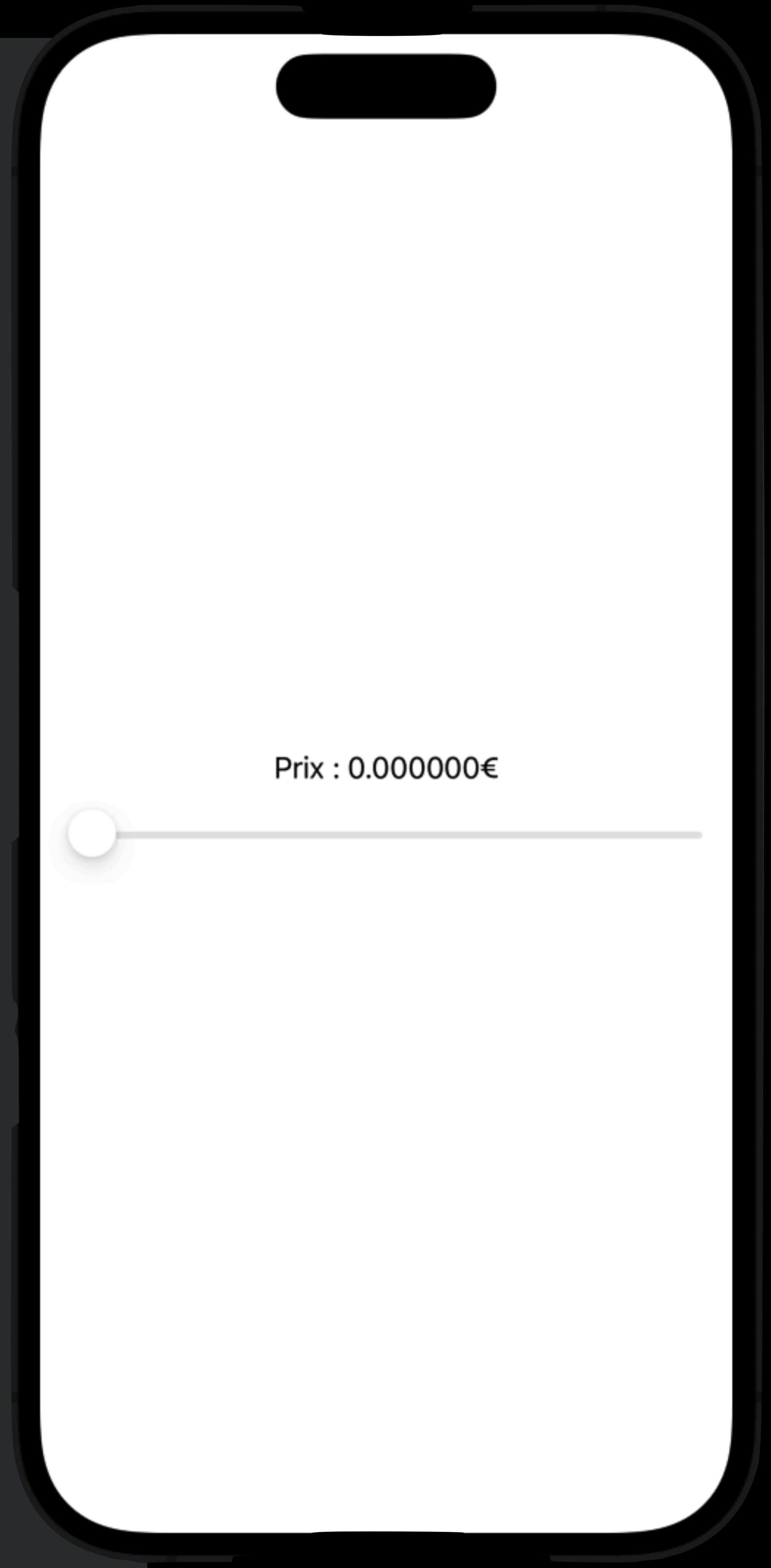
struct BasketView: View {
    @State var productQuantity = 0

    var body: some View {
        HStack{
            Text("Quantité : \(productQuantity)")
            Spacer()
            Button {
                productQuantity += 1
            } label: {
                Image(systemName: "plus")
            }
        }
        .padding(.horizontal)
    }
}
```

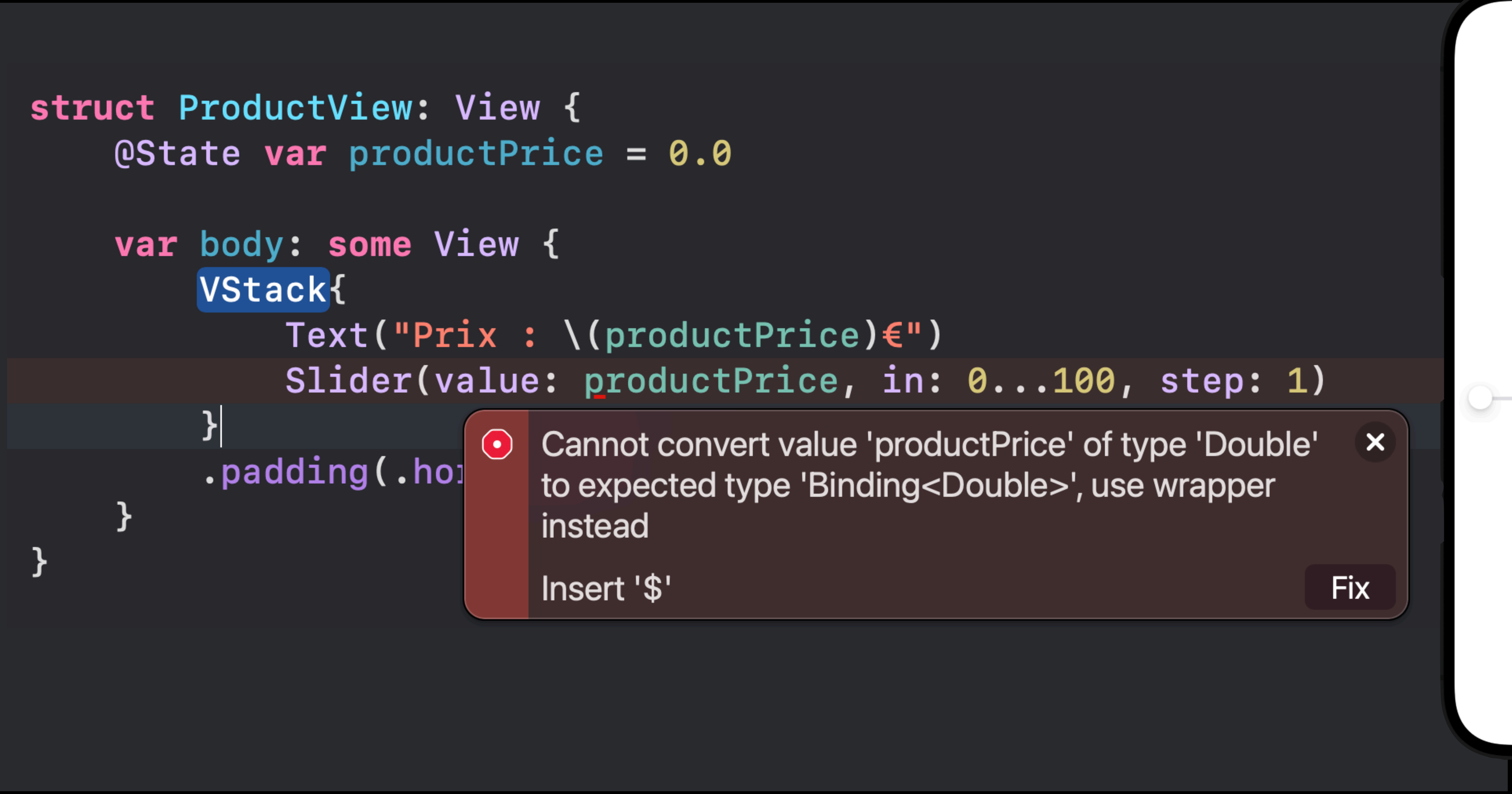


Propriété d’état



Prix : 0.000000€

Propriété d’état

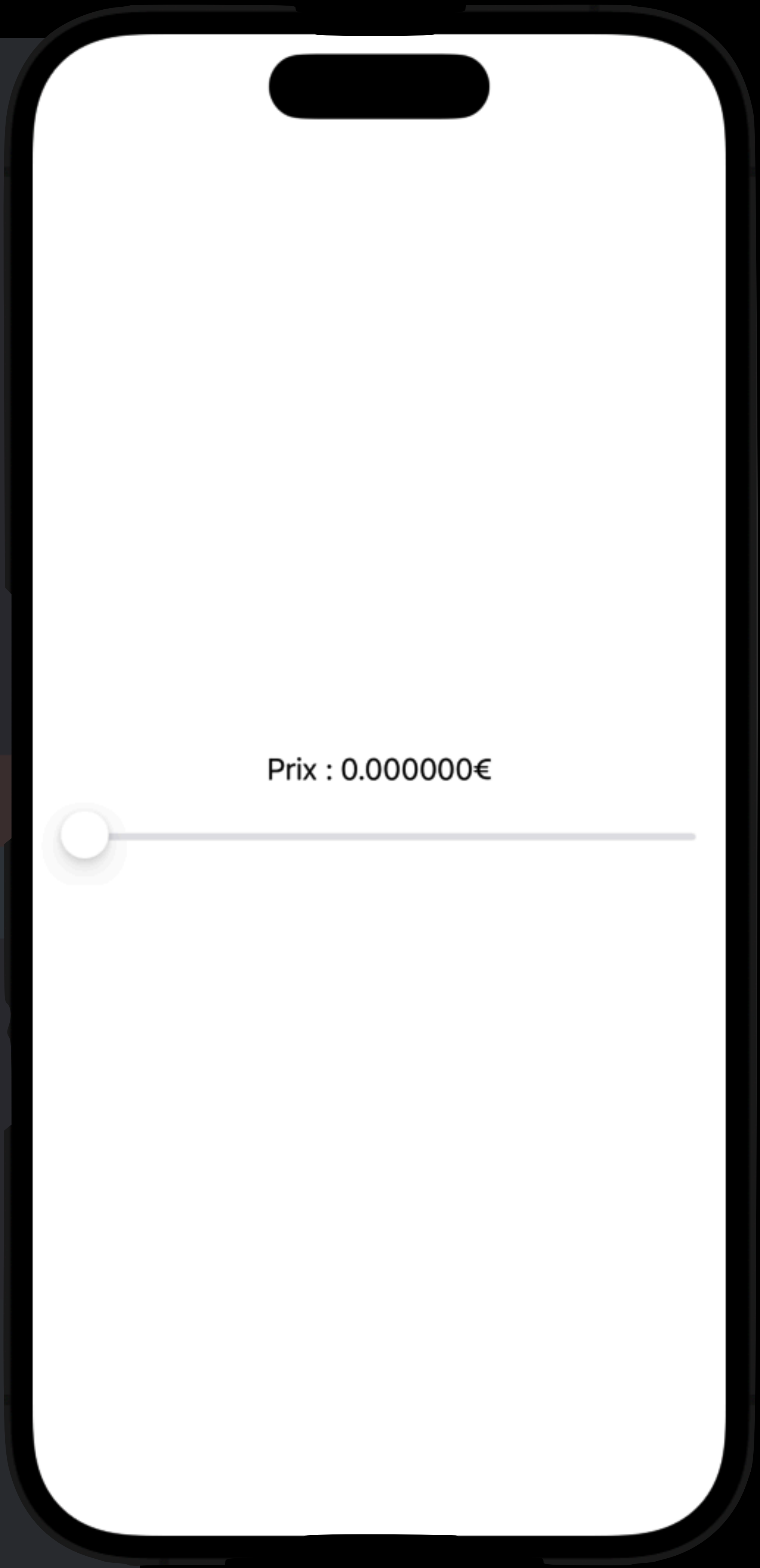


```
struct ProductView: View {
    @State var productPrice = 0.0

    var body: some View {
        VStack{
            Text("Prix : \(productPrice)€")
            Slider(value: productPrice, in: 0...100, step: 1)
        }
        .padding(.ho
    }
}
```

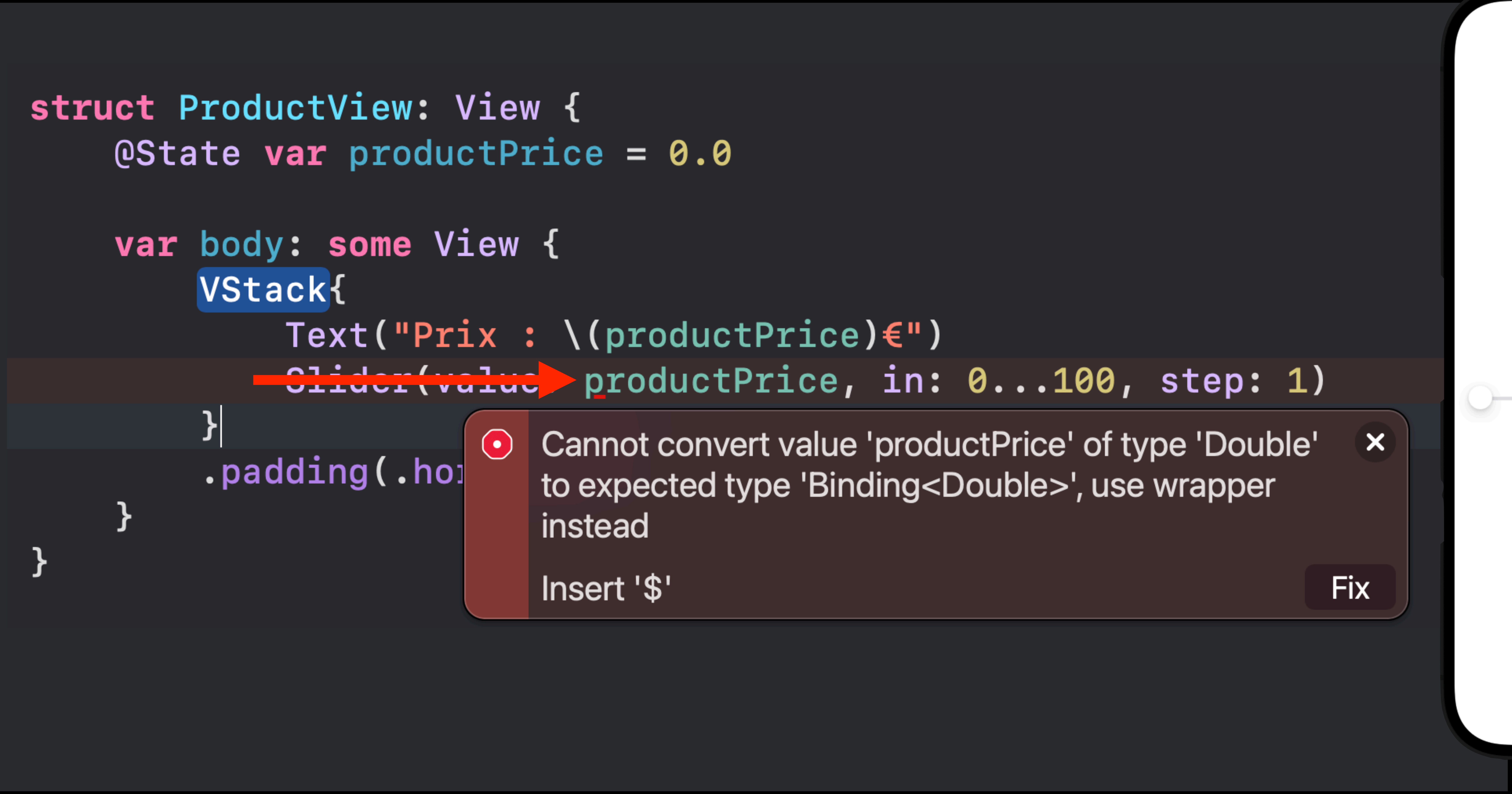
Cannot convert value 'productPrice' of type 'Double' to expected type 'Binding<Double>', use wrapper instead

Insert '$'



Prix : 0.000000€

Propriété d'état

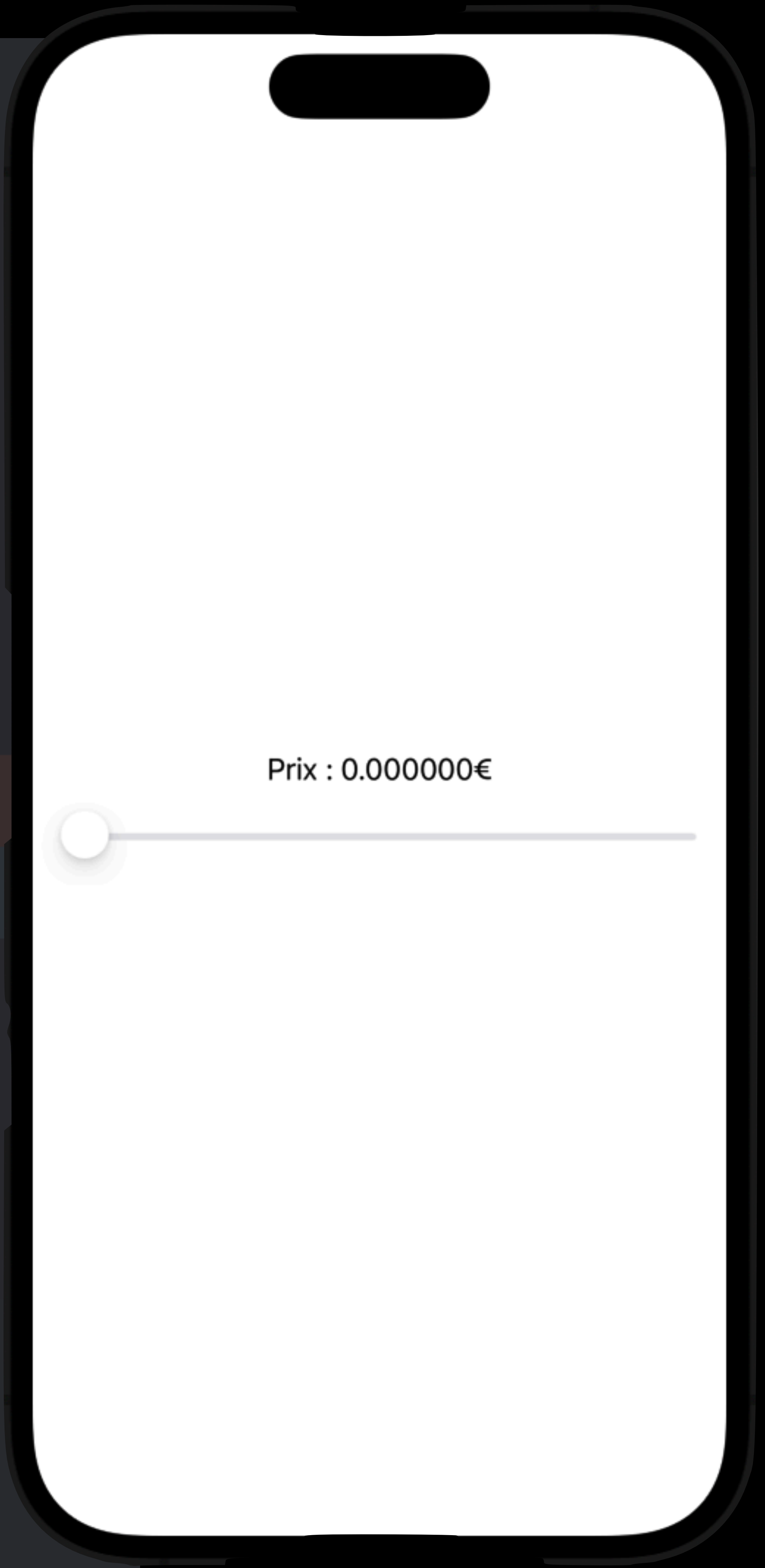


```swift
struct ProductView: View {
    @State var productPrice = 0.0

    var body: some View {
        VStack{
            Text("Prix : \(productPrice)€")
            Slider(value: productPrice, in: 0...100, step: 1)
        }
        .padding(.ho
    }
}
```

Cannot convert value 'productPrice' of type 'Double' to expected type 'Binding<Double>', use wrapper instead

Insert '$'

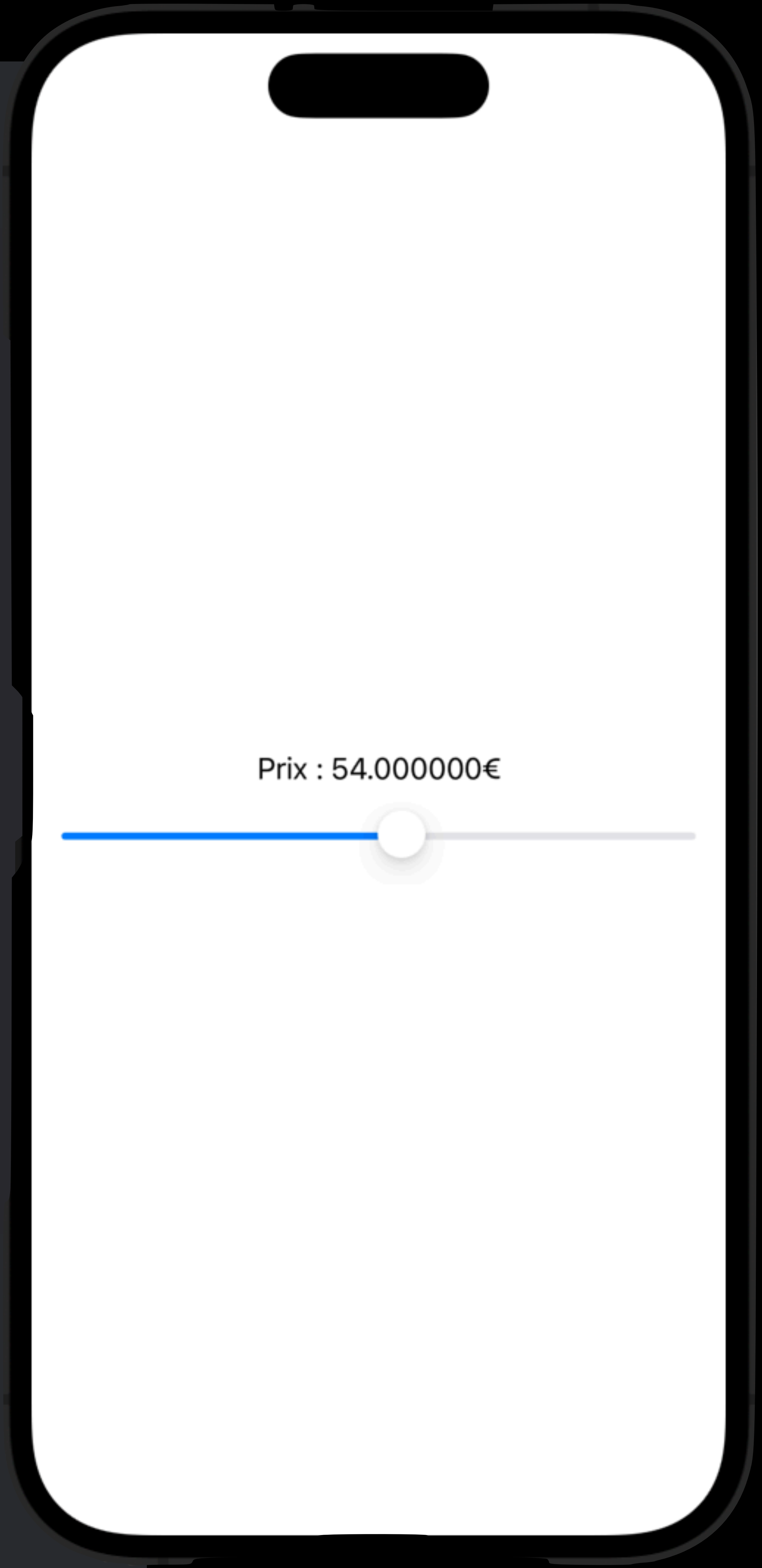


Prix : 0.000000€

Propriété d’état

```
struct ProductView: View {
    @State var productPrice = 0.0

    var body: some View {
        VStack{
            Text("Prix : \(productPrice)€")
            Slider(value: $productPrice, in: 0...100, step: 1)
        }
        .padding(.horizontal)
    }
}
```



Prix : 54.000000€

@State, @Binding ou pas

Dans une Struct View, je défini une propriété
Dont je veux modifier la valeur dans le body
Dont je ne vais pas modifier la valeur dans le body
Je modifie la valeur d’une propriété qui est lié à une autre View (à la source)
J’utilise un propriété d’état « bindé »
Je modifie la valeur d’une propriété qui est stocké dans la View elle même
J’utilise une propriété d’état @State
J’utilise une propriété stocké simple

```
@Binding var name: String
```

```
@State var name = ""
```

```
var name = ""
```