

SwiftUI Cheat Sheet

Image Views

```
// Shows an Image with an image named "Name"  
// Image should be imported into Assets.xcassets  
// prior to referencing the image by name  
Image("Name")  
    .resizable() // Allows the image to be resized  
    .aspectRatio(contentMode: .fit) // Maintain aspect ratio
```

Text Label

```
Text("Large Title")  
    .font(.largeTitle) // Change preset font size  
    .fontWeight(.bold) // Change the font weight  
    .foregroundColor(.blue) // Change the text color
```

Lists

```
// Showing a list of Identifiable object  
List(restaurants) { restaurant in  
    Text(restaurant.name)  
}  
  
// Showing a list of non-identifiable objects  
let words = ["Hello", "World"]  
List(words, id: \.self) { word in  
    Text(word)  
}
```

ForEach

```
// Iterating over an Identifiable sequence
ForEach(restaurants) { restaurant in
    Text(restaurant.name)
}

// Iterating over a non-identifiable sequence
ForEach(words, id: \.self) { word in
    Text(word)
}
```

Stack Views

Vertical Stack (VStack)

```
VStack {
    Text("Hello") // Shows on top
    Text("World") // Shows at the bottom of Hello
}
```

Horizontal Stack (HStack)

```
HStack {
    Text("Hello") // Shows at the left
    Text("World") // Shows right of Hello
}
```

Z Stack (ZStack)

```
ZStack {
    Image("1") // Image at the back
    Text("Hello") // Text in front
}
```

Scroll Views

Vertical Scrolling View

```
ScrollView {  
  VStack {  
    ForEach(restaurants) { restaurant in  
      Text(restaurant.name)  
    }  
  }  
}
```

Horizontal Scrolling View

```
ScrollView {  
  HStack {  
    ForEach(recipes) { recipe in  
      Image(recipe.photo)  
    }  
  }  
}
```

Navigation Stack

```
NavigationStack {  
  List(restaurants) { restaurant in  
    NavigationLink(restaurant.name, value: restaurant)  
  }  
  .navigationDestination(for: Restaurant.self) { restaurant in  
    RestaurantDetails(restaurant)  
  }  
}
```