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import SwiftUI
import PlaygroundSupport

struct MyView: View
{
    @State private var rotation: Double = 0
    @State private var scale: CGFloat = 1
    @State private var isStoped = false

    let dq = DispatchQueue.global(qos: .utility)

    var body: some View {
        VStack()
        {
            Spacer()
            Rectangle()
                .fill(.red)
                .frame(width: 100, height: 100)
                .scaleEffect(scale)
                .rotationEffect(.degrees(rotation))
                .animation(.linear(duration: 2))
                .onAppear(perform: {

                    print("onAppear triggered")
                    dq.async {
                        print("start async")
                        while true
                        {
                            if !isStoped
                            {
                                //print(1)

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        self.rotation = 180
        self.scale = 2
        sleep(3)
        //print(2)
        self.rotation = 0
        self.scale = 1
        sleep(3)
    }
}

}

print("end async")
}))

.onDisappear(perform: {
    print("onDisappeared triggered")
}))

Spacer()
HStack {
Button("Rotate square"){
    print("press button")
    self.rotation =
        (self.rotation < 360 ? self.rotation + 60 : 0)
    self.scale = (self.scale < 2.8 ? self.scale + 0.3 : 1)
}

    Button("Start/Stop")
    {
        print("stop")
        isStoped = !isStoped
        //isStoped = true
    }
}.padding()
}
}

```

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}
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```
PlaygroundPage.current.setLiveView(MyView())
```