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import SwiftUI
import PlaygroundSupport

struct Message: Identifiable {
    let id = UUID()
    let text: String
}

struct MyView: View {
    @State private var showActionSheet = true
    @State private var message: Message? = nil
    @State private var showAlert = false

    var body: some View {
        VStack(){
            Button("Show alert") {
                showAlert = true
                print("prees alert")
                self.message = Message(text: "Hi!")
                /*Alert(title: Text("Alert work!" ) ,
                    dismissButton: .cancel())*/
            }
            .alert(isPresented: $showAlert) { () -> Alert in
                print("show alert")

                return Alert(title: Text("title"), dismissButton:
                    .cancel({
                        print("cancel")
                        showAlert = false
                    })))
        }
        /*.alert(item: $message, content: { message in

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        Alert(title: Text(message.text), dismissButton:
            .cancel())
    }) */
```

```
Button(action: {
    self.showActionSheet = true
}, label: {
    Text("Show action sheet")
}).actionSheet(isPresented: $showActionSheet, content:
{
    ActionSheet(title: Text("Actions"),
        message: Text("Available actions"),
        buttons: [
            .cancel({print(self
                .showActionSheet)}),
            .default(Text("Action")),
            .destructive(Text("Delete"))
        ]
    )
})
```

```
    }
}
```

```
}
// let view = MyView()
PlaygroundPage.current.setLiveView(MyView())
```