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## Initializer

# `init()`

Creates an instance of the app using the body that you define for its content.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+ | watchOS 7.0+

```
@MainActor @preconcurrency
init()
```

## Required

## Discussion

Swift synthesizes a default initializer for structures that don't provide one. You typically rely on the default initializer for your app.

## See Also

### Running an app

```
static func main()
```

Initializes and runs the app.