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Sample Code

# Building a great Mac app with SwiftUI

Create engaging SwiftUI Mac apps by incorporating side bars, tables, toolbars, and several other popular user interface elements.

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macOS 12.0+ | Xcode 13.0+



## Overview

### Note

This sample code project is associated with WWDC21 sessions: [10062: SwiftUI on the Mac: Build the Fundamentals](#) and [10289: SwiftUI on the Mac: The Finishing Touches](#).

## See Also

### Creating a table

`struct Table`

A container that presents rows of data arranged in one or more columns, optionally providing the ability to select one or more members.

`func tableStyle<S>(S) -> some View`

Sets the style for tables within this view.