Instance Method

onAppear(perform:)

Adds an action to perform before this view appears.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 13.0+ | visionOS 1.0+ | watchOS 6.0+

```
nonisolated
func onAppear(perform action: (() -> Void)? = nil) -> some View
```

Parameters

`action`

The action to perform. If `action` is `nil`, the call has no effect.

Return Value

A view that triggers `action` before it appears.

Mentioned in

▢ Understanding the navigation stack

Discussion

The exact moment that SwiftUI calls this method depends on the specific view type that you apply it to, but the `action` closure completes before the first rendered frame appears.

See Also

Responding to view life cycle updates

```
func onDisappear(perform: (() -> Void)?) -> some View
```

Adds an action to perform after this view disappears.

```
func task(priority: TaskPriority, () async -> Void) -> some View
```

Adds an asynchronous task to perform before this view appears.

```
func task<T>(id: T, priority: TaskPriority, () async -> Void) -> some View
```

Adds a task to perform before this view appears or when a specified value changes.