# **app2**

**struct** ContentView: View {

@State **var** count : Int = 0

**var** body: **some** View {

VStack {

Text("\(count)")

.padding().font(.system(size: 40, weight: .bold))

Button("Tap me!", action: {

**self**.count += 1

print("current tap \(count)")

})

}

}

}

