

iOS Showcase

Peter Larson

Projects created in Xcode

Please do not redistribute my work!

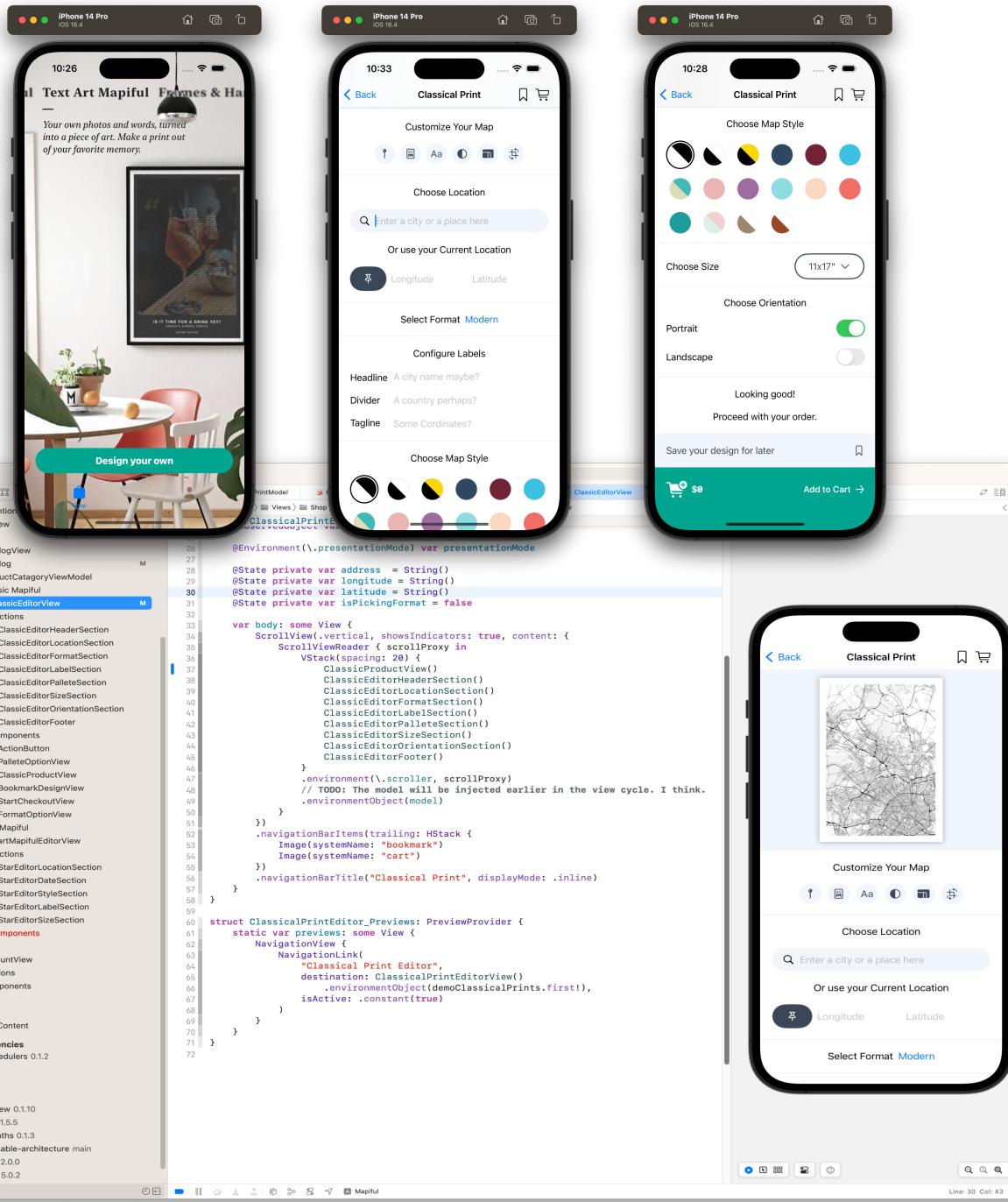
iOS Showcase - Peter Larson

Larson 2

Mapiful Project

Turned a eCommerce webstore into a native iOS app using SwiftUI

<https://github.com/p-larson/Mapiful-iOS>



SwiftUICardStack

Open Sourced Interactable Data Picker SwiftUI View Swift Package for SwiftUI

<https://github.com/p-larson/SwiftUICardStack>

The screenshot shows the GitHub repository page for `p-larson/SwiftUICardStack`. The repository has 2 branches and 2 tags. The main branch contains commits from Jun 8, 2021, including initial commits for the package, example, and sources, as well as updates to LICENSE and README.md. The README.md file includes a screenshot of the SwiftUICardStack Example showing a stack of cards labeled EXECUTIVE CARD, FOOD CARD, GIFT CARD, and TRAVEL CARD.

Contents

- Supported Platforms
- Package
- Example
- Extra

Supported Platforms

You can use the CardStack SwiftUI view in the following platforms:

- macOS 10.12+
- iOS 14.0+
- tvOS 14.0+

Package

For your XCode Package

File > Swift Packages > Add Package Dependency: <https://github.com/p-larson/SwiftUICardStack>

Select `main` branch then click `done`.

For Swift Packages

Add a dependency in your `Package.swift`

```
.package(url: "https://github.com/p-larson/SwiftUICardStack", branch: "main")
```

About

Create an easy to peek SwiftUI View to showcase your own data, catalog, images, or anything you'd like.

Tags

- pagination
- stack
- view
- animation
- cardview
- cardstack
- detail
- cardstackview
- swiftui
- swiftuicardstack

Readme

MIT license

17 stars

1 watching

1 fork

Releases

Initial Release (1.0.0) (Latest) on May 30, 2021

Languages

Swift 100.0%

Simple example

```
CardStack{  
    items: cards,  
    selection: $selectedCard,  
    builder: CardView.init(model:)  
}  
.sheet(item: $selectedCard) { card in  
    VStack {  
        Text(card.name)  
        Text(card.description)  
        Text(card.id)  
        Text(card.someMoreDetailedInformation())  
    }  
}
```

See Full Example Usage @ [SwiftUICardStack/Example](#)

Extra

My Favorite Line of Code from the Package ❤️

Line 17 of `Sources/SwiftUICardStack/CardStackSource.swift`

```
private(set) lazy var views: Array<AnyView> = items.map(builder).map(\.eraseToAnyView)
```

Why this is my favorite

I use the power of KeyPaths to type erase the data set in a short and sweet one liner!

See `View#eraseToAnyView`

License

Open Source [MIT License](#), aka: use how you please 😊

Snake Game

Swift, SwiftUI, TheComposableArchitecture

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main 1 branch 1 tag Go to file Add file Code

Screenshots Screenshots 2 years ago

Sources Indentations/Comments 2 years ago

TCA Snake.xcodeproj Screenshots 2 years ago

LICENSE Create LICENSE 2 years ago

README.md Update README.md 2 years ago

Snake.entitlements Origin 2 years ago

TCA-Snake-Info.plist Origin 2 years ago

README.md

TCA Snake with SwiftUI

You should Stalk and Follow Me

A Snake iOS 15.0 beta app built using SwiftUI's new `Canvas` view on top.

Built using The Composable Architecture for the business logic.

Contents

- Supported Platforms
- Important Files

Supported Platforms

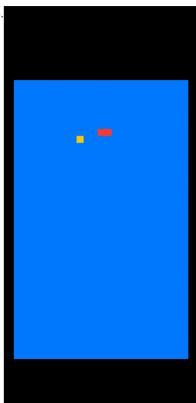
- iOS 15.0+

Important Files

- Sources/GameState.swift
- Sources/GameReducer.swift
- Sources/GameView.swift

License

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About

Snake built on SwiftUI & TCA (The Composable Architecture)

game swift ios app demo
tutorial canvas tca example
beta snake swiftui
thecomposablearchitecture

Readme MIT license 10 stars 1 watching 0 forks

1 tags Create a new release

No packages published Publish your first package

Swift 100.0%

Contents

Supported Platforms

Important Files

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iOS Showcase - Peter Larson

Larson 5

TCA-Snake-2

macOS 13.3 application of the retro videogame Snake built in SwiftUI with TCA

<https://github.com/p-larson/TCA-Snake-2>

The screenshot displays the GitHub repository page for `p-larson/TCA-Snake-2`. The repository is public and has 13 commits. It contains several files including `.github/workflows`, `TCA-Snake-2 Tests`, `TCA-Snake-2.xcodeproj`, `TCA-Snake 2`, `build/XCBuildData`, and `README.md`. The `README.md` file describes the repository as containing the source code for the macOS interpretation of the popular game Snake, built with SwiftUI and TCA.

The `About` section provides a brief overview of the project, mentioning it's a macOS Snake game using SwiftUI & TCA. The `Code` section shows a snippet of Swift code for the `Snake.swift` file, which defines the `Snake` struct and its methods like `init()`, `update()`, and `draw()`. The `Releases` section shows a beta release from 2 weeks ago. The `Packages` section indicates no packages have been published. The `Languages` section shows Swift at 100%.

A preview window on the right shows the game in action on a macOS screen. The game interface includes a title bar, a menu bar, and a central canvas area where the snake is shown moving through a grid of cells. The GitHub interface also shows a preview of the game's visual style.

Code Snippet from Snake.swift:

```
1 // Snake.swift
2 // TCA-Snake 2
3 //
4 // Created by Peter Larson on 4/23/23.
5 //
6 import Foundation
7 import ComposableArchitecture
8 import SwiftUI
9 import Clocks
10
11 struct Snake: Hashable {
12     static let minwidth: Int = 24
13     static let minheight: Int = 16
14     static let defaultheight: Int = 16
15     static let defaultwidth: Int = 48
16     static let defaultheight: Int = 36
17     static let foodsize: Int = 20
18     static let foodcount: Int = 20
19
20     struct Board: Equatable {
21         var height: Int
22         var width: Int
23         var minheight: Int
24         var minwidth: Int
25         var player: (Coordinate)
26         var food: (Coordinate)
27         var direction: Vector = .zero
28         var status: Status = .gamerover
29         var highscore: Int = 0
30
31         init(width: Int = Snake.defaultwidth,
32              height: Int = Snake.defaultheight,
33              players: [Coordinate] = [.start],
34              food: Coordinate = .zero) {
35             self.width = width
36             self.height = height
37             self.player = player
38             self.food = food
39         }
40
41         enum Status: Equatable {
42             case ready, paused, playing, gamerover
43         }
44     }
45
46     enum Action: Equatable, BindableAction {
47         case pawlick
48         case canvas(CGSize)
49         case start
50         case die
51         case end
52         case checkScore
53         case updateHighScore(Int)
54         case updateFoodCoordinate(TaskResult<Coordinate>)
55         case findNextFoodCoordinate(TaskResult<Coordinate>)
56     }
57 }
```

StatefulTabView

Contributed to a SwiftUI Swift Package for a state retaining TabView.

<https://github.com/NicholasBellucci/StatefulTabView>

The screenshot shows the GitHub repository page for `NicholasBellucci / StatefulTabView`. The repository has 56 commits, 2 branches, and 11 tags. The repository description states: "A SwiftUI TabView that retains the state of each tab as well as some other goodies." It includes tags for `xcode`, `swift-package-manager`, `tabview`, and `swiftui`. The repository has 243 stars, 18 forks, and 4 watching. The releases section shows v0.1.0 (Latest) from Oct 31, 2022, and + 10 releases. The packages section shows no packages published. The contributors section lists 5 contributors, with one profile circled in red and labeled "Me!". The languages section shows Swift at 100.0%. The repository page also includes sections for Requirements (iOS 13.0+, Xcode 11.2+, Swift 5+), Installation, Swift Package Manager (instructions to add as a package dependency), Table of Contents, and Features (list of items like "Stat driven selected index", "TabBar appearance configuration", etc.).

SwiftUISelector

Created an animated SwiftUI top navigation tab selector

<https://github.com/NicholasBellucci/StatefulTabView>

The image shows two side-by-side screenshots of the GitHub repository for `SwiftUISelector`. The left screenshot displays the repository's main page, while the right screenshot shows the repository's details page.

Left Screenshot (Repository Page):

- Header:** Shows the repository name `p-larson / SwiftUISelector` and a public status.
- Code Tab:** Selected, showing 1 main branch and 0 tags. It lists several commits from Nov 2, 2020, including:
 - Initial Commit (by .swiftpm/xcode/package.xcworks...)
 - Create example1.gif (by Resources)
 - Remodel (by Sources/SwiftUISelector)
 - Initial Commit (by Tests)
 - Initial Commit (by .gitignore)
 - Remodel (by Package.swift)
 - Update README.md (by README.md)
- About Section:** Describes it as "A Modern Horizontal Option Selector View for SwiftUI". Includes tags: macos, swift, ios, picker, horizontal, scrollview, pickerview, swiftui.
- Readme:** A large green rectangular placeholder image.
- README.md:** A perfect option picker. Great for navigation. Simple to use.
- Swift Package Manager:** SwiftUISelector is available through Swift Package Manager. Add it to an existing Xcode project as a package dependency:
 - From the File menu, select Swift Packages > Add Package Dependency...
 - Enter "<https://github.com/p-larson/SwiftUISelector>" into the package repository URL text field

Right Screenshot (Details Page):

- Header:** Shows the repository name `p-larson / SwiftUISelector` and a public status.
- Code Tab:** Selected, showing 1 main branch and 0 tags.
- Commits:** Lists the same commits as the left screenshot.
- About Section:** Describes it as "A Modern Horizontal Option Selector View for SwiftUI". Includes tags: macos, swift, ios, picker, horizontal, scrollview, pickerview, swiftui.
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