

QND Computer Science Day 9

Mr. Schmidt

Agenda

- Recap
- SwiftUI Input

Buttons

```
Button {  
  print("Pressed!")  
  // Other code to run when button is pressed  
} label: {  
  Text("Press me!")  
}
```

Button Styling

```
Button {  
    print("Liked!")  
} label: {  
    Label("Like", systemImage: "heart")  
}.buttonStyle(.borderedProminent)
```

What can buttons do?

- Update state!
- Integers

```
@State var likes = 0

...
Button {
    likes = likes + 1
} label: {
    Label("Like", systemImage: "heart")
}
```