# 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

```swift
@State var likes = 0

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

# My TextField Example

# TextField

- Read text from the user

- Like `readLine()!`

- Stores result in `Binding`

```
@State var name = ""

...

TextField("Enter your name", text: $name)
Text("Hello, " + name)
```

# TextField Styling

- Use `.font` just like Text

- Use `.textFieldStyle`

- Add some padding!

# Make your own question!