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Fortunately, if we support **Data** then both will work, so code like this lets the user drag an image from Photos right into our app:

```
struct ContentView: View {
    @State private var image = Image(systemName: "photo")

    var body: some View {
        image
            .resizable()
            .scaledToFit()
            .frame(width: 300, height: 300)
            .dropDestination(for: Data.self) { items, location in
                guard let item = items.first else { return false }
                guard let uiImage = UIImage(data: item) else { return false }
                image = Image(uiImage: uiImage)
                return true
            }
    }
}
```

 Download this as an Xcode project

Accepting arrays of data – for example letting the user drag multiple images into our – follows the same procedure: using `dropDestination(for: Data.self)`, but now rather than just reading the first item you should use them all.