





HOJE, NÓS VAMOS EM UMA AVENTURA  
PARA EXPLORAR SWIFT UI!



VAMOS EXPLICAR O NOSSO CÓDIGO  
E OS TRECHOS MAIS iMPORTANTES...



LANCE



Le. 15

45/45

HP



JASMINE ♀

HP

Le. 15

45/45



ARTUR



Le. 15

45/45

HP



WINNIE



HP

Le. 15

45/45

AUTORES

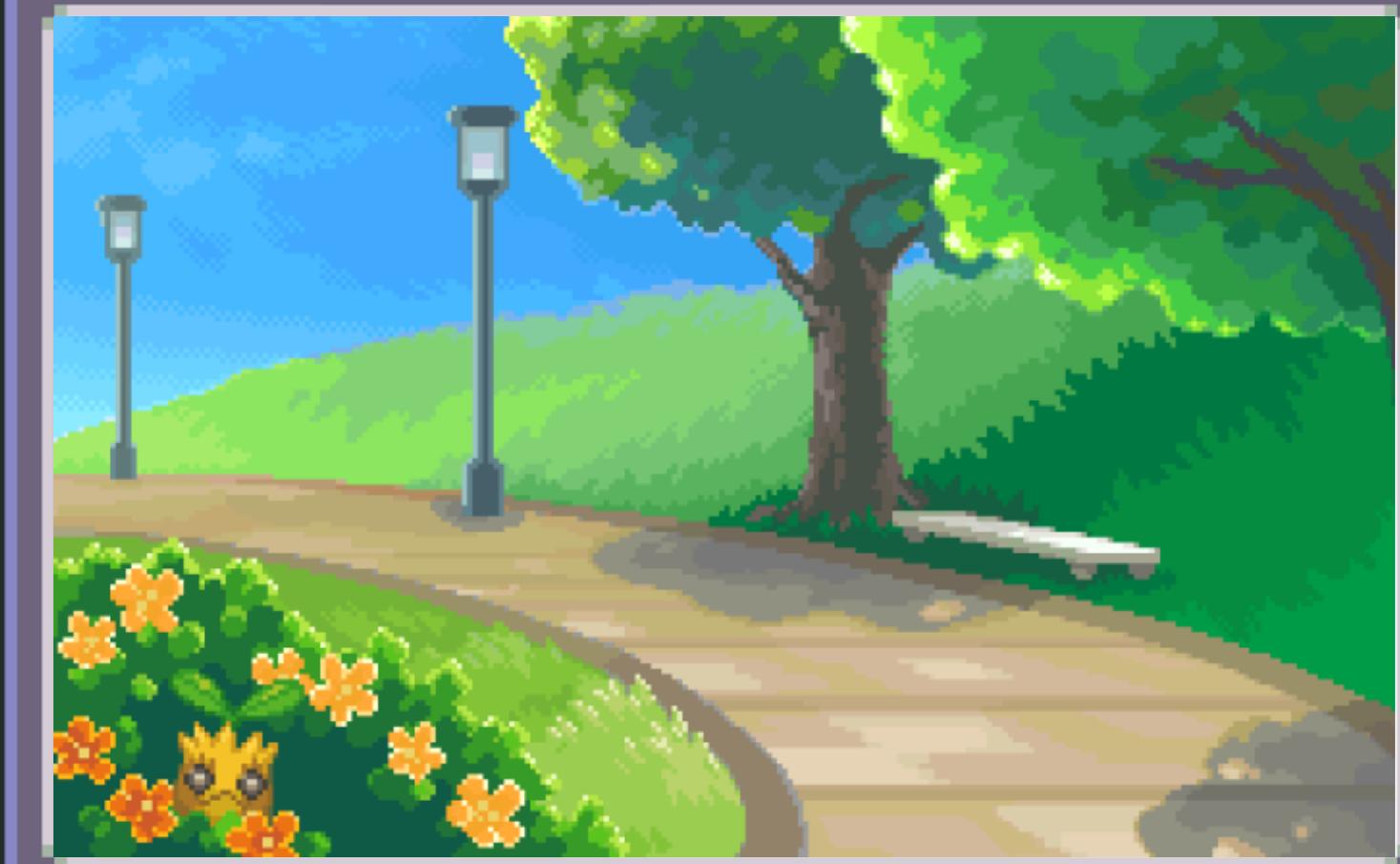


NEXT

# BIOME MAP



CÓDIGO POKÉDEX



# POKEDEX\_COD

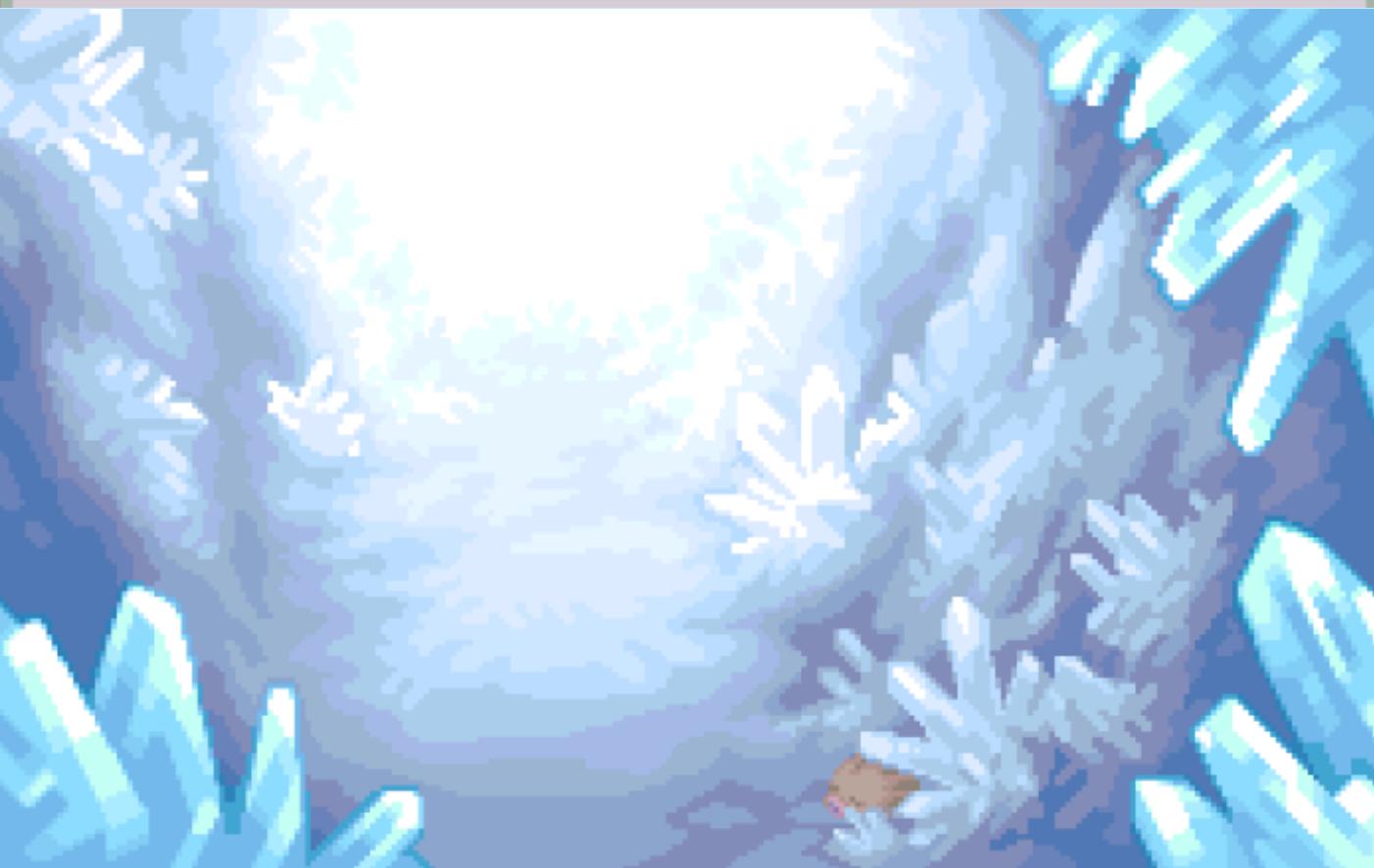


```
struct ContentView: View {  
  
    var data: [ToyShape] = [  
        .init(type: "Zaroark", count: 5),  
        .init(type: "Spinda", count: 7),  
        .init(type: "Aromatisse", count: 8),  
        .init(type: "Zorua", count: 3),  
        .init(type: "Basculegion", count: 3),  
    ]  
    var data2: [ToyShape] = [  
        .init(type: "Grass", count: 5),  
        .init(type: "Eletric", count: 7),  
        .init(type: "Fire", count: 8),  
        .init(type: "Flying", count: 3),  
        .init(type: "Dragon", count: 3),  
        .init(type: "Water", count: 3),  
    ]  
  
    @State var isOn: Bool = false  
    var cornerRadius: CGFloat = 30  
    var body: some View {  
        TabView {  
  
            VStack {  
                VStack(spacing: 0) {  
                    ScrollView {  
                        LazyVGrid(columns: columns, spacing: 10) {  
                            ForEach(pokemons, id: \.id) { pokemon in  
                                ZStack {  
  
                                    RoundedRectangle(cornerRadius: cornerRadius)  
                                        .frame(width: 150, height: 150)  
                                        .foregroundStyle(.white)  
                                    VStack {  
                                        Text("\(pokemon.name)").fontWeight(.heavy)  
                                        AsyncImage(url: URL(string:  
                                            "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/\(pokemon.id).png"  
                                        )) {  
                                            image in  
                                            image.image  
                                        }  
                                    }  
                                }  
                            }  
                        }  
                    }  
                }  
            }  
        }  
    }  
    .frame(maxWidth: .infinity, maxHeight: .infinity)  
    .background(Color.red.ignoresSafeArea())  
}  
.tabItem {  
    Label("Pokedex", systemImage: "character.book.closed.fill.ar")  
}
```

# BIOME MAP



CÓDIGO ESTATÍSTICA



# ESTATÍSTICA\_COD

```
8 import SwiftUI
9 import Charts
10
11
12 struct BarChart: View {
13
14     var data: [ToyShape] = [
15         .init(type: "Zaroark", count: 5),
16         .init(type: "Spinda", count: 7),
17         .init(type: "Aromatisse", count: 8),
18         .init(type: "Zorua", count: 3),
19         .init(type: "Basculegion", count: 3),
20     ]
21     var data2: [ToyShape] = [
22         .init(type: "Grass", count: 5),
23         .init(type: "Eletric", count: 7),
24         .init(type: "Fire", count: 8),
25         .init(type: "Flying", count: 3),
26         .init(type: "Dragon", count: 3),
27         .init(type: "Water", count: 3),
28     ]
29
30
31     var body: some View {
32         NavigationStack {
33             ZStack {
34                 Color.red
35                 VStack(spacing: 20) {
36                     GroupBox("Pokemons Lendários coletados") {
37                         Chart {
38                             BarMark(
39                                 x: .value("Shape Type", data[0].type),
40                                 y: .value("Total Count", data[0].count)
41                             )
42                             BarMark(
```

# ESTATÍSTICA\_COD

```
12 struct BarChart: View {  
31     var body: some View {  
93         }  
94             //  
95         .frame(maxWidth: .infinity, maxHeight: .infinity)  
96     }  
97     .background(Color.red.ignoresSafeArea())  
98     .toolbar {  
99         ToolbarItem(placement: .navigationBarLeading) {  
100             Text("exemplo")  
101         }  
102     }  
103 }  
104 }  
105 }  
106 }  
107 struct BarChart_PreviewProvider: PreviewProvider {  
108     static var previews: some View {  
109         BarChart()  
110     }  
111 }  
112 }  
113 }  
114 }  
115 struct ToyShape: Identifiable {  
116     var type: String  
117     var count: Double  
118     var id = UUID()  
119 }
```

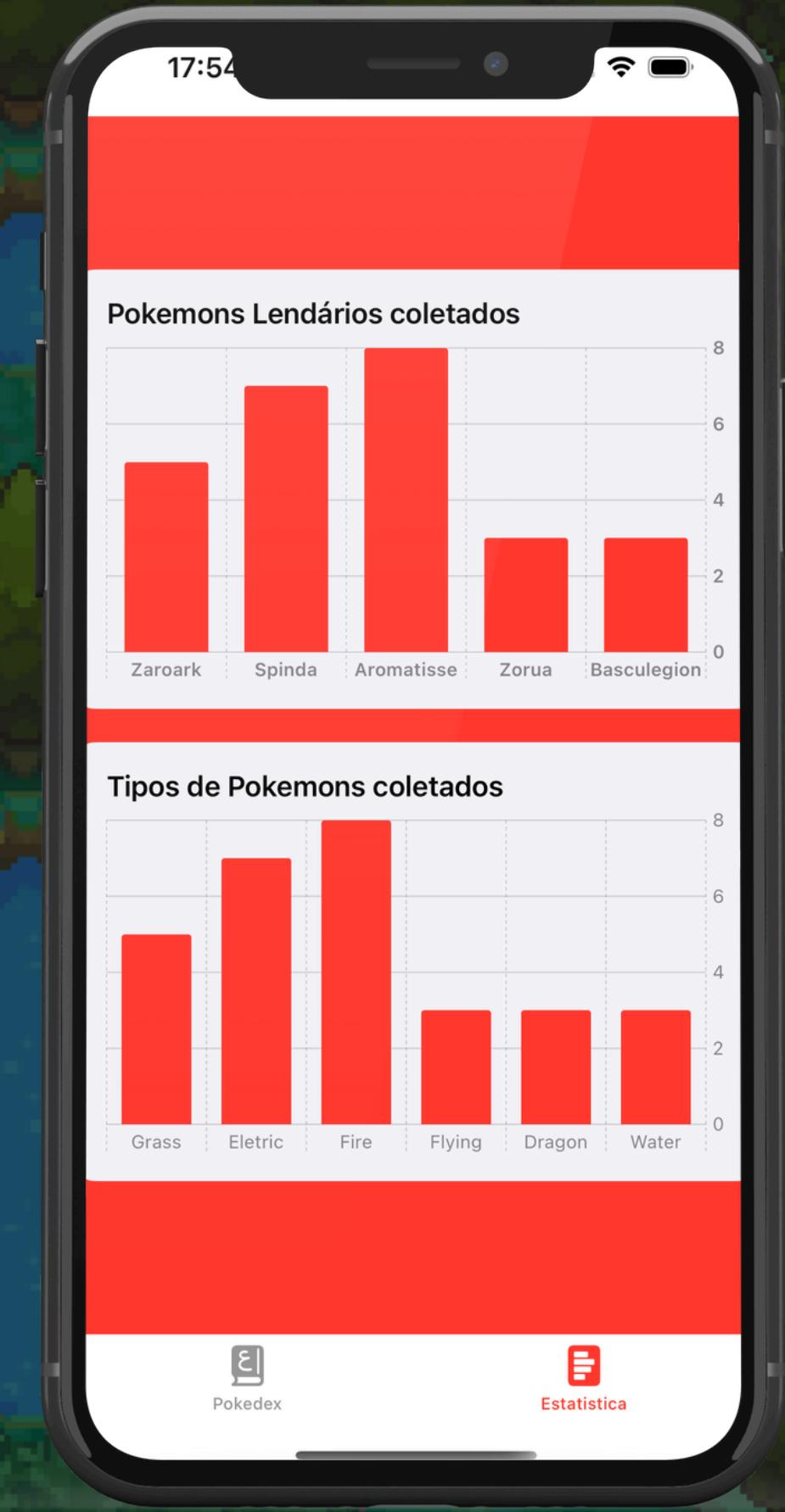
# BIOME MAP



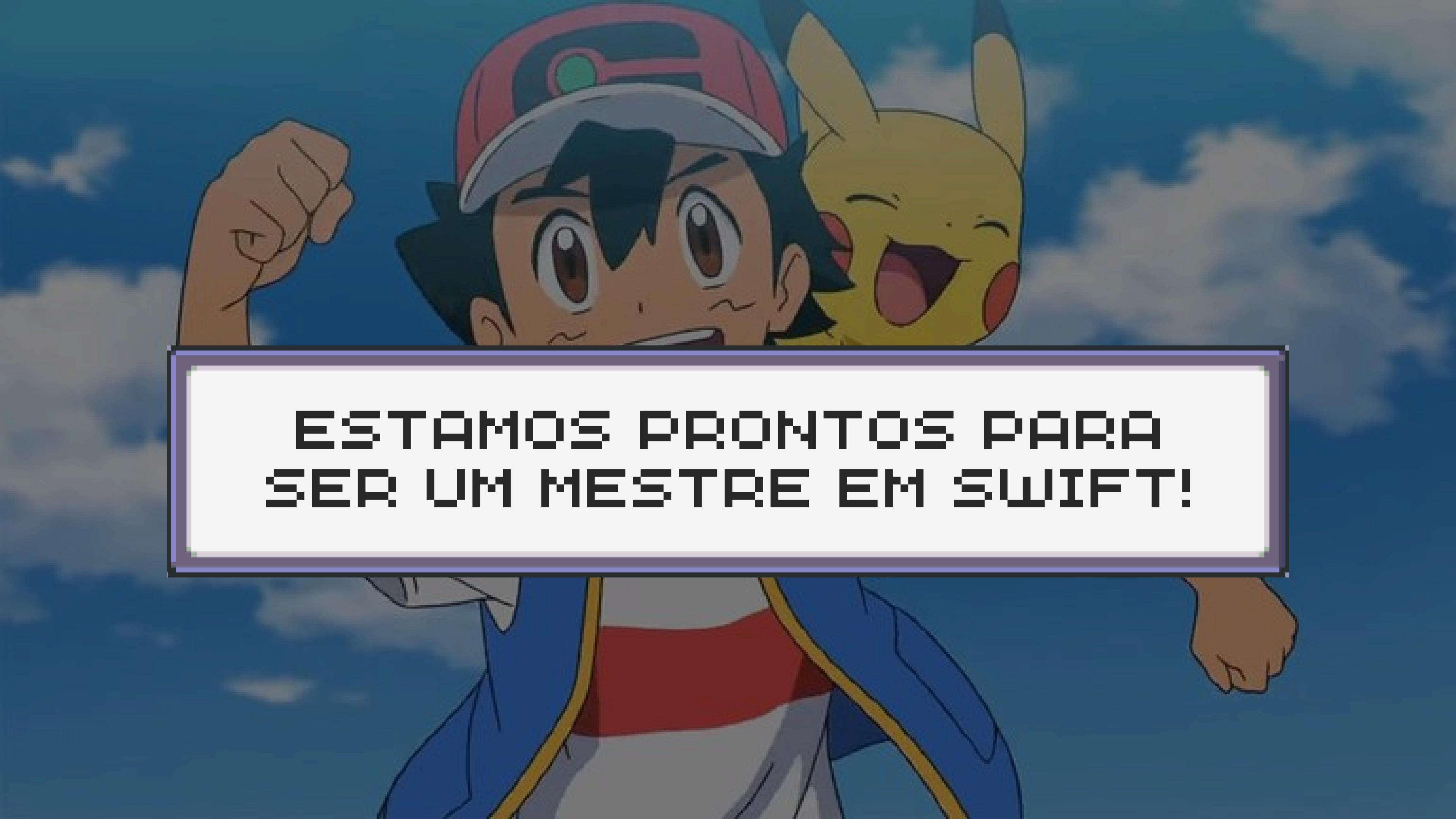
EXECUÇÃO DA APLICAÇÃO



# APP\_EXEC







**ESTAMOS PRONTOS PARA  
SER UM MESTRE EM SWIFT!**