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# 1 Swift UI Intro 1/10

## Definition

SwiftUI → a Swift Framework with Declarative Syntax

- Display views on screen
- Handle user interaction
- Manage state and dataflow

Everything is a "View", similar to Java Interface  
Below is a starter app.

```
import SwiftUI
struct ContentView: View {
    var body: some View {
        // Horizontal Stack
        // Moreover, this will automatically change the order
        // In different languages, i.e. Hebrew and Arabic
        HStack {
            // Text
            Text("I Like to ride my bike")

            // images
            // this is the "Share" icon
            Image(systemName: "square.and.arrow.up")
        }
        // Vertical Stack
        VStack {}
    }
}

#Preview {
    ContentView()
}
```

---

Moreover, we can also change the alignments of code:

---

```
VStack(alignment: .leading) {  
    Image(systemName: "person.circle")  
    Text("blah blah")  
}
```

---

Where in general, it is always centered, but we can specify to be left justified via ".leading"

Other parameters mentioned:

- Spacing → Change horizontal or vertical Spacing