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What is the @State property wrapper?

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Updated for Xcode 13.2

SwiftUI uses the **@State** property wrapper to allow us to modify values inside a struct, which would normally not be allowed because structs are value types.

When we put **@State** before a property, we effectively move its storage out from our struct and into shared storage managed by SwiftUI. This means SwiftUI can destroy and recreate our struct whenever needed (and this can happen a lot!), without losing the state it was storing.


@State should be used with simple struct types such as **String**, **Int**, and arrays, and generally shouldn't be shared with other views. If you want to share values across views, you should probably use **@ObservedObject** or **@EnvironmentObject** instead – both of those will ensure that all views will be refreshed when the data changes.

To re-enforce the local nature of **@State** properties, Apple recommends you mark them as **private**, like this:

```
@State private var username = ""
```

This isn't required, but it seems like smart practice.

Tip: You can use **@State** to track reference types if you want, you just won't be notified when they change. This is particularly helpful for classes that don't conform to the **ObservableObject** protocol.



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