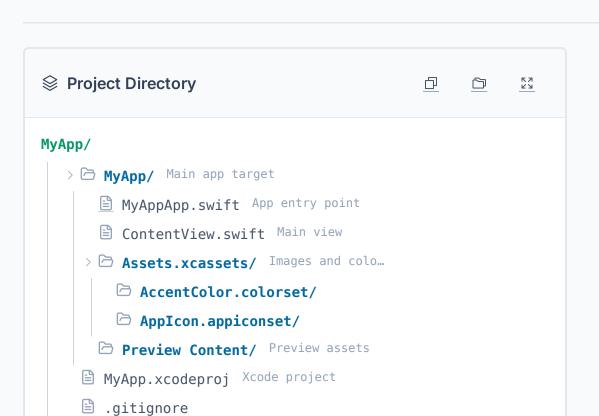
SwiftUI Minimal Project Structure

Single view SwiftUI app. Ideal for learning, prototypes, and small utility apps.

#swiftui #swift #ios #macos #apple #minimal



○ Why This Structure?

SwiftUI at its simplest—one view, one app file. Xcode generates this structure by default. ContentView.swift holds your entire UI. Perfect for learning SwiftUI fundamentals before adding complexity.

PNG

PDF PDF

🗇 Сору

</> Prompt

MyAppApp.swift - @main entry point with WindowGroup

ContentView.swift - Your app's main view hierarchy

Assets.xcassets/ - App icon, colors, and image assets

Preview Content/ - Assets only used in Xcode previews

> Getting Started

- 1. Open Xcode → File → New → Project
- 2. Select iOS/macOS App template
- 3. Choose SwiftUI for Interface
- 4. Build and run on simulator or device

☑ When To Use This

- Learning SwiftUI for the first time
- Quick prototypes and experiments
- Single-screen utility apps
- Widgets and app extensions
- Tutorial projects

↑ When To Upgrade

- More than 3-4 views in ContentView
- Need to share state across views
- Adding navigation or tabs
- Need testable business logic
- Working with a team

No architecture - View and logic mixed together

Hard to test - No separation of concerns

State sprawl - @State everywhere becomes messy

</> App Entry Point

```
// MyAppApp.swift
@main
struct MyAppApp: App {
    var body: some Scene {
        WindowGroup {
            ContentView()
        }
    }
}
```