Variable initialization

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Definition / example

Assigning a first value before you try to read a variable; otherwise the program can't know what to use.

Optional type (?)

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Definition / example

A type that allows "value missing" as a valid state, in addition to holding a normal value.

nil

⁙

Definition / example

A special marker meaning "no value exists here right now" — not the same as zero and not the same as an empty string.

Empty string ("")

Definition / example

A legitimate text value with zero characters (still a value), unlike "no value."

Force unwrap (!)

Definition / example

Treating a maybe-missing value as definitely-present; if it's actually missing, the program crashes.

Optional binding (if let)

Definition / example

A safe pattern that tries to extract a real value; if successful you get a non-optional constant in the first branch, otherwise the alternate branch runs.

In scope / out of scope ⚀

Definition / example

Whether a name is available to use at a particular point in the code; moving code into a separate structure can make previously-available names unavailable unless you pass them in.

Parameter (subview) ⚁

Definition / example

A piece of information a reusable view expects to be provided so it can do its job.

Argument (subview) ⚂

Definition / example

The specific value you supply when creating a reusable view, answering what it expects.

@Binding

Definition / example

A way for one view to edit a value that is owned by another view, keeping both in sync.

Binding symbol ($)

Definition / example

The syntax that produces a two-way connection from a stored value so UI controls can update it directly.

@State

Definition / example

Marks stored data that can change; when it changes, SwiftUI refreshes what's displayed to match.

Button

Definition / example

A tap-able UI element that triggers code in response to user input.

TextField

Definition / example

A UI element that accepts typed text and is usually connected to stored data so the interface updates as the user types.

Rectangle

Definition / example

A shape often used as a stand-in "block" during prototyping; it expands to fill available space, influencing layout.

Spacer

Definition / example

An invisible layout element that expands to take leftover room, pushing other views into position.

View modifier

Definition / example

A chained method you attach to a view to change appearance or layout without creating a new view from scratch.

Padding (.padding(...))

Definition / example

Adds breathing room around a view so it isn't tight against edges or neighbouring content.