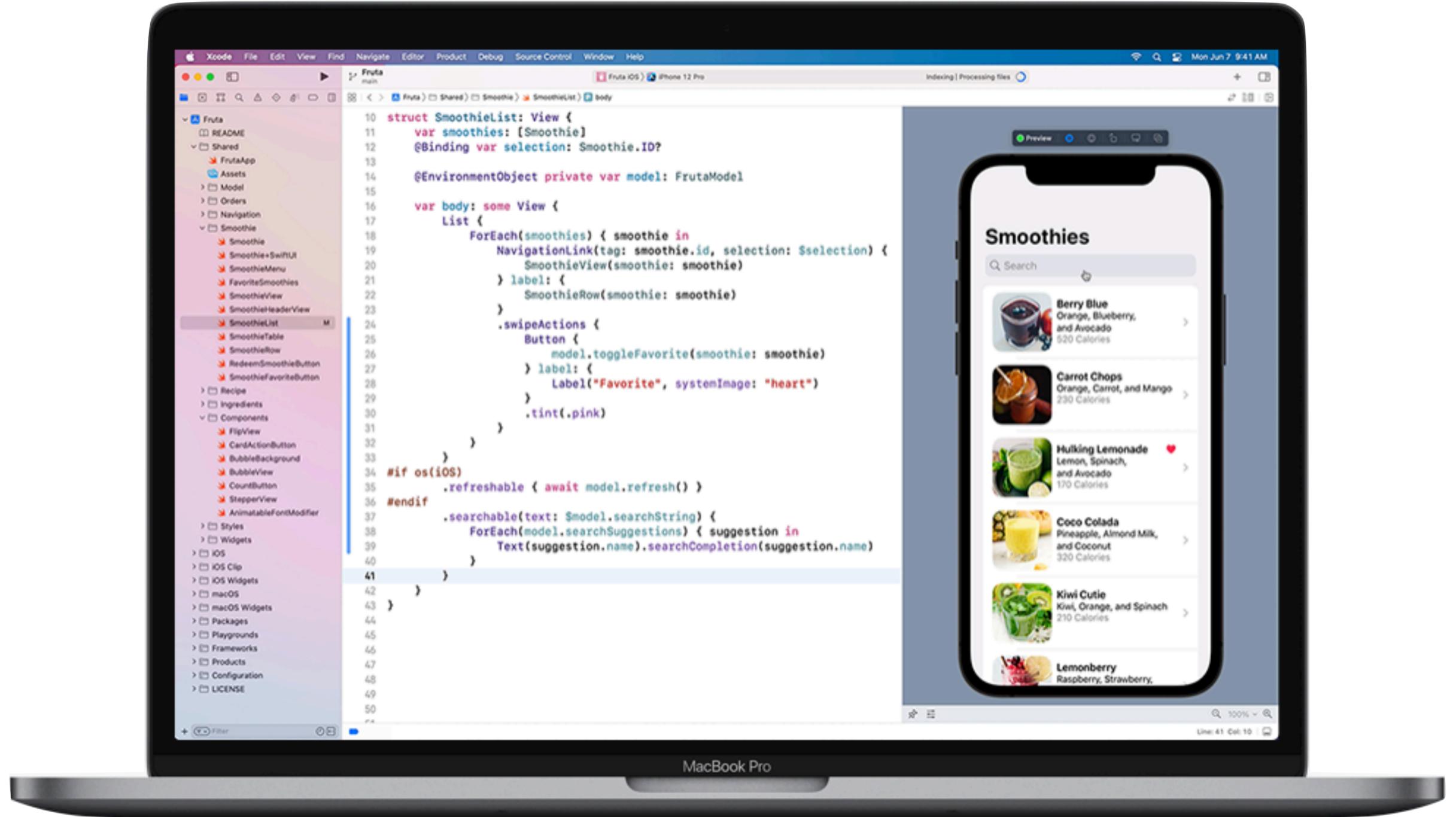
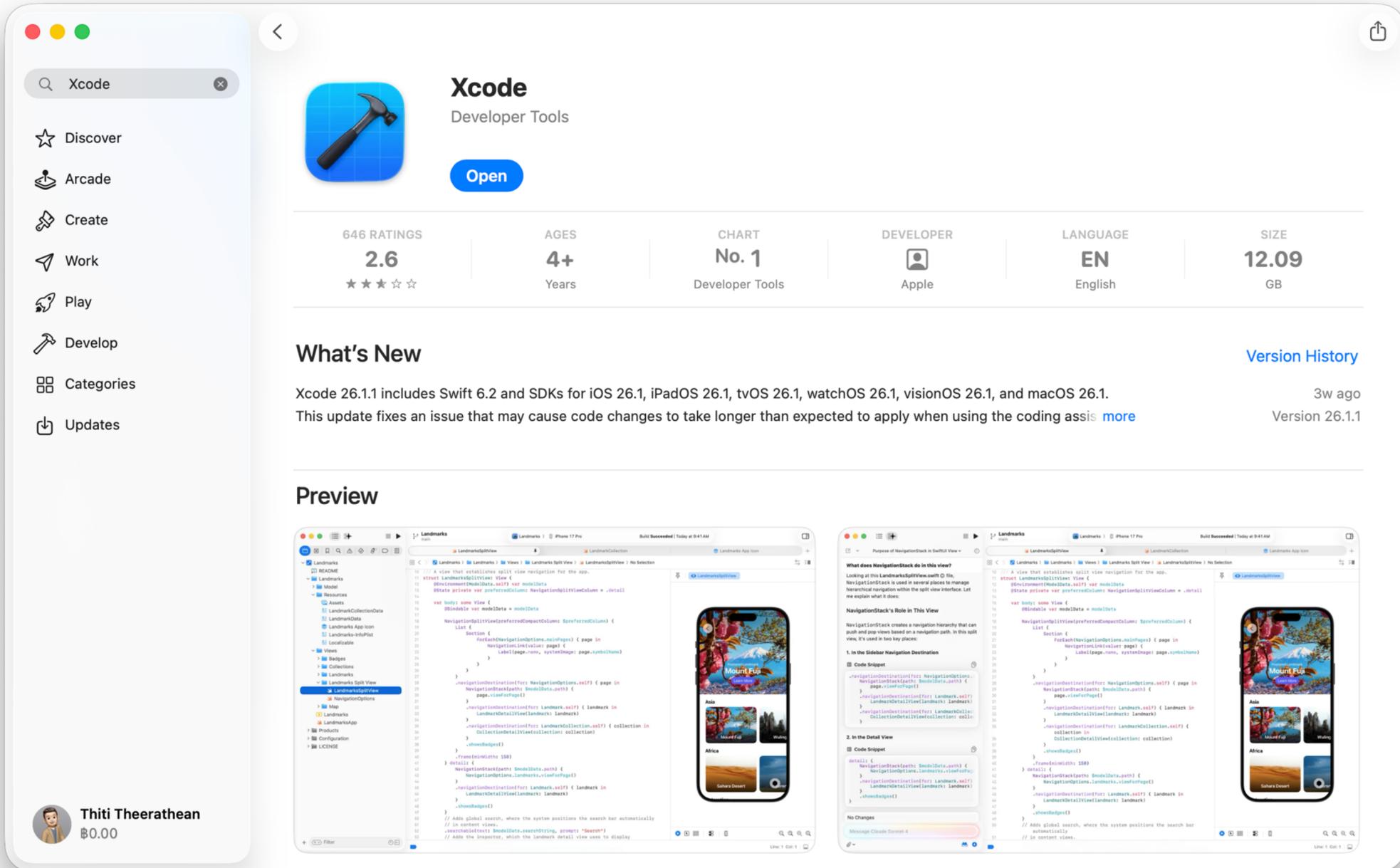


Meet Xcode

โดย ธิติ ธีระเรียม

Apple Certified Trainer (App Development with Swift)





Xcode
Version 26.1.1 (17B100)

Select the components you want to get started with:

1 Platform Support

- macOS 26.1 Built-in
- iOS 26.1 10.34 GB
- watchOS 26.1 5.1 GB
- tvOS 26.1 3.62 GB
- visionOS 26.1 7.18 GB

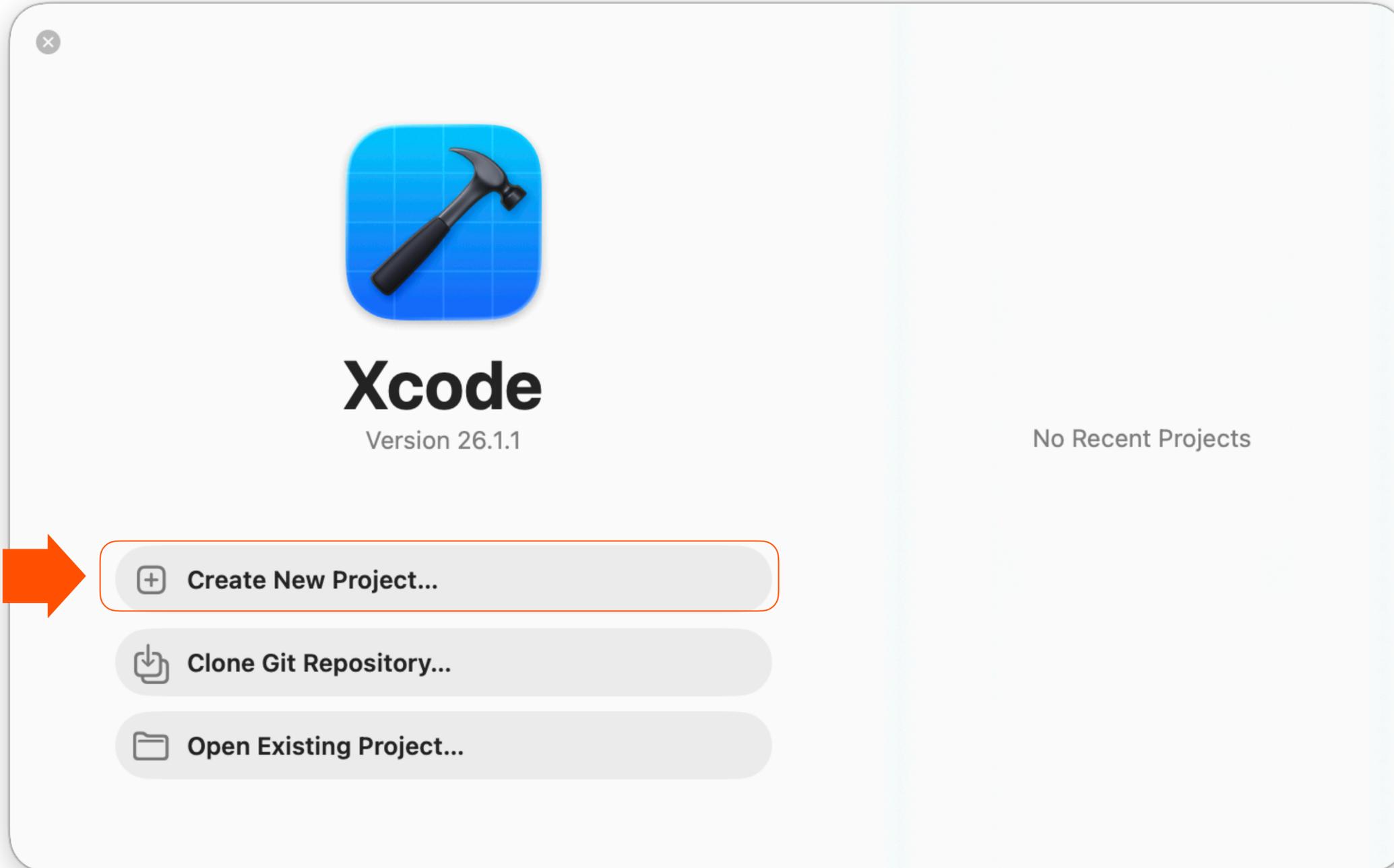
2 Other Components

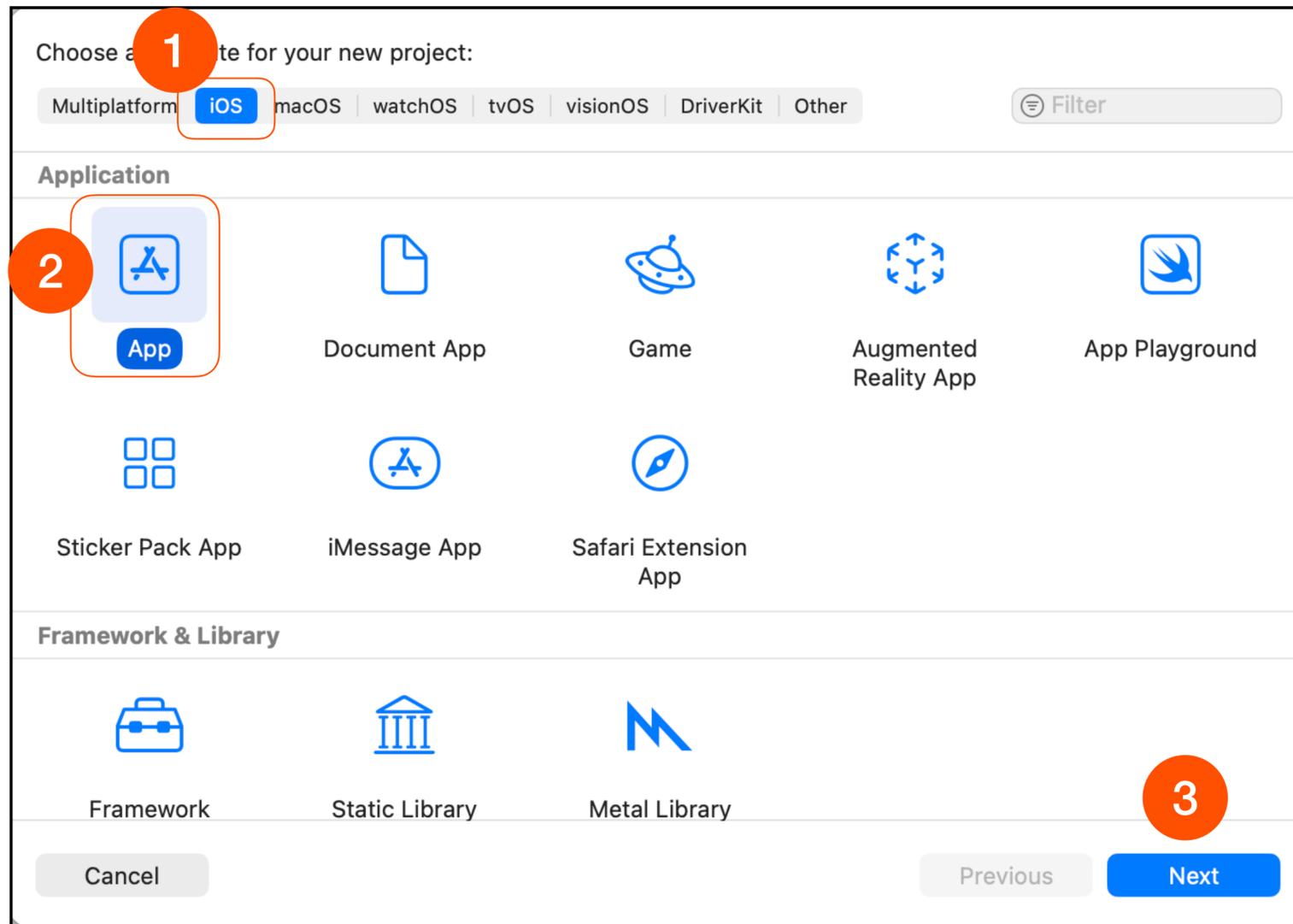
- Predictive Code Completion Model Installed

3 [Download & Install](#)

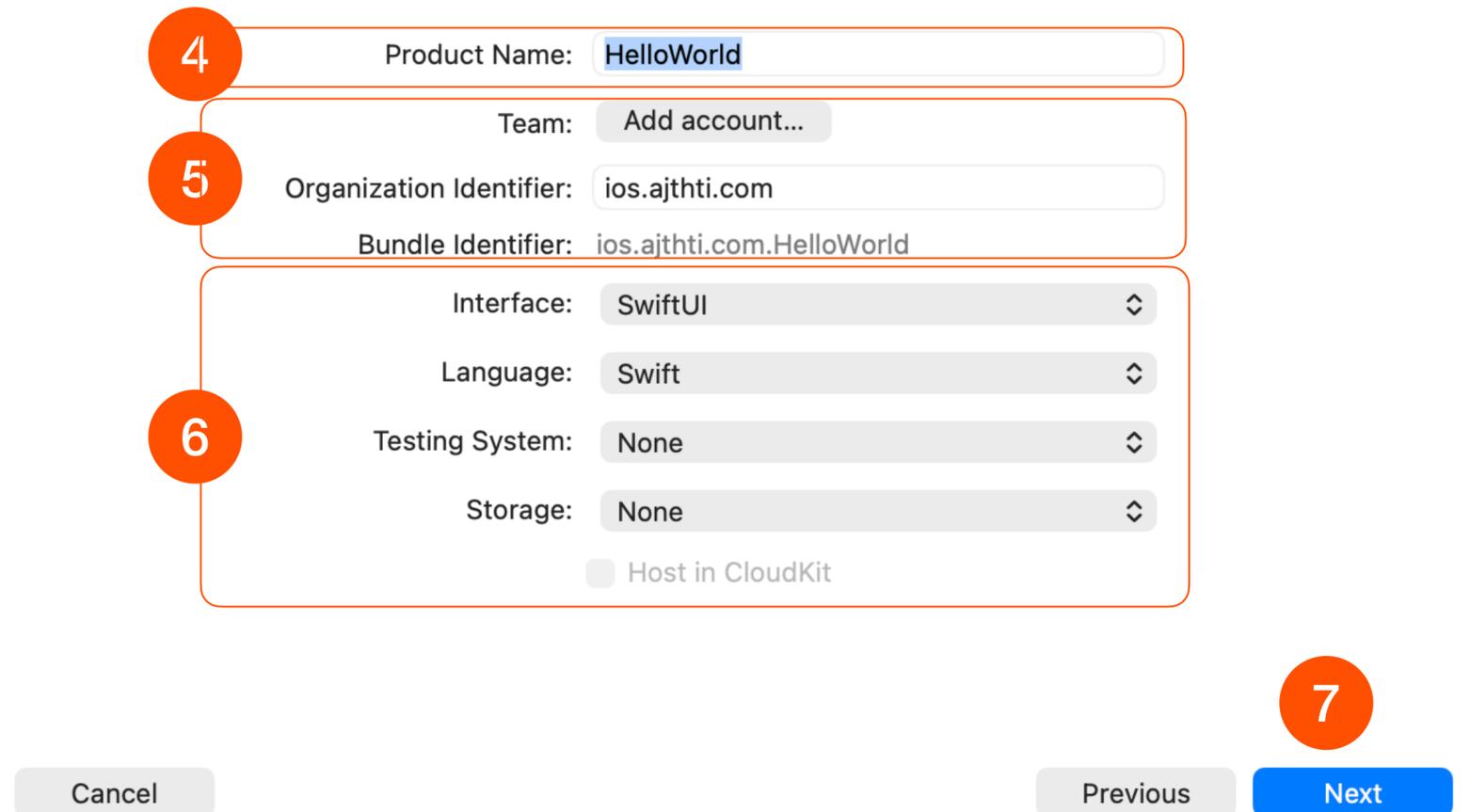
Required system components will also be installed.

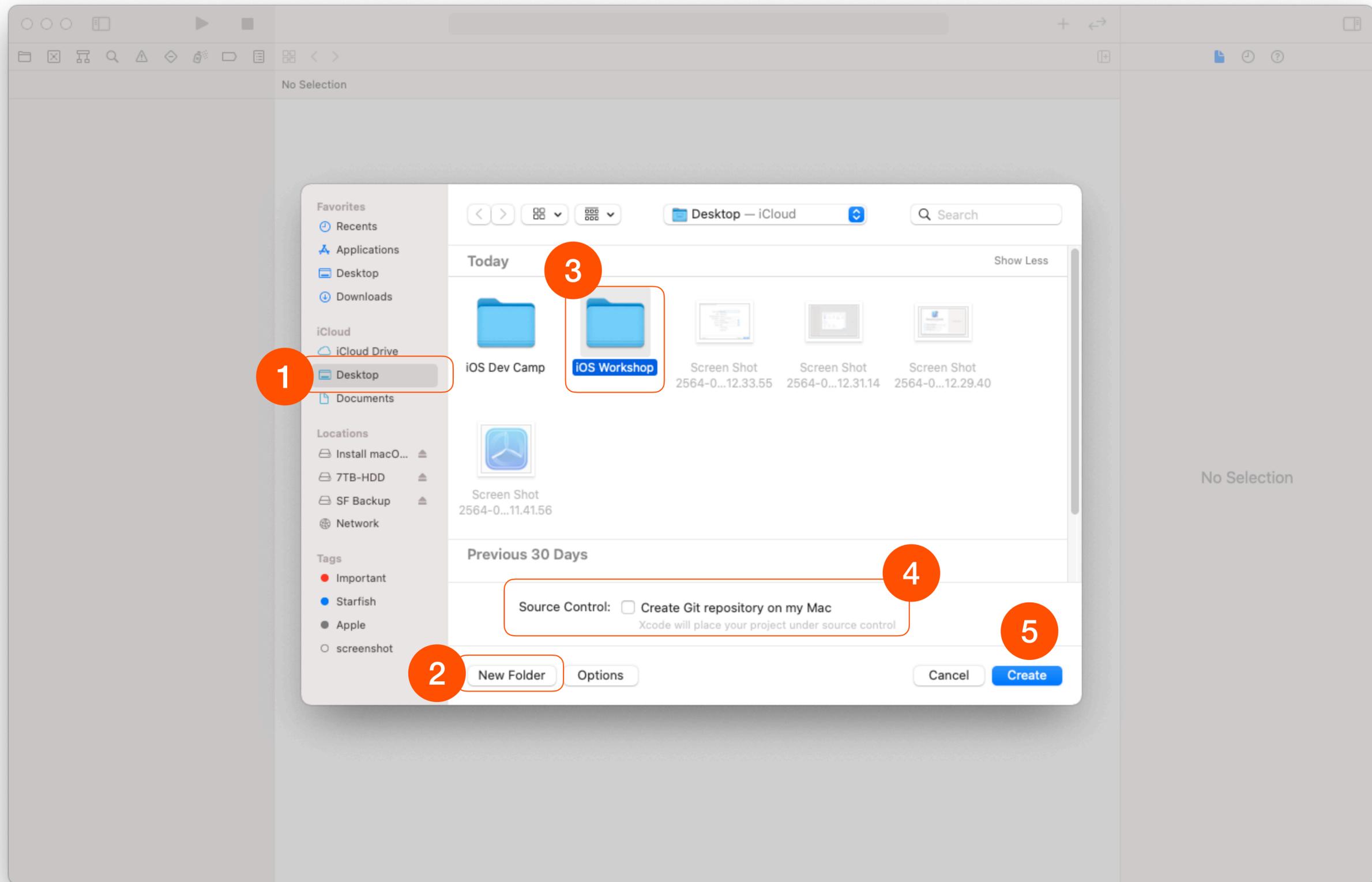
Create your Hello World App for iOS Device with SwiftUI





Choose options for your new project:





Toolbar

The image shows the Xcode IDE interface with several key areas highlighted by orange callouts:

- Navigator Area:** Located on the left, it displays a project tree with folders like 'HelloWorld', 'Assets', 'ContentView', and 'HelloWorldApp'. The 'ContentView' folder is selected.
- Editor Area:** The central workspace containing the Swift source code for 'ContentView.swift'. The code defines a SwiftUI view with a globe image and the text 'Hello, world!'. Line 16 is highlighted.
- Mini map:** A small overview map located above the main editor, showing the current line's position within the entire file.
- Canvas:** A visual representation of the UI on an iPhone 17 Pro simulator, showing the rendered globe and text.
- Debug Area:** Located at the bottom, it displays system logs from the simulator, including the message 'from debugger: killed'.
- Inspector:** Located on the right, it shows the 'Identity and Type' panel for the selected 'ContentView' widget, detailing its name, type, location, and full path.

Navigator Area

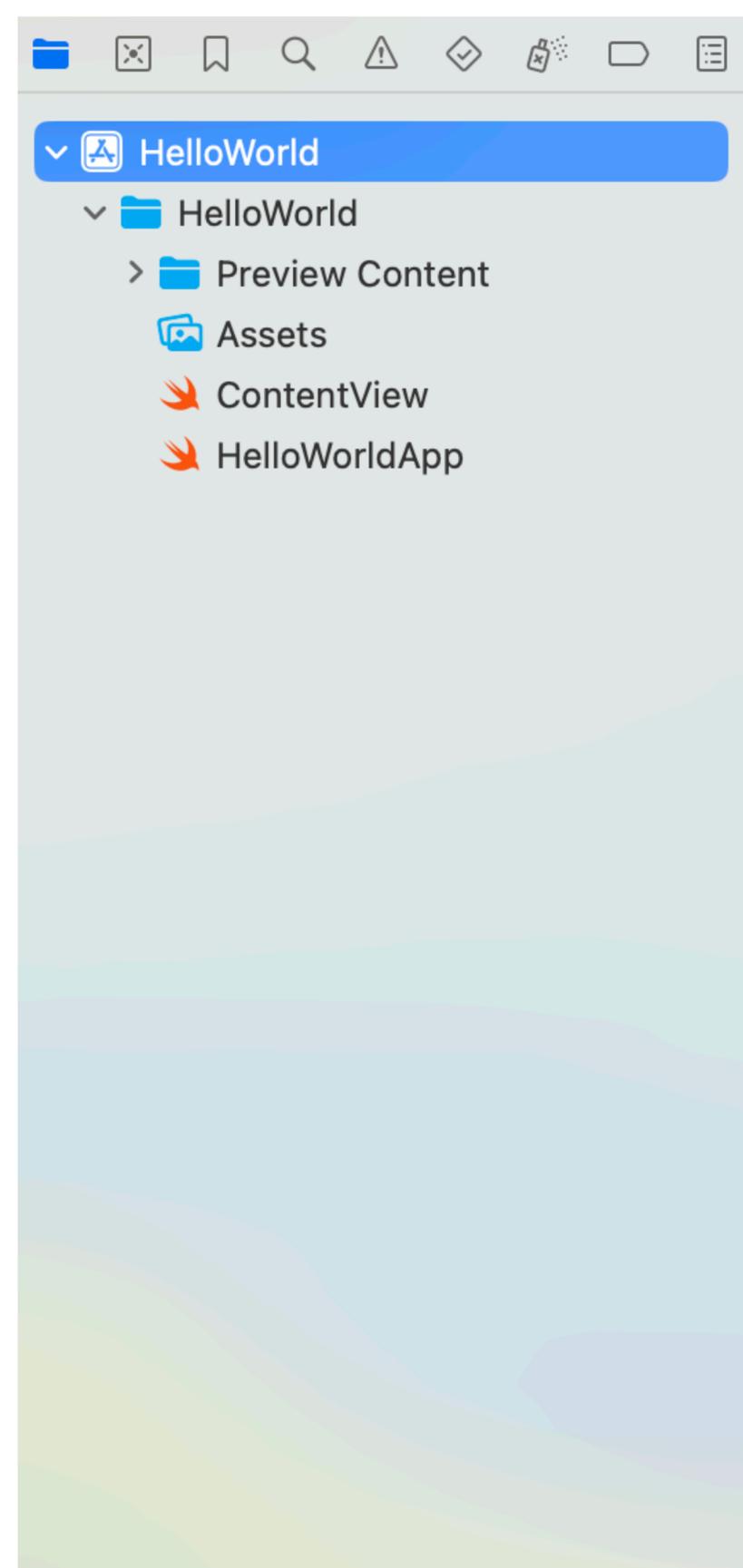
Editor Area

Mini map

Canvas

Debug Area

Inspector



General | Signing & Capabilities | Resource Tags | Info | Build Settings | Build Phases | Build Rules

PROJECT

- HelloWorld

TARGETS

- HelloWorld

Supported Destinations

Destination	SDK
iPhone	iOS
iPad	iOS
Mac (Designed for iPad)	iOS
Apple Vision (Designed for iPad)	iOS

+ -

Minimum Deployments

iOS 26.1 +

Identity

App Category: None

Display Name: Display Name +

Bundle Identifier: ios.ajthti.com.HelloWorld →

Version: 1.0 +

Build: 1 +

Deployment Info

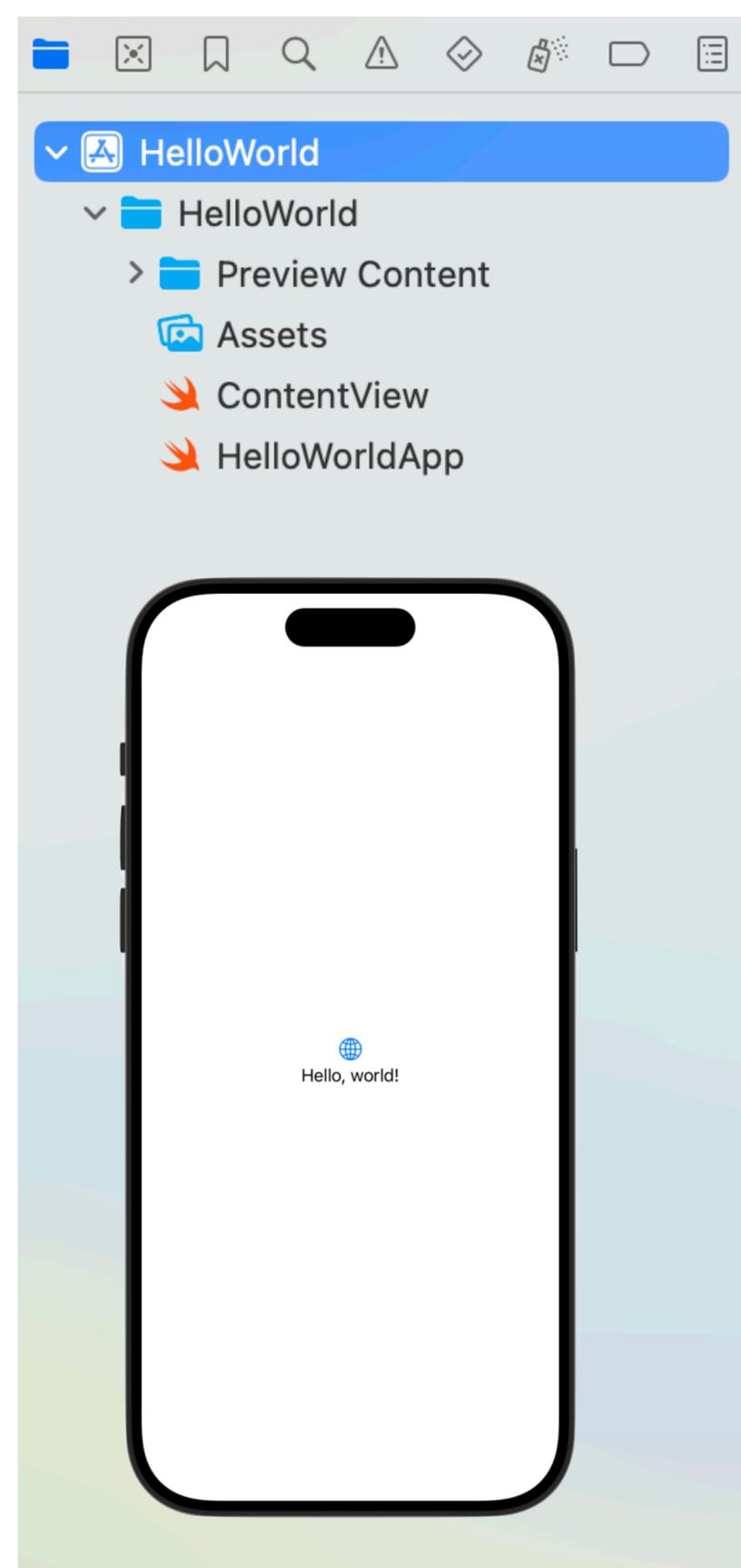
iPhone Orientation

- Portrait
- Upside Down
- Landscape Left
- Landscape Right

iPad Orientation

- Portrait
- Upside Down
- Landscape Left
- Landscape Right

+ - Filter



HelloWorldApp.swift

```
import SwiftUI

@main
struct HelloWorldApp: App {
    var body: some Scene {
        WindowGroup {
            ContentView()
        }
    }
}
```

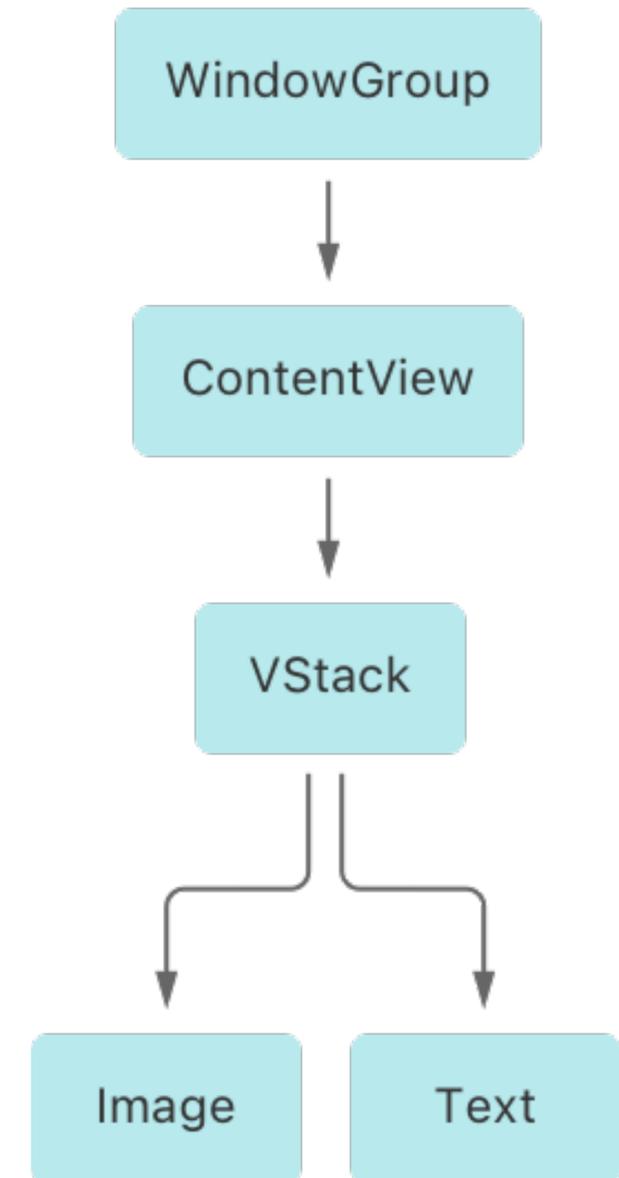
ContentView.swift

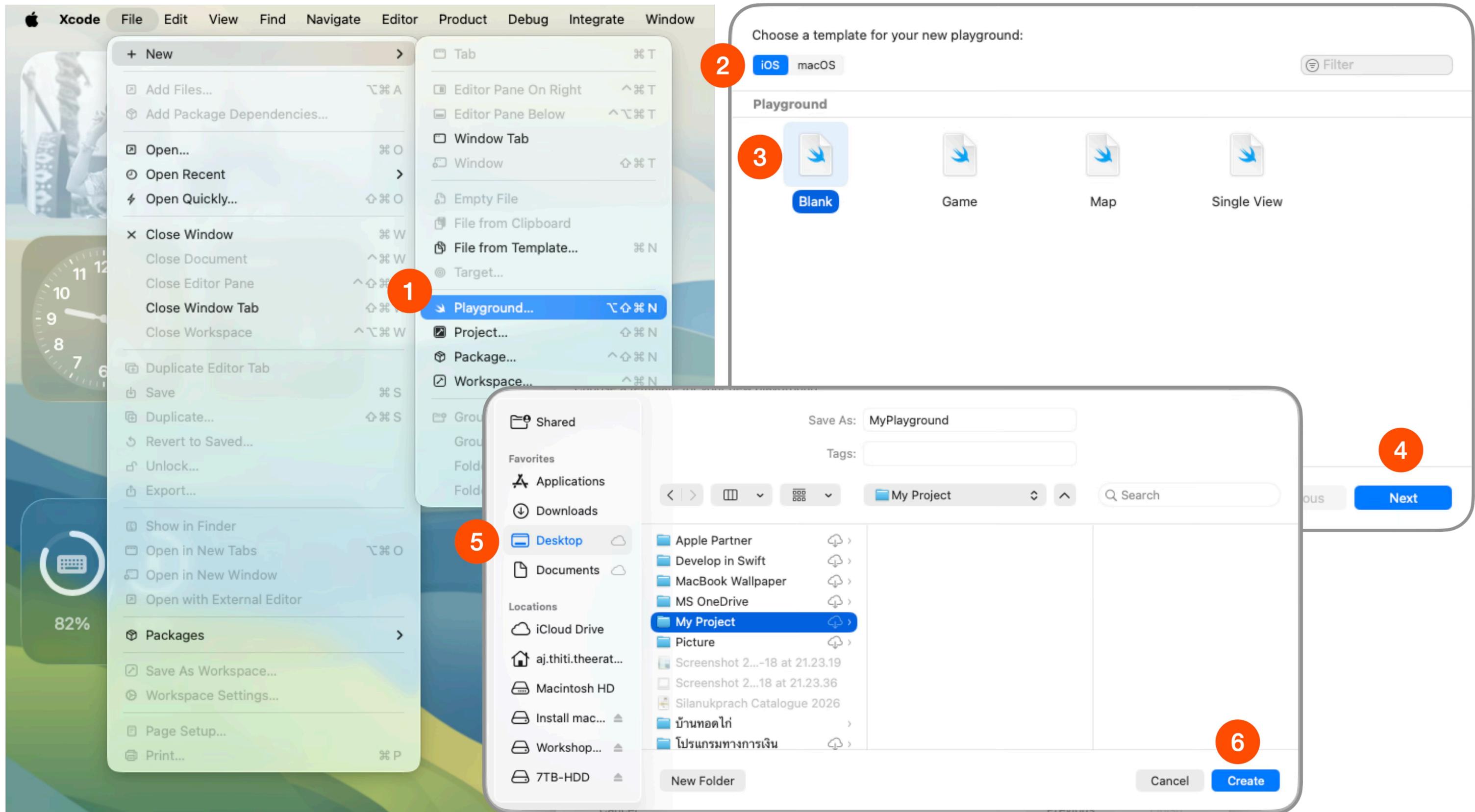
```
import SwiftUI

struct ContentView: View {
    var body: some View {
        VStack {
            Image(systemName: "globe")
                .imageScale(.large)
                .foregroundStyle(.tint)
            Text("Hello, world!")
        }
        .padding()
    }
}

#Preview {
    ContentView()
}
```

App structure





The image shows a screenshot of the Xcode playground interface. The interface is divided into several sections:

- Navigator Area:** Located on the left side, it shows a file explorer with a folder named "MyPlayground" containing "Sources" and "Resources".
- Editor Area:** The central area where code is written. It contains the following Swift code:

```
1 import UIKit
2
3 var greeting = "Hello, playground"
4
```
- Result Sidebar:** Located to the right of the editor, it displays the output of the code execution:

```
3 var greeting = "Hello, playground"
greeting "Hello, playground"
```
- Inspector:** Located on the far right, it shows the "Identity and Type" of the variable `greeting`, including its name, location, and full path. It also includes "Playground Settings" such as Swift Version (Swift 6) and Platform (iOS).
- Console / Debug Area:** Located at the bottom of the interface, it is currently empty.

Orange callout boxes with white text are overlaid on the image to identify these areas: "Navigator Area", "Editor Area", "Result Sidebar", "Inspector", and "Console / Debug Area".

```
import Foundation

var numbers = [42, 18, 30, 15, 50]

for i in 0..
```

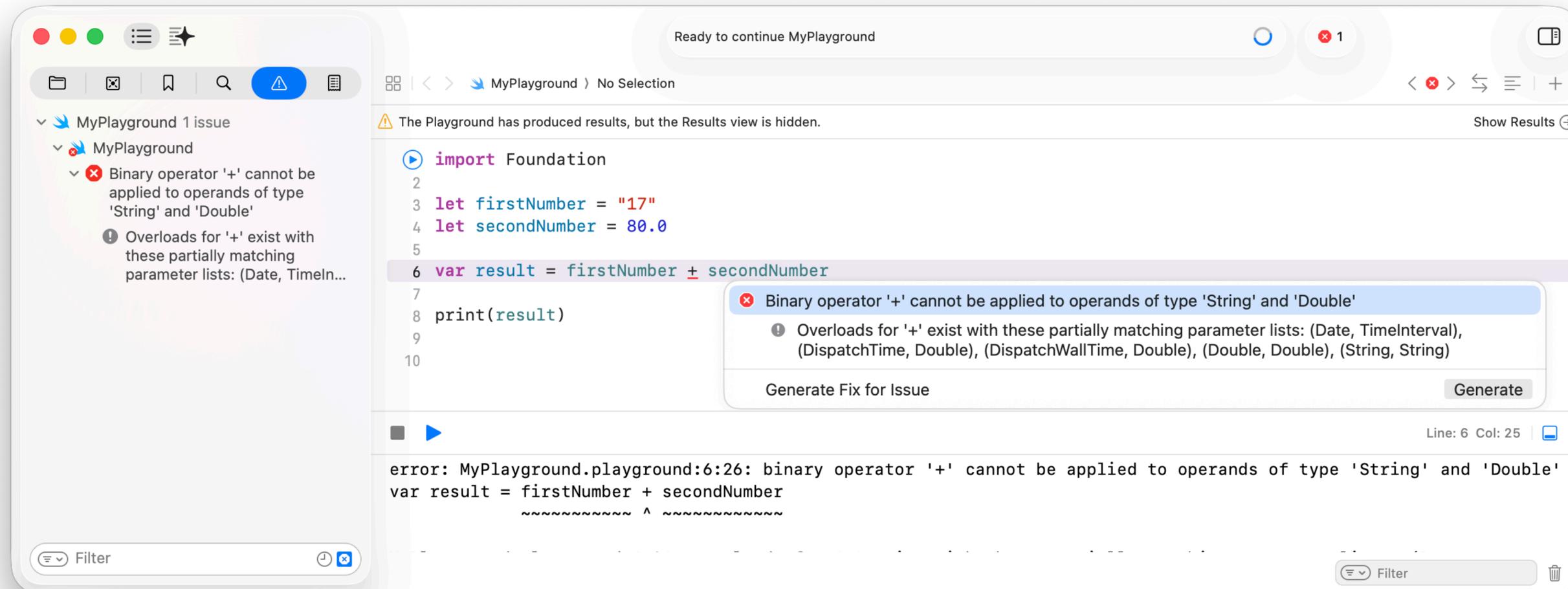
```
import Foundation
```

```
let firstNumber = "17"
```

```
let secondNumber = 80.0
```

```
var result = firstNumber + secondNumber
```

```
print(result)
```



The screenshot shows an Xcode playground window titled "MyPlayground". The interface includes a top toolbar with window controls, a toolbar with navigation icons, and a sidebar on the left showing a project structure with "MyPlayground 1 issue" and "MyPlayground" containing a warning: "Code after 'return' will never be executed".

The main editor displays the following Swift code:

```
9
10 func calculateVAT(input: Double) -> Double {
11     let vatRate = 0.07
12     return input * vatRate
13     print("Done")
14 }
15
16 var total = calculateVAT(input: result)
17 print(total)
```

Line 13, `print("Done")`, is highlighted in yellow with a warning icon and the message "Code after 'return' will never be executed".

Below the code editor is a play button and a "1 line" indicator. The output area shows the results of the code execution:

```
97.0
6.7900000000000001
```

At the bottom of the window, there are "Filter" buttons on both the left and right sides.

Conceptual description of SwiftUI view creation

VStack ทำหน้าที่อะไร และมีผลต่อ Layout อย่างไร

ได้กลุ่มข้อความชิดซ้าย ระยะห่างกระชั้น และมี padding รอบๆ

- ขยายเต็มกว้าง และจัดให้อยู่บนสุด:

```

VStack(alignment: .leading, spacing: 12) {
    Text("Header")
    Text("Body")
}
.frame(maxWidth: .infinity, maxHeight: .infinity)
.padding()

```

สรุปสั้นๆ:

- VStack = คอนเทนเนอร์เรียง
- คุม alignment (แนวนอน) และ
- ขนาดของมันมาจากเนื้อหาข้าง
- ใช้ modifiers เพื่อควบคุมกา

ทั้งก่อนได้

ถ้าคุณมีเคส layout เฉพาะ เช่น

ได้ หรือมีการจัดวางซับซ้อนร่วม

ผมจะยกตัวอย่างให้ตรงกับกรณีใ

Message GPT-5

Explain Document

Generate a Fix for Issue

Generate a Preview

No Changes Revert

Message GPT-5

Reasoning: Minimal

HelloWorld

HelloWorld: Ready | Today at 22:23

Failed to build Cont...

Intelligence

- General
- Apple Accounts
- Intelligence
- Behaviors
- Navigation
- Notifications
- Themes
- Editing
- Shortcuts
- Source Control
- Components
- Locations

Coding Intelligence

Supercharge your Xcode experience with built-in intelligence and your choice of model. Third-party models will have access to your project files and code.

About Intelligence in Xcode & Privacy...

ChatGPT in Xcode Turn On...

Claude in Xcode

Add a Model Provider...

```

3 // HelloWorld
4 //
5 // Created by Aj.Thiti Theeratheaon on 13/12/2568 BE.
6 //
7
8 import SwiftUI
9
10 struct ContentView: View {
11
12     var body: some View {
13         VStack {
14             Image(systemName: "globe")
15                 .imageScale(.large)
16                 .foregroundColor(.tint)
17             Text("Hello, world!")
18         }
19         .padding()
20     }
21 }
22
23 #Preview {
24     ContentView()
25 }
26

```

Refactor SwiftUI Code

ช่วยเหลือโค้ด SwiftUI ในส่วนที่ถูกเลือกนี้ และปรับปรุงโครงสร้างให้เหมาะสมและนำใช้งานมากขึ้น

สิ่งที่ปรับปรุงแล้ว

- ใช้ @State สำหรับ weight และ height เพื่อให้แก้ไขได้จาก UI
- คำนวณ bmi เป็น computed property พร้อม guard ป้องกันหารด้วยศูนย์
- เพิ่มฟิลด์กรอกข้อมูลด้วย TextField + คีย์บอร์ดตัวเลข และ @FocusState + ปุ่ม Done บนคีย์บอร์ด
- จัดรูปแบบตัวเลขด้วย .number.precision(.fractionLength(_))
- แสดงหมวดหมู่ BMI และไฮไลต์สีเพื่อความเข้าใจง่าย
- ปรับโครงสร้างเป็น UINavigationController + Form แยก Section: Input/Result

โค้ดที่แก้ไขแล้ว

Code Snippet

```

struct ContentView: View {
    // MARK: - State
    @State private var weight: Double = 68
    @State private var height: Double = 1.79
    @FocusState private var focusedField: Field

    // MARK: - Types
    private enum Field { case weight, height }

    // MARK: - Computed
    private var bmi: Double {
        guard height > 0 else { return 0 }
        return weight / (height * height)
    }
}

```

struct ContentView: View {
 // MARK: - Body
 var body: some View {
 UINavigationController {
 Form {
 Section("Input") {
 HStack {
 Image(systemName: "scalemass")
 .foregroundColor(.secondary)
 TextField("Weight (kg)", value: \$weight, format:
 .number.precision(.fractionLength(1)))
 .keyboardType(.decimalPad)
 .focused(\$focusedField, equals: .weight)
 Text("kg").foregroundColor(.secondary)
 }

 HStack {
 Image(systemName: "ruler")
 .foregroundColor(.secondary)
 TextField("Height (m)", value: \$height, format:
 .number.precision(.fractionLength(2)))
 .keyboardType(.decimalPad)
 .focused(\$focusedField, equals: .height)
 Text("m").foregroundColor(.secondary)
 }
 }
 }

 Section("Result") {
 VStack(alignment: .leading, spacing: 8) {
 Text("BMI Calculator")
 .font(.title3)
 .bold()

 HStack {
 Text("Weight:")

Running HelloWorld on iPhone 17 Pro

ContentView

ContentView

BMI Calculator

Input

68.0 kg

1.79 m

Result

BMI Calculator

Weight: 68.0 kg

Height: 1.79 m

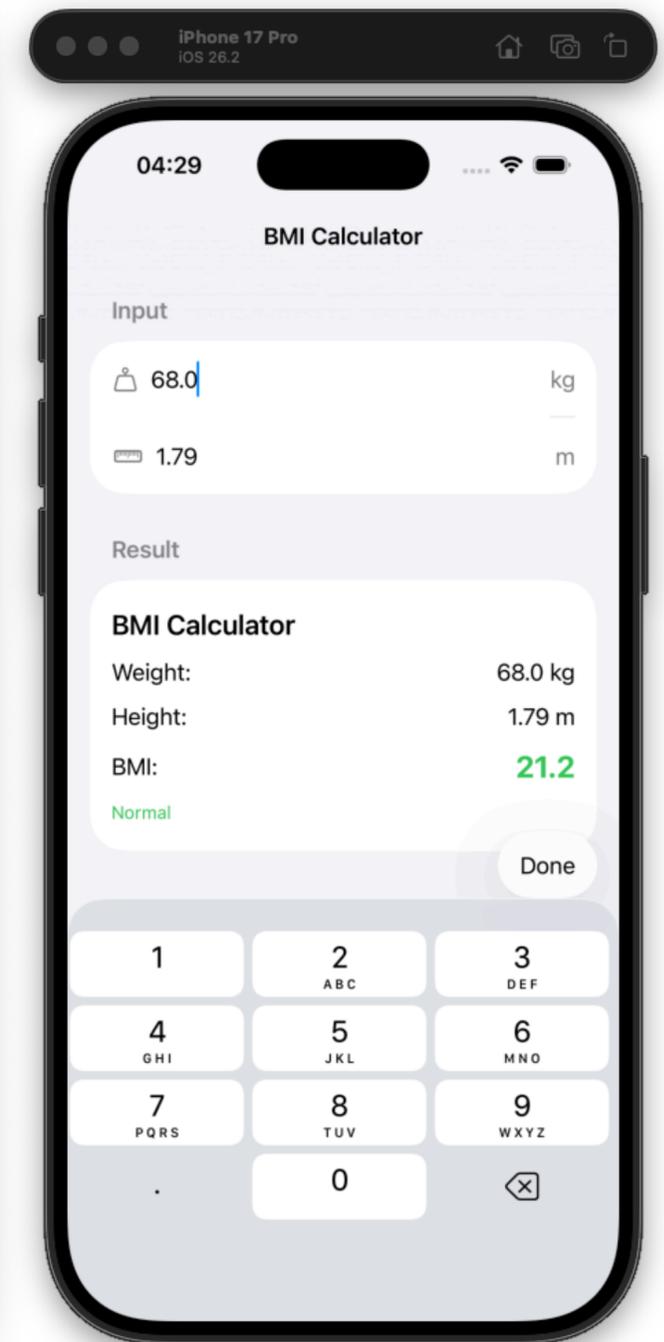
BMI: 21.2

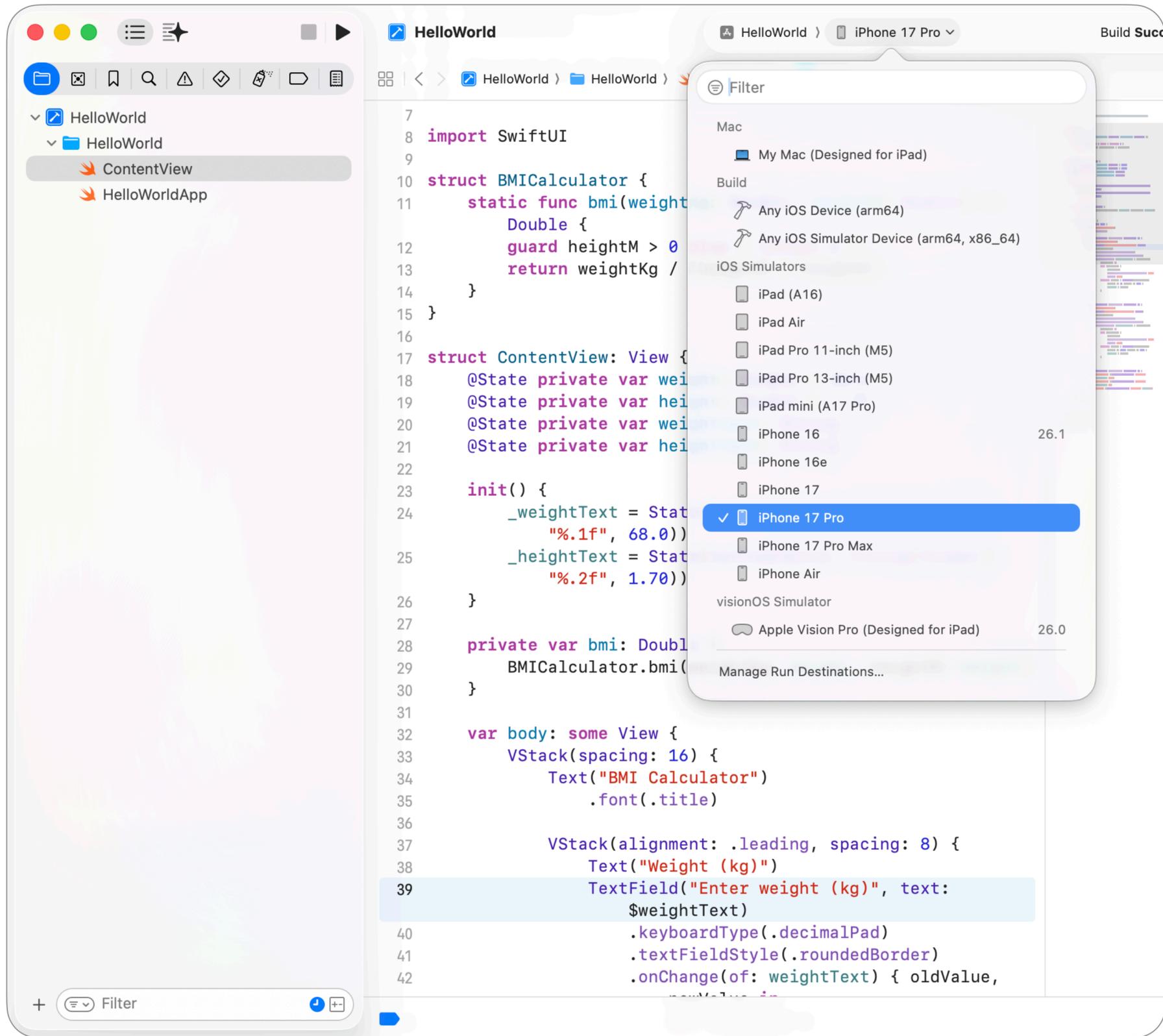
Normal

Done

Line: 65 Col: 1

Result accumulator timeout: 0.250000, exceeded.







Account

Thiti Theerathean ▾



Tools and resources



Profile



Emails



Agreements

Join the Apple Developer Program

When you're ready to build more advanced capabilities and distribute your apps, you can join the Apple Developer Program to distribute on the App Store. [Learn about the program >](#)

Enroll today

Tools and resources



Xcode

Build apps with Xcode, Apple's integrated development environment.

[Learn more >](#)



Swift Playground

Learn to code and build app using Swift code.

[Learn more >](#)



Software Downloads

Get command-line tools and beta versions of Xcode.

[View downloads >](#)

```
7
8 import SwiftUI
9
10 struct BMICalculator {
11     static func bmi(weight:
12         Double {
13         guard heightM > 0
14         return weightKg /
15     }
16 }
17 struct ContentView: View {
18     @State private var wei
19     @State private var hei
20     @State private var wei
21     @State private var hei
22
23     init() {
24         _weightText = Stat
25         _heightText = Stat
26     }
27
28     private var bmi: Doubl
29     BMICalculator.bmi(
30
31
32     var body: some View {
33         VStack(spacing: 16) {
34             Text("BMI Calculator")
```

Filter

- Mac
 - My Mac (Designed for iPad)
- iOS Device
 - AjThiti i13
- Build
 - Any iOS Device (arm64)
 - Any iOS Simulator Device (arm64, x86_64)
- iOS Simulators
 - iPad (A16)
 - iPad Air
 - iPad Pro 11-inch (M5)
 - iPad Pro 13-inch (M5)
 - iPad mini (A17 Pro)
 - iPhone 16
 - iPhone 16e
 - iPhone 17
 - iPhone 17 Pro
 - iPhone 17 Pro Max
 - iPhone Air
- visionOS Simulator
 - Apple Vision Pro (Designed for iP

Manage Run Destinations...

Build Succeeded | Today at 15:14

Signing & Capabilities

Team: Thiti Theeratheatan (Personal Team)

Bundle Identifier: ios.ajthiti.com.HelloWorld

Provisioning Profile: Xcode Managed Profile

Signing Certificate: Apple Development: aj.thiti.utcc@gmail.com (JY...)

aj.thiti.utcc@gmail.com

Personal Team

Sign Out... Add Apple Account...

Untrusted Developer

Your device management settings do not allow using apps from developer "Apple Development: aj.thiti.utcc@gmail.com (JYMKG5N76A)" on this iPhone. You can allow using these apps in Settings.

Cancel



aj.thiti.utcc@gmail.com

Apps from developer "Apple Development: aj.thiti.utcc@gmail.com (JYMKG5N76A)" are not trusted on this iPhone and will not run until the developer is trusted.

Trust "aj.thiti.utcc@gmail.com"

Apps from developer "Apple Development: aj.thiti.utcc@gmail.com (JYMKG5N76A)"



HelloWorld

Verified