

# 移动平台开发技术

iOS开发中的UI基础

章国锋 2026春夏学期

# 课程开始前...

Before everything...



HTML App

2007



UIKit

2008



Swift

2014



SwiftUI

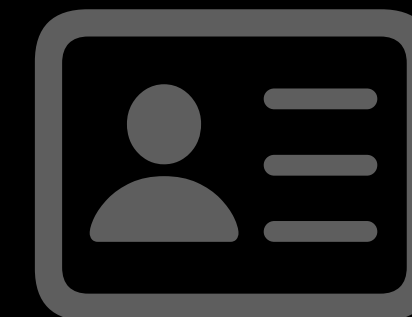
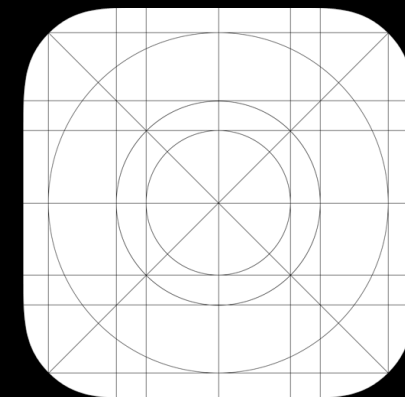
2019

# iOS开发流程——从代码到上架

How to develop an iOS app



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从头开始创建一个App原型

你需要知道的SwiftUI细节

现代UI/UX设计趋势与实现方法



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# 从头开始创建一个App原型

你需要知道的SwiftUI细节

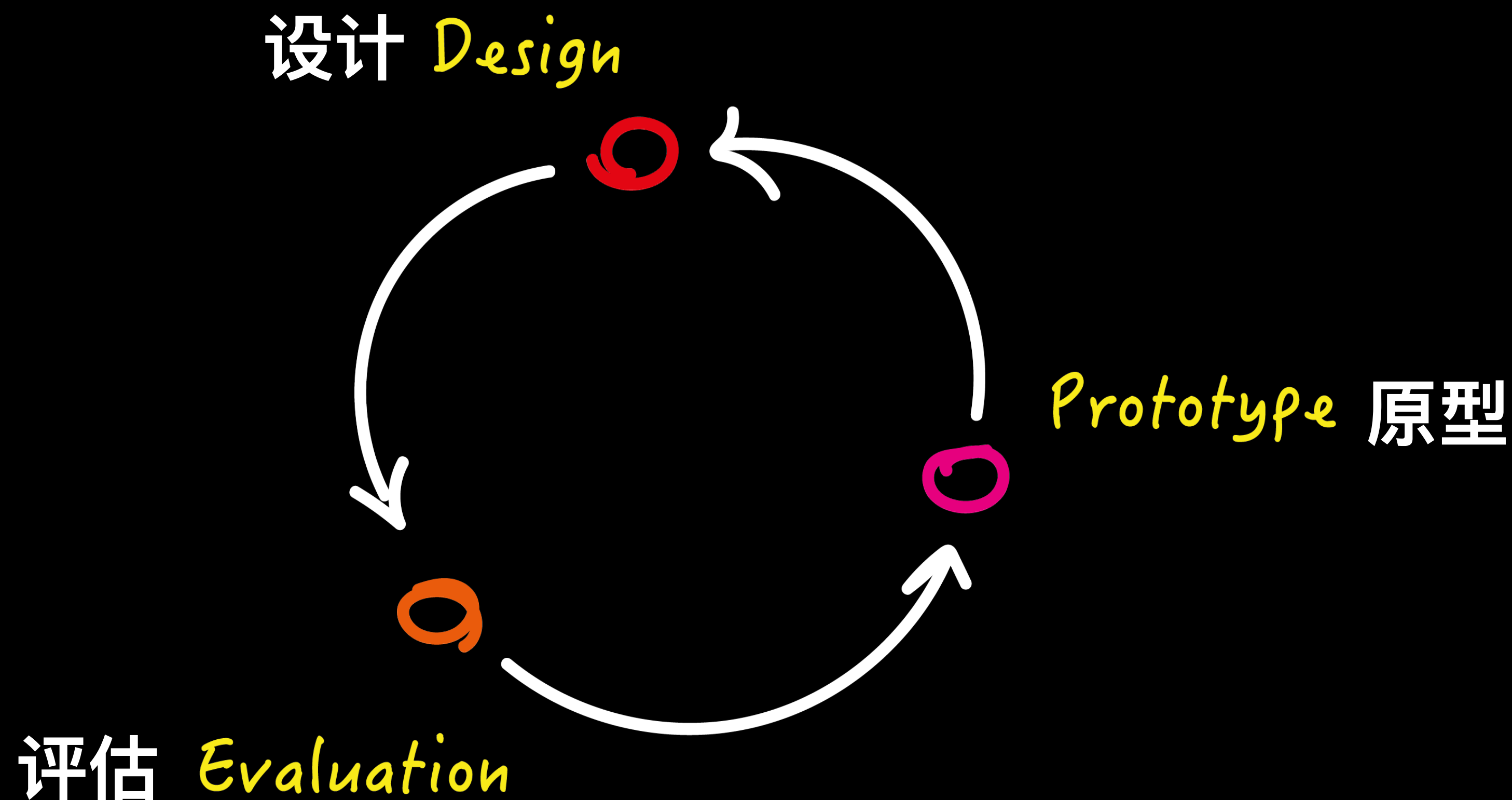
现代UI/UX设计趋势与实现方法

# 从头开始创建一个App原型

Creating App Prototypes from Low to High-Fidelity



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# 从头开始创建一个App原型

Creating App Prototypes from Low to High-Fidelity



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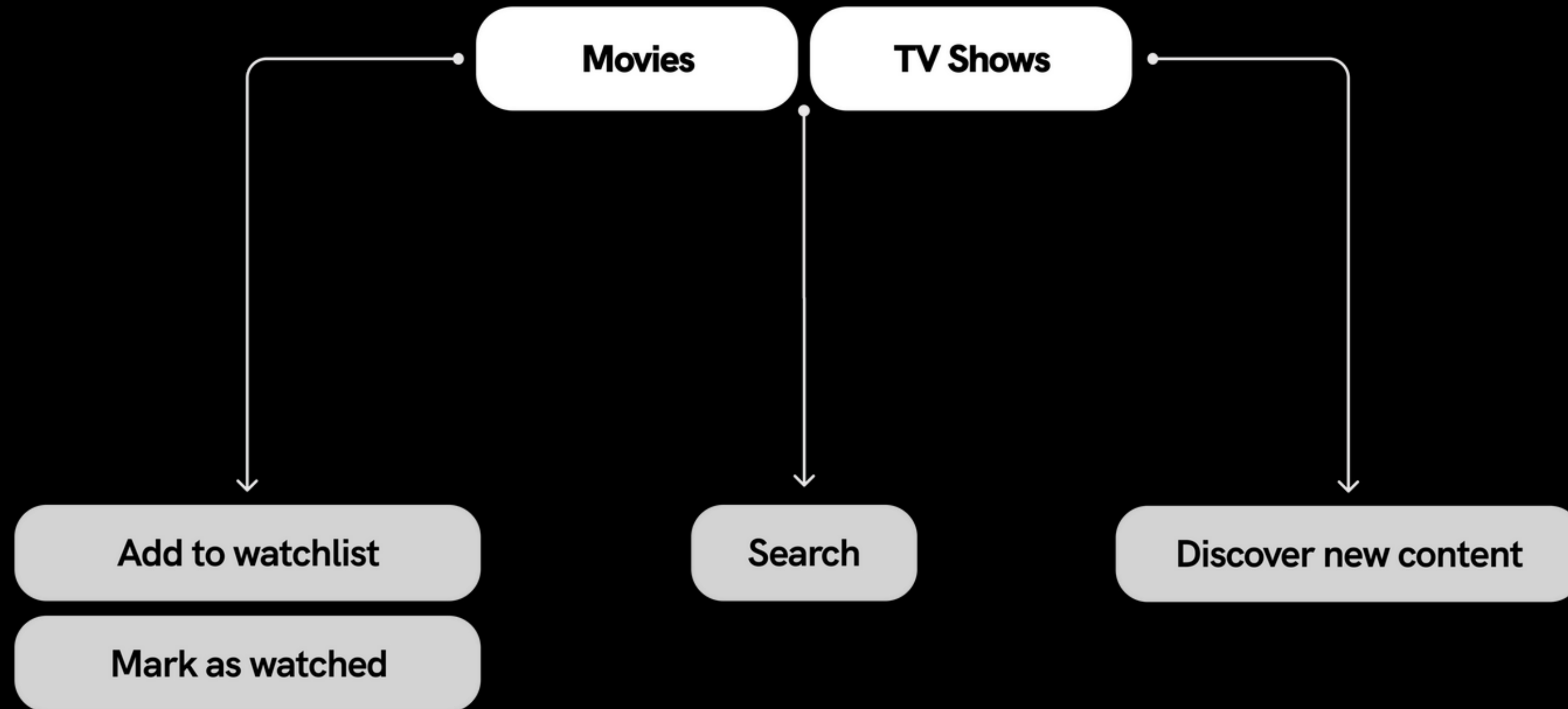
“让用户可以创建电影和电视节目的观看列表，  
并根据他们添加的内容接收推荐”

# 从头开始创建一个App原型

Creating App Prototypes from Low to High-Fidelity



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TV Time



Must



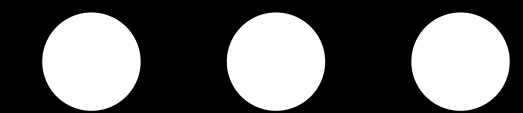
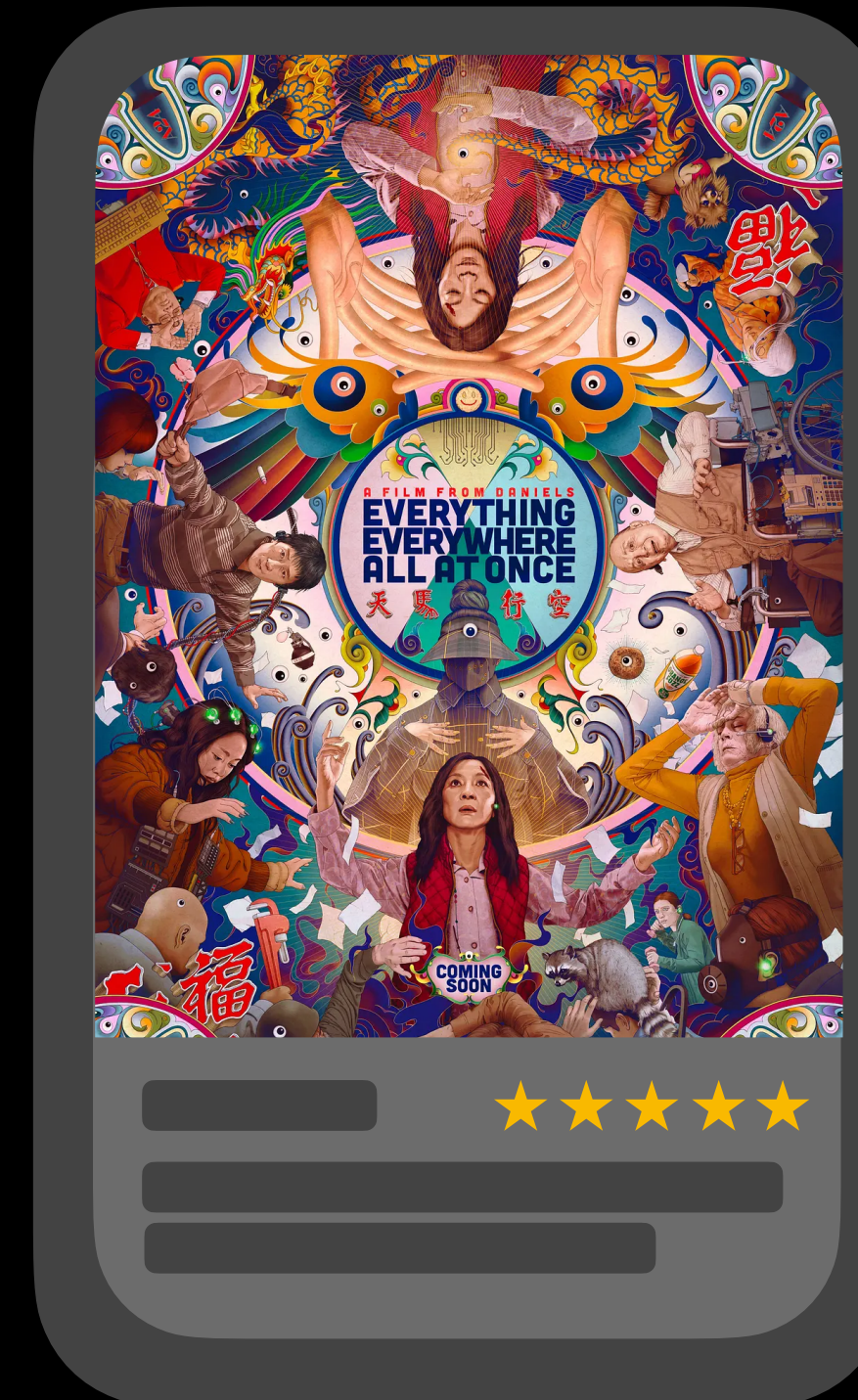
Letter Boxed

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快速直观地

“让用户可以创建电影和电视节目的观看列表，  
并根据他们添加的内容接收**推荐**”

查看

详细信息

# 从头开始创建一个App原型

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**明确需求：**“让用户可以创建电影和电视节目的观看列表，  
并根据他们添加的内容接收推荐”

**确定核心功能：** 将电影和电视节目添加到观看列表

将观看列表中某个媒体标记为已观看

发现新内容的建议

搜索

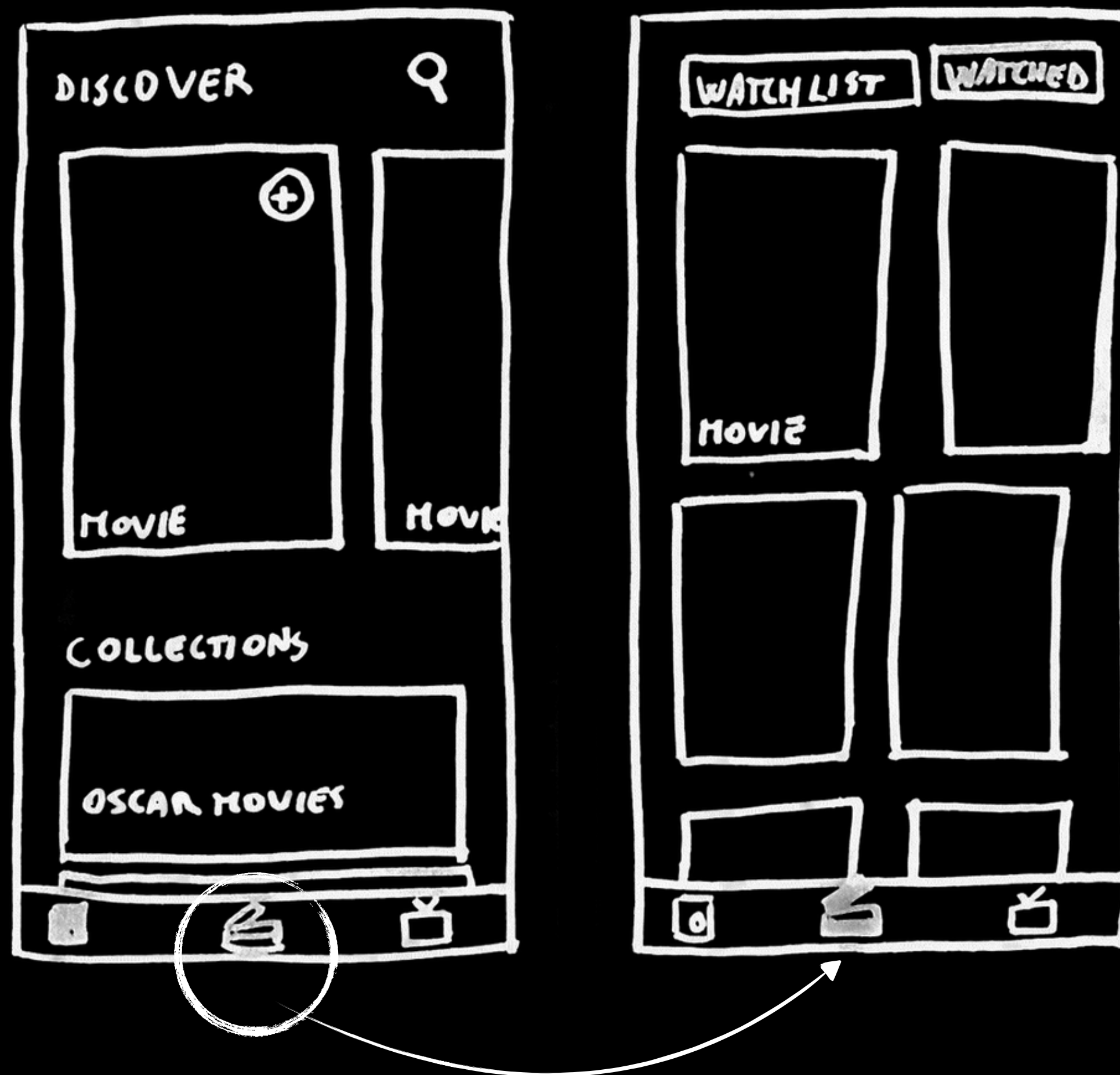
**竞品分析：** 许多App有完善的社区功能，不是我们的核心功能

# 从头开始创建一个App原型

Creating App Prototypes from Low to High-Fidelity



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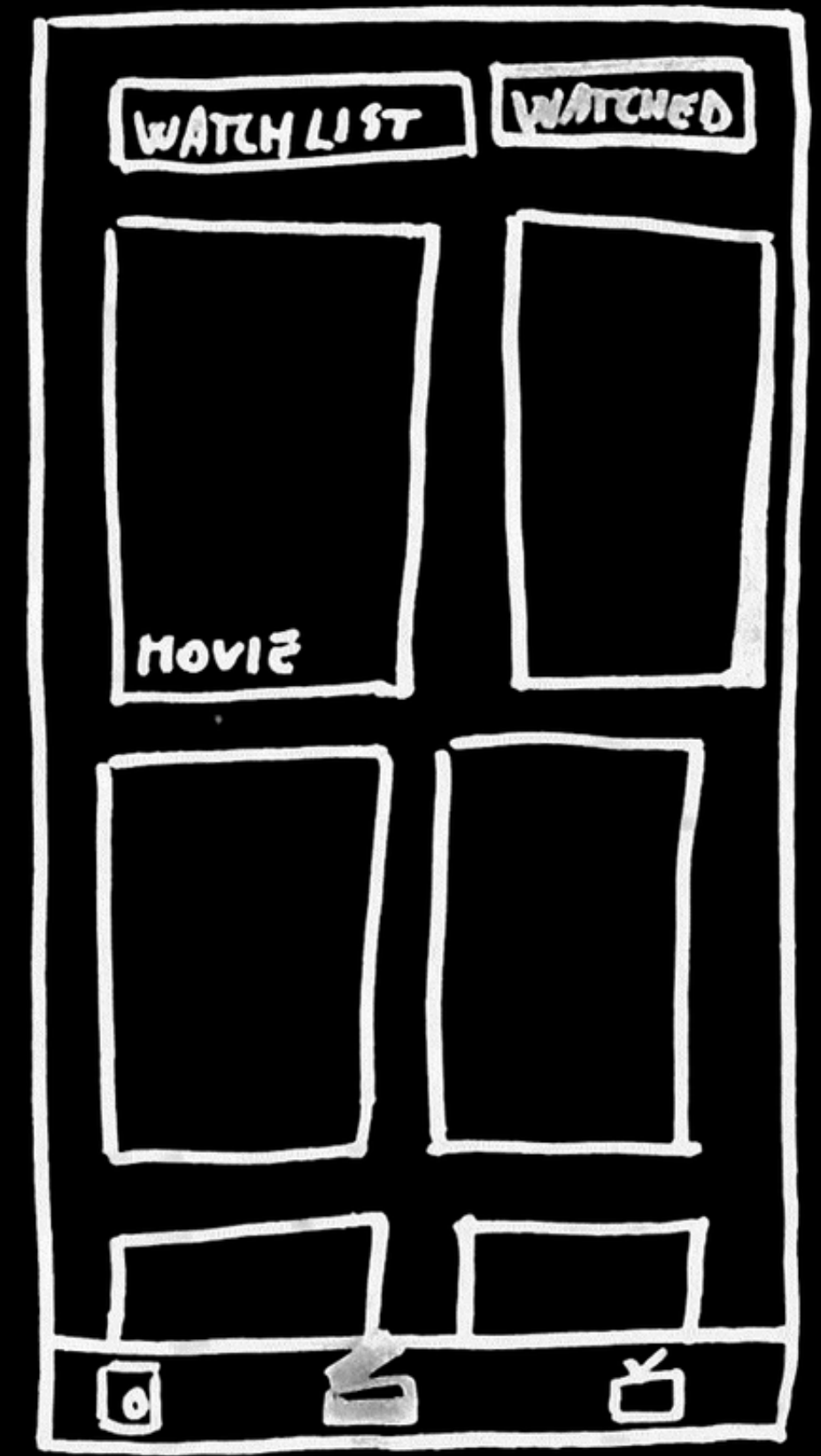
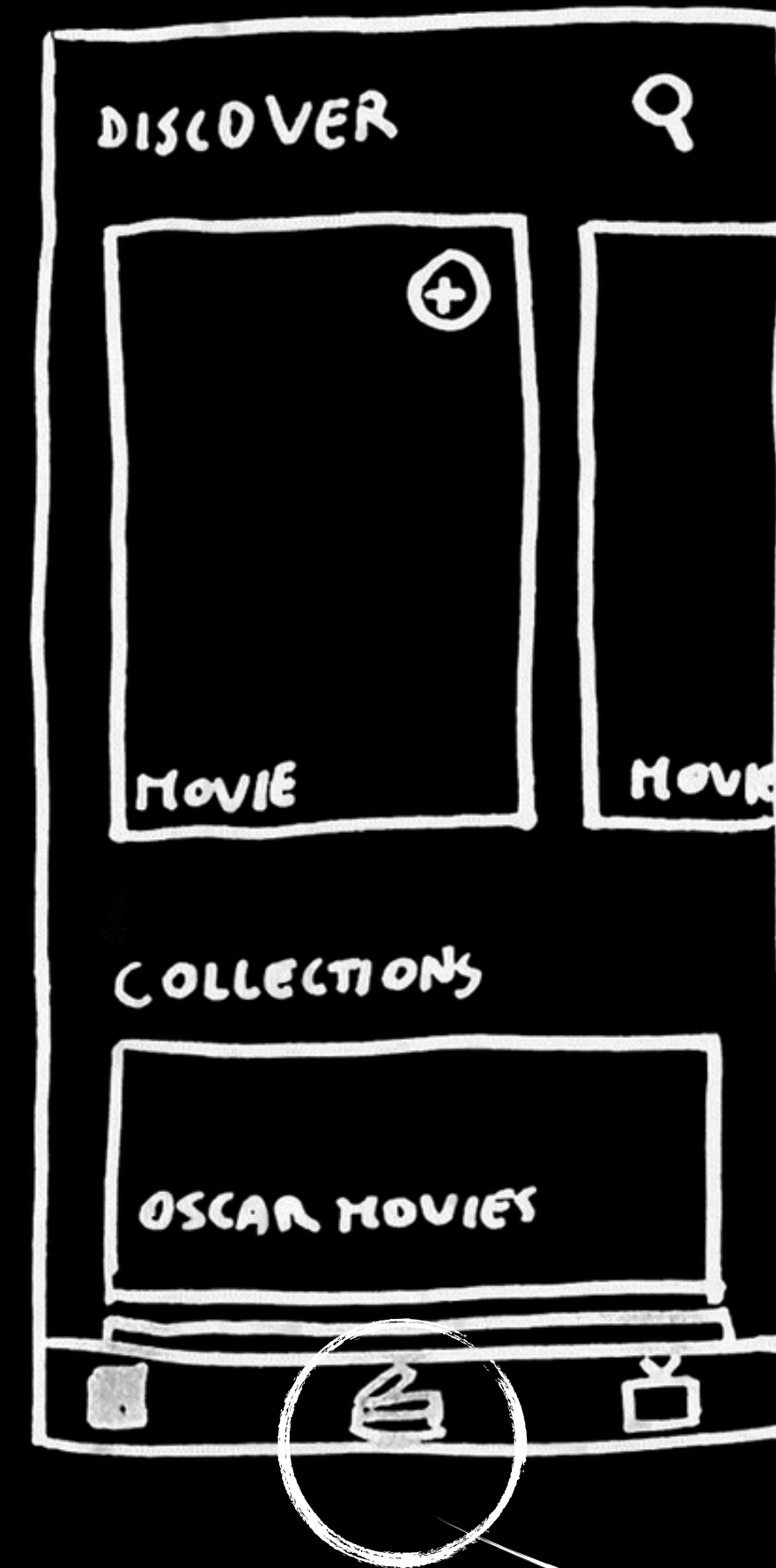
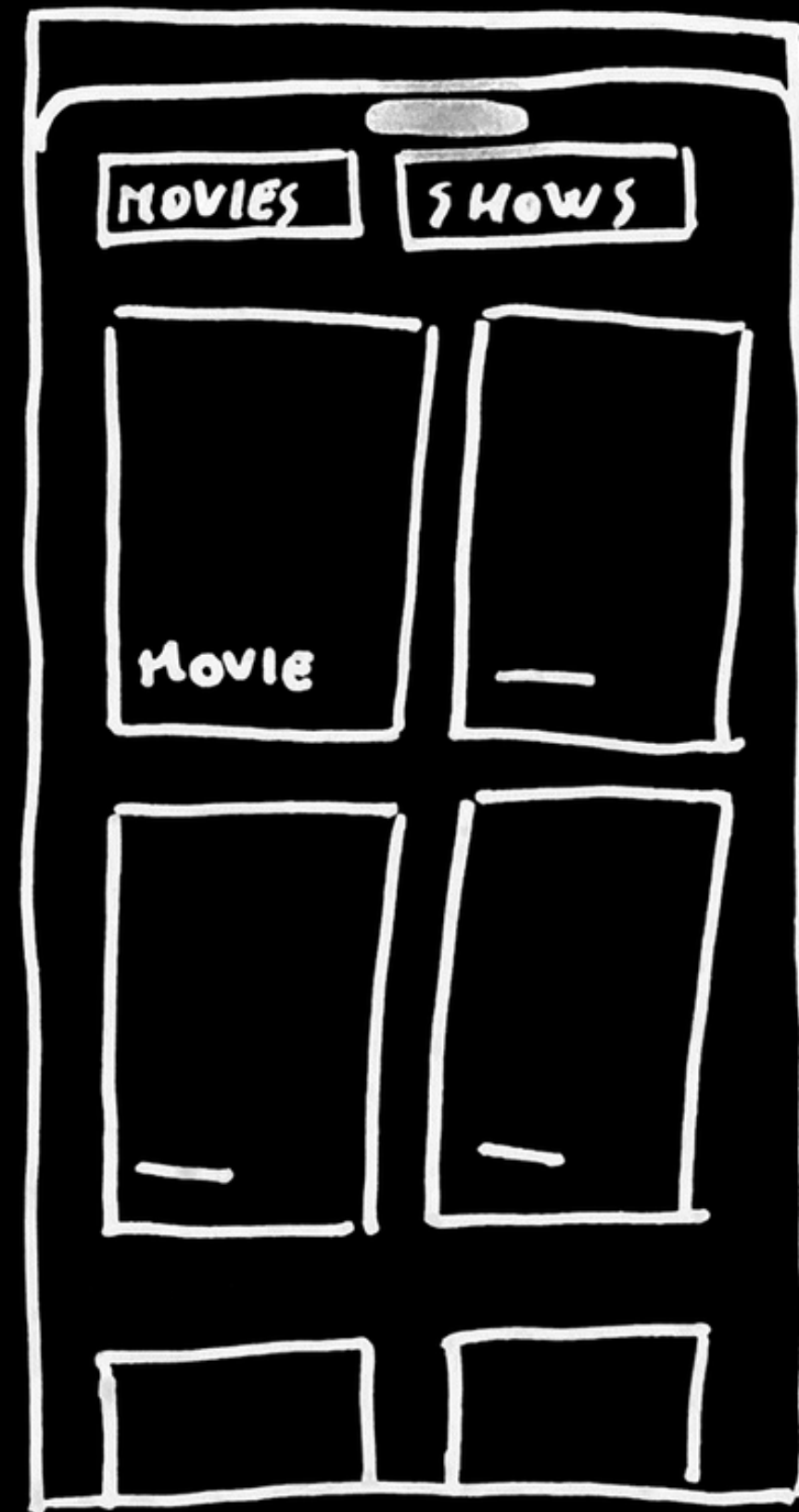
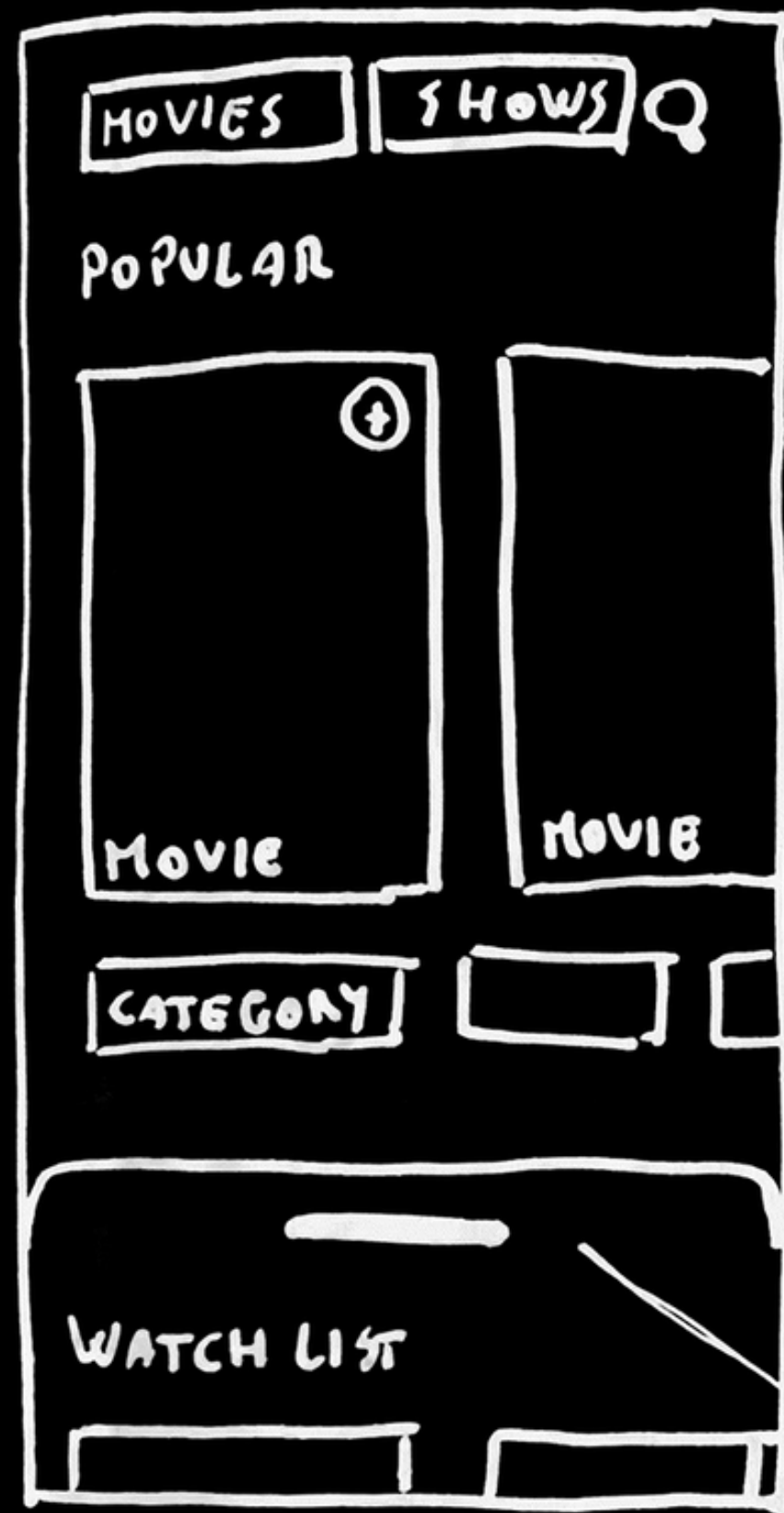


# 从头开始创建一个App原型

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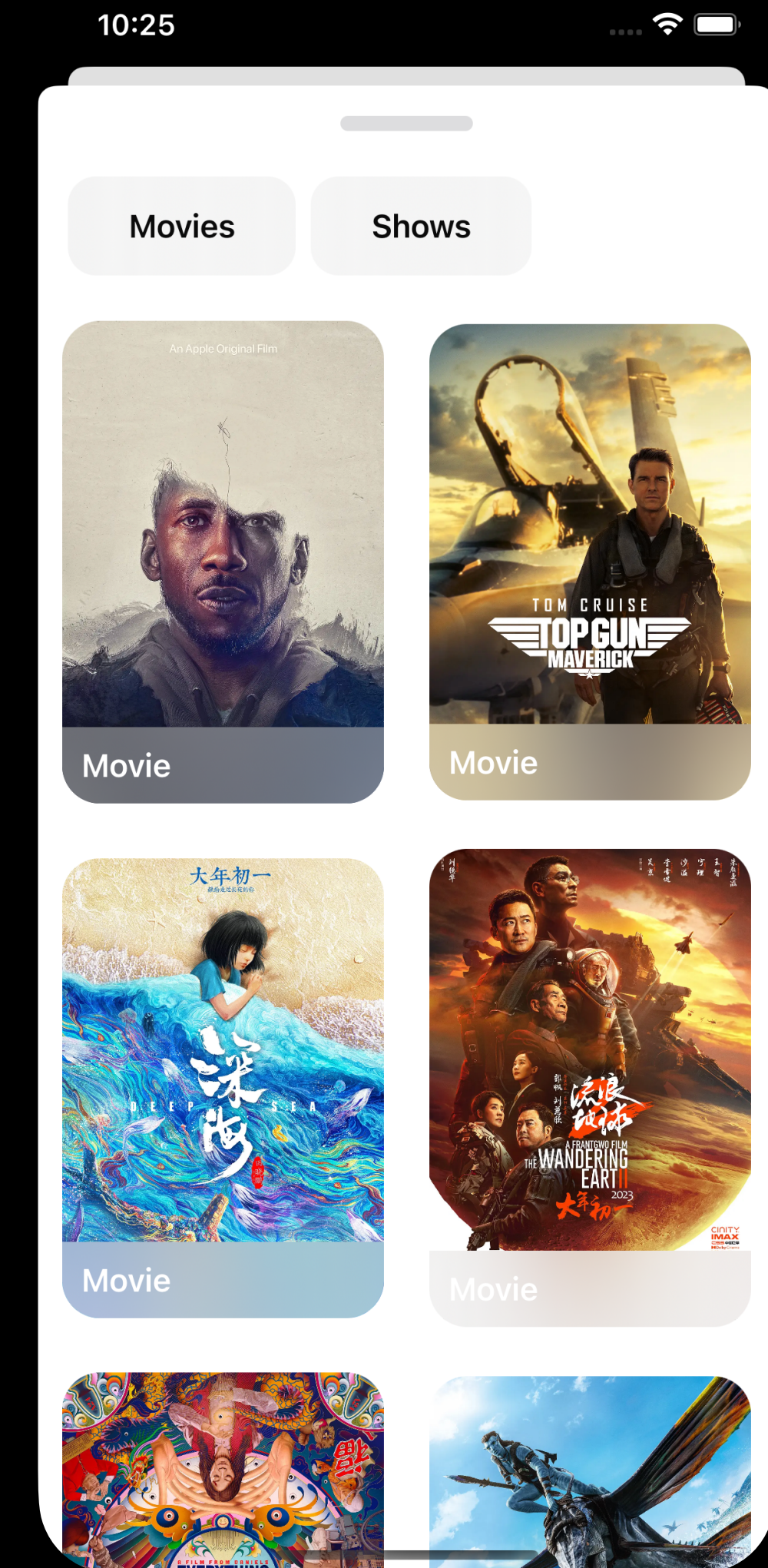
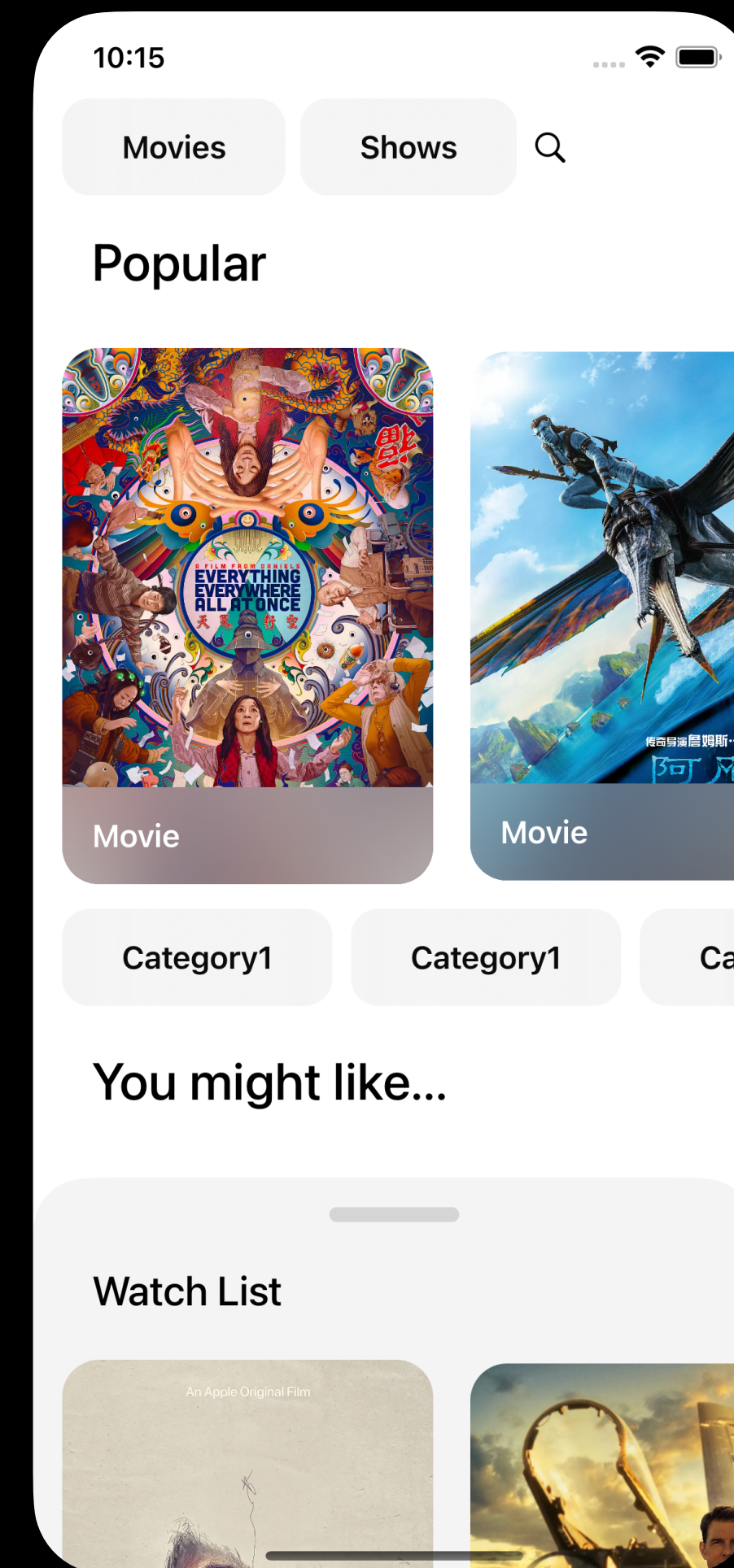
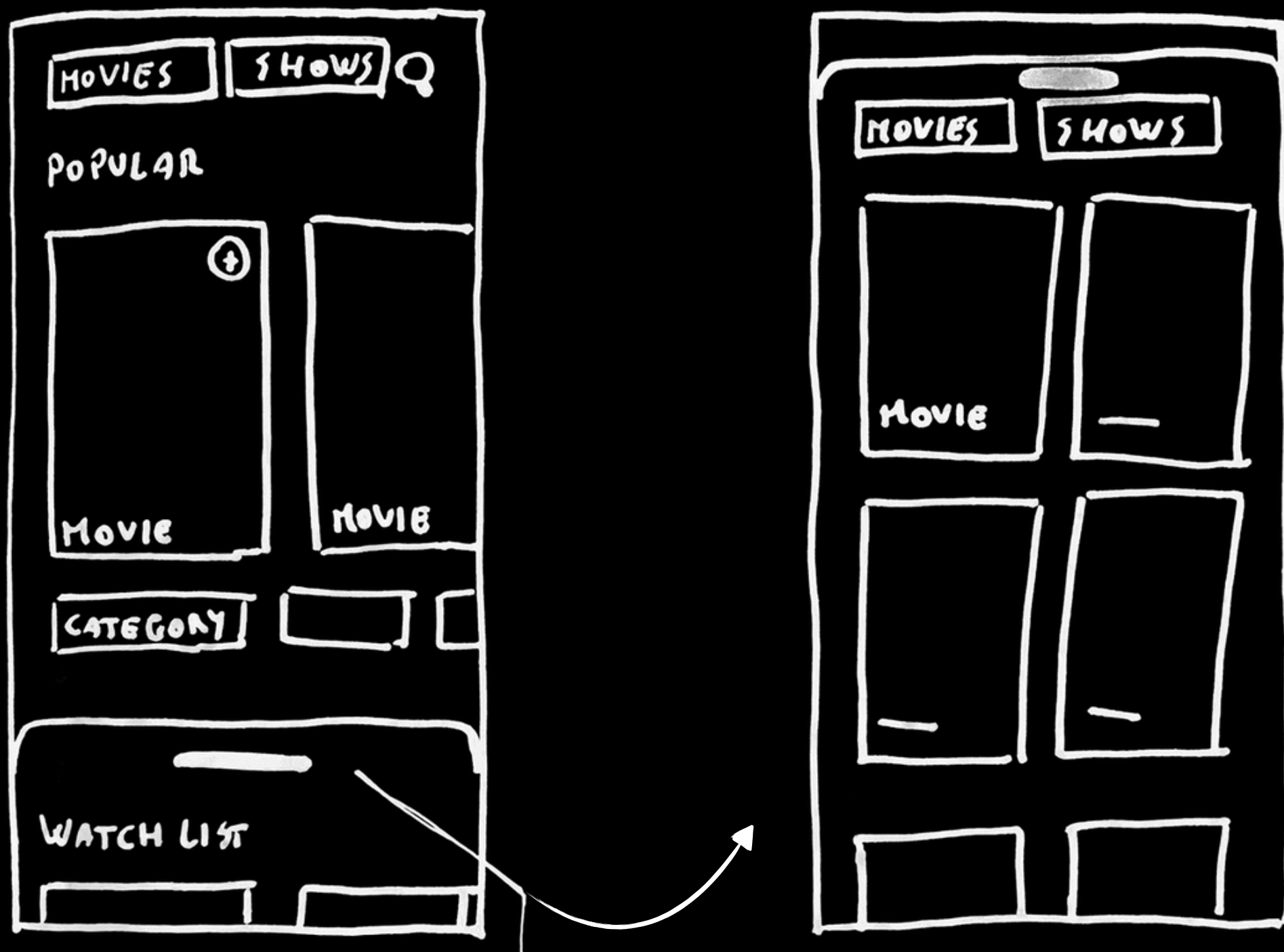


# 从头开始创建一个App原型

Creating App Prototypes from Low to High-Fidelity

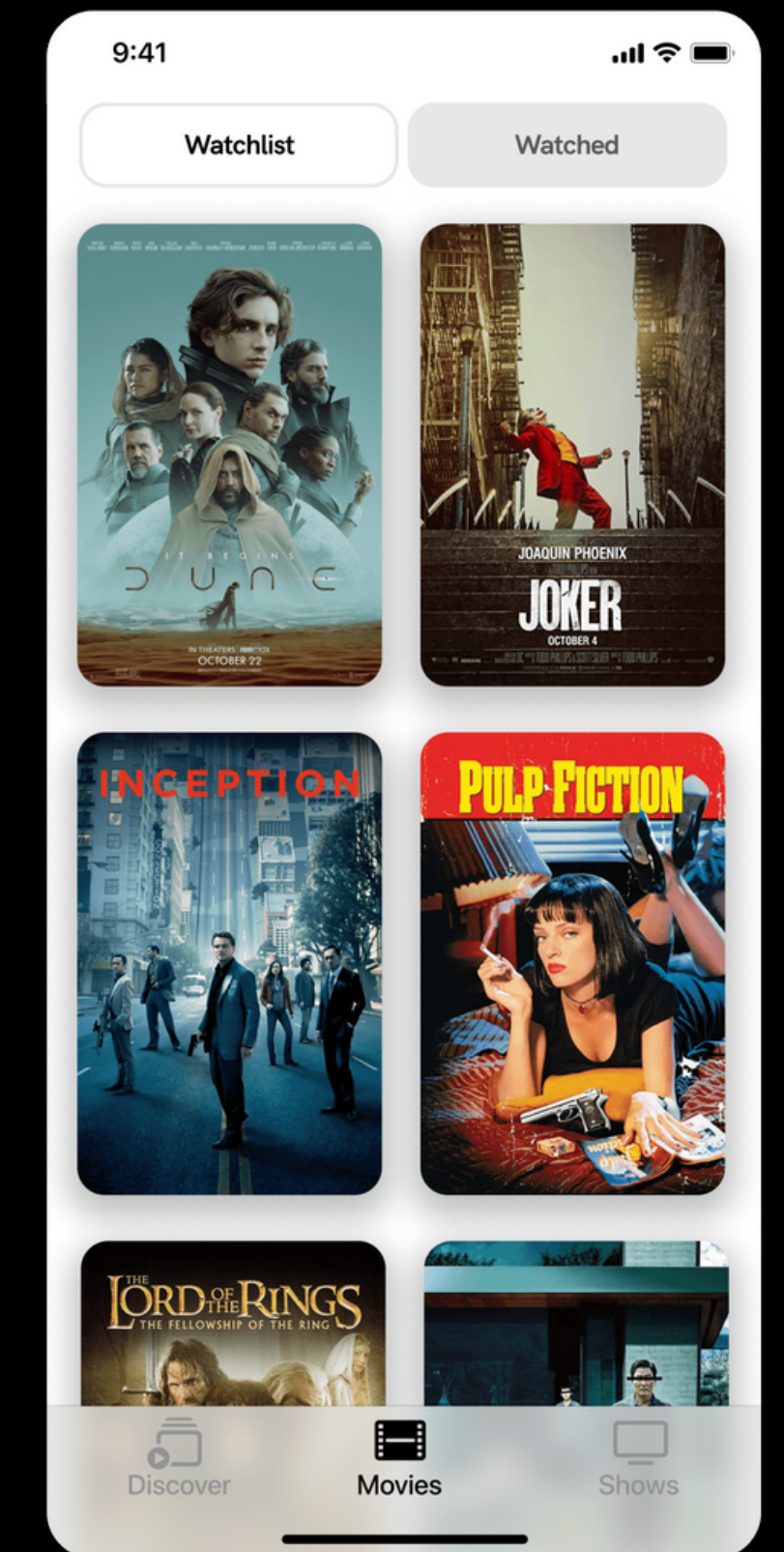
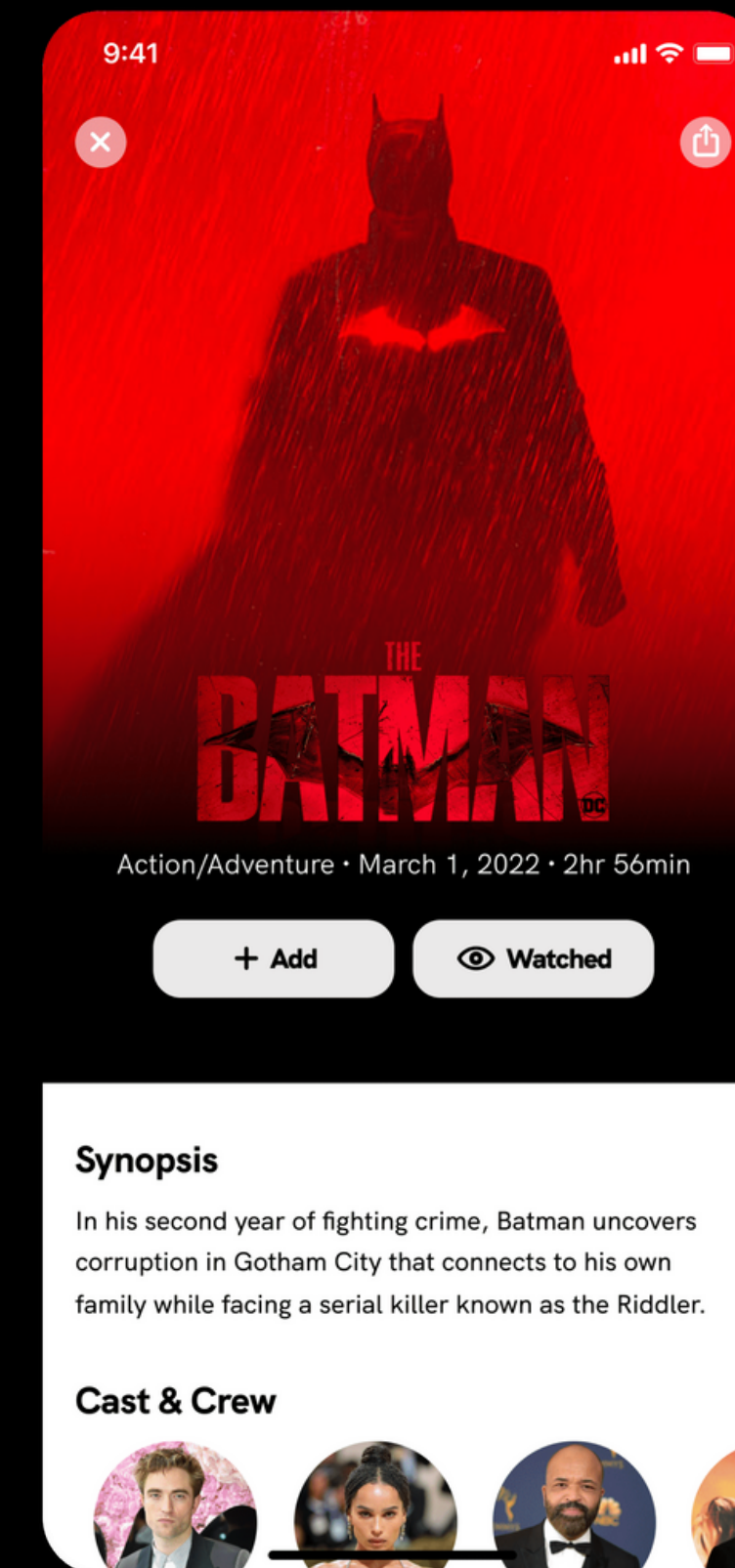
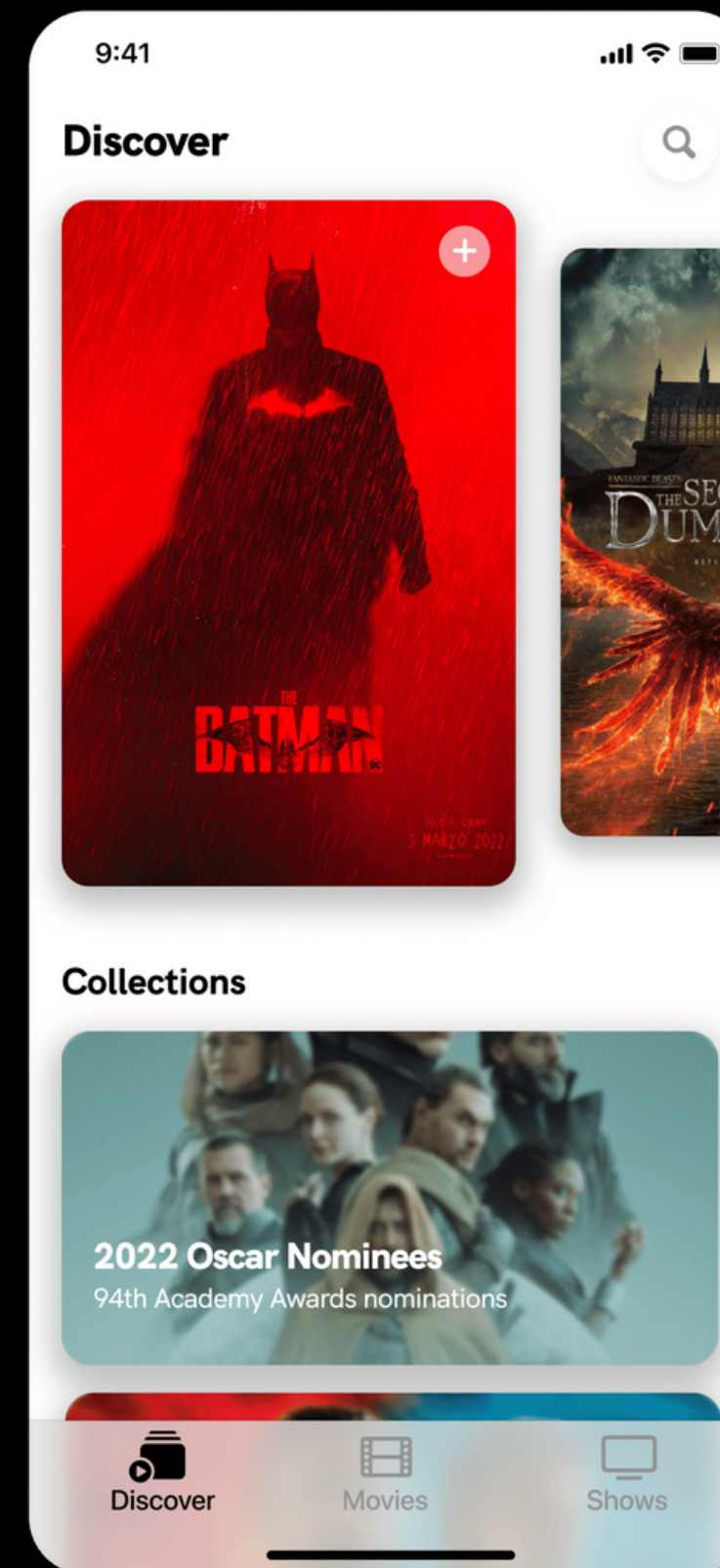
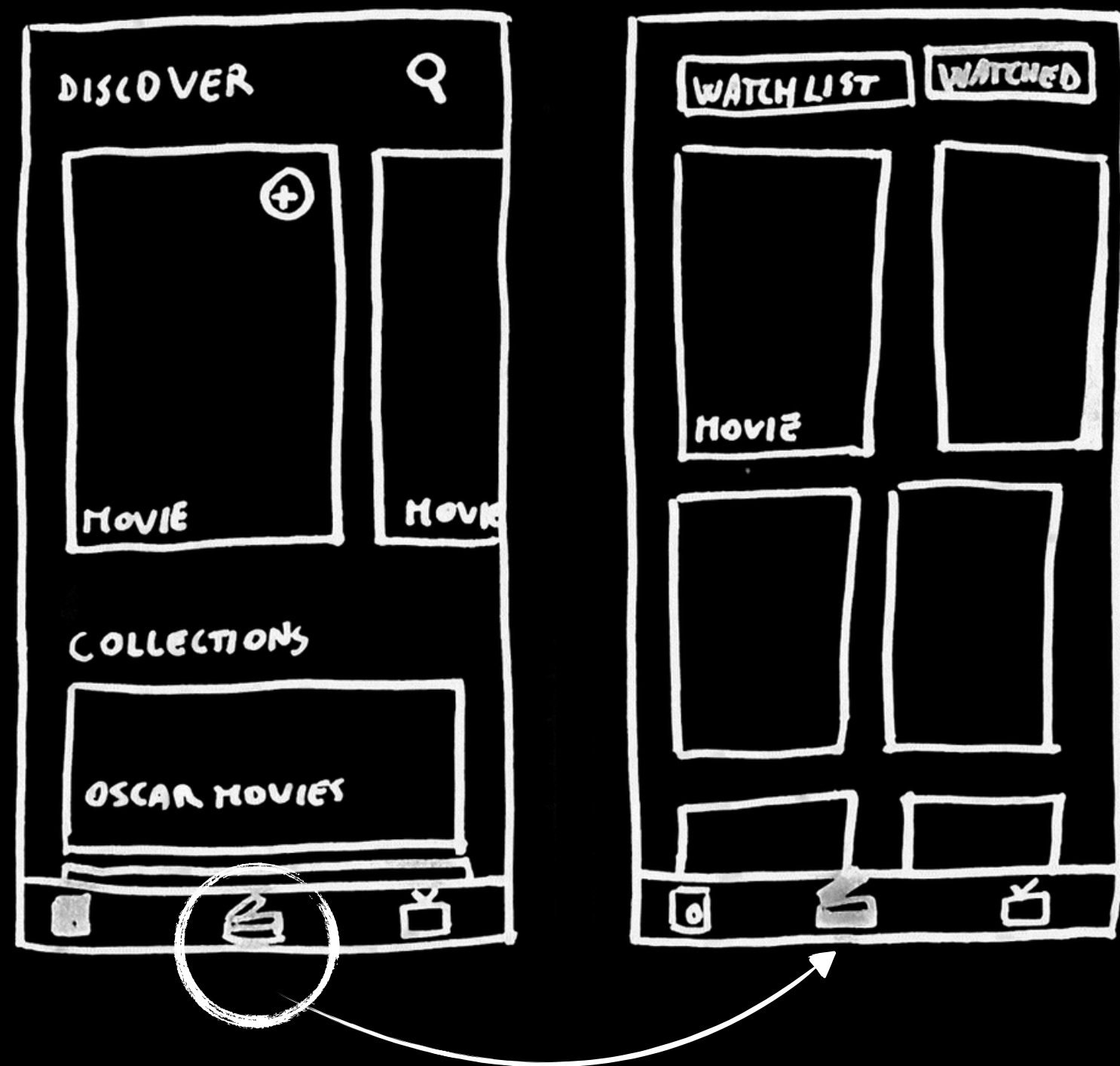


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# 从头开始创建一个App原型

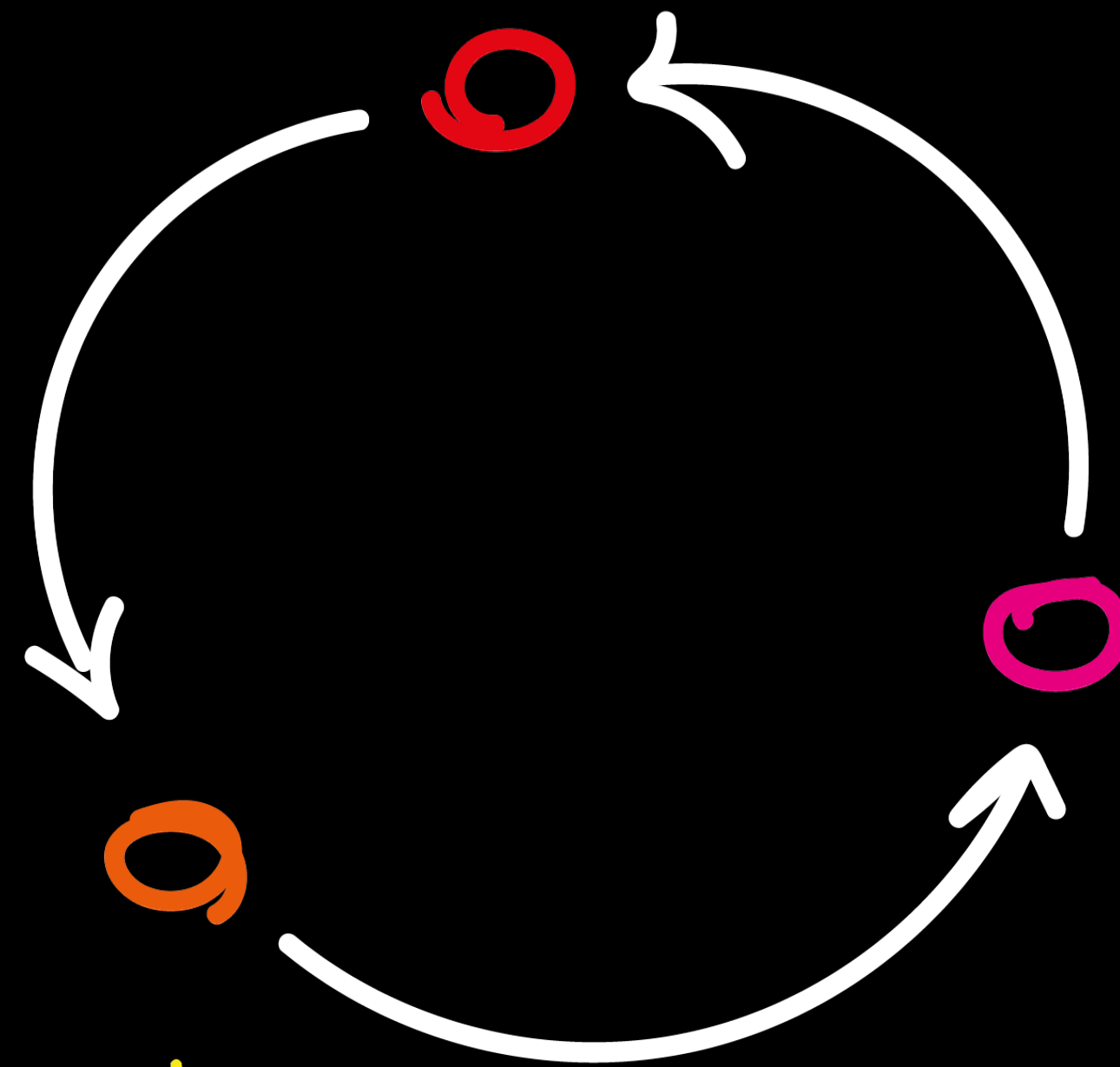
Creating App Prototypes from Low to High-Fidelity



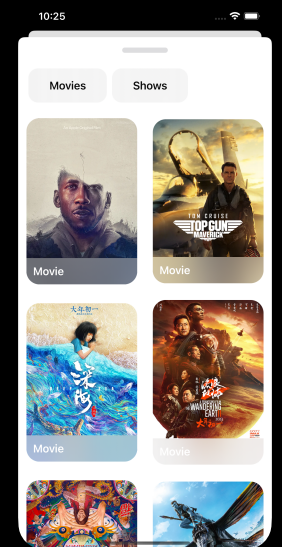
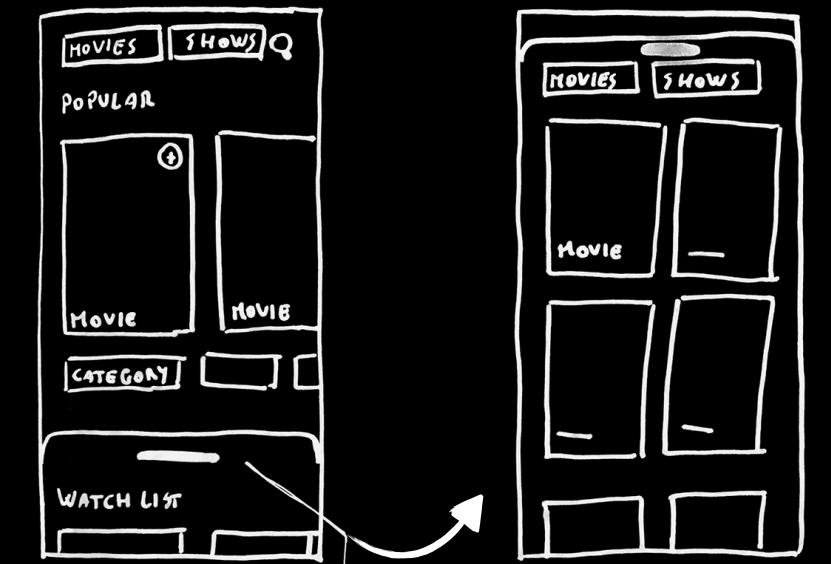
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“让用户可以创建电影和电视节目的观看列表，并根据他们添加的内容接收推荐”

设计 *Design*



Prototype 原型



评估 *Evaluation*



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# 从头开始创建一个App原型

你需要知道的SwiftUI细节

现代UI/UX设计趋势与实现方法



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从头开始创建一个App原型

# 你需要知道的SwiftUI细节

现代UI/UX设计趋势与实现方法

# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
10 struct SimpleView: View {  
11     var body: some View {  
12         Text("TEXT")  
13     }  
14 }
```

A smartphone mockup with a white screen. The screen displays the word "TEXT" in the center, which is the rendered output of the SwiftUI code shown in the adjacent code block.

TEXT

# 你需要知道的SwiftUI细节

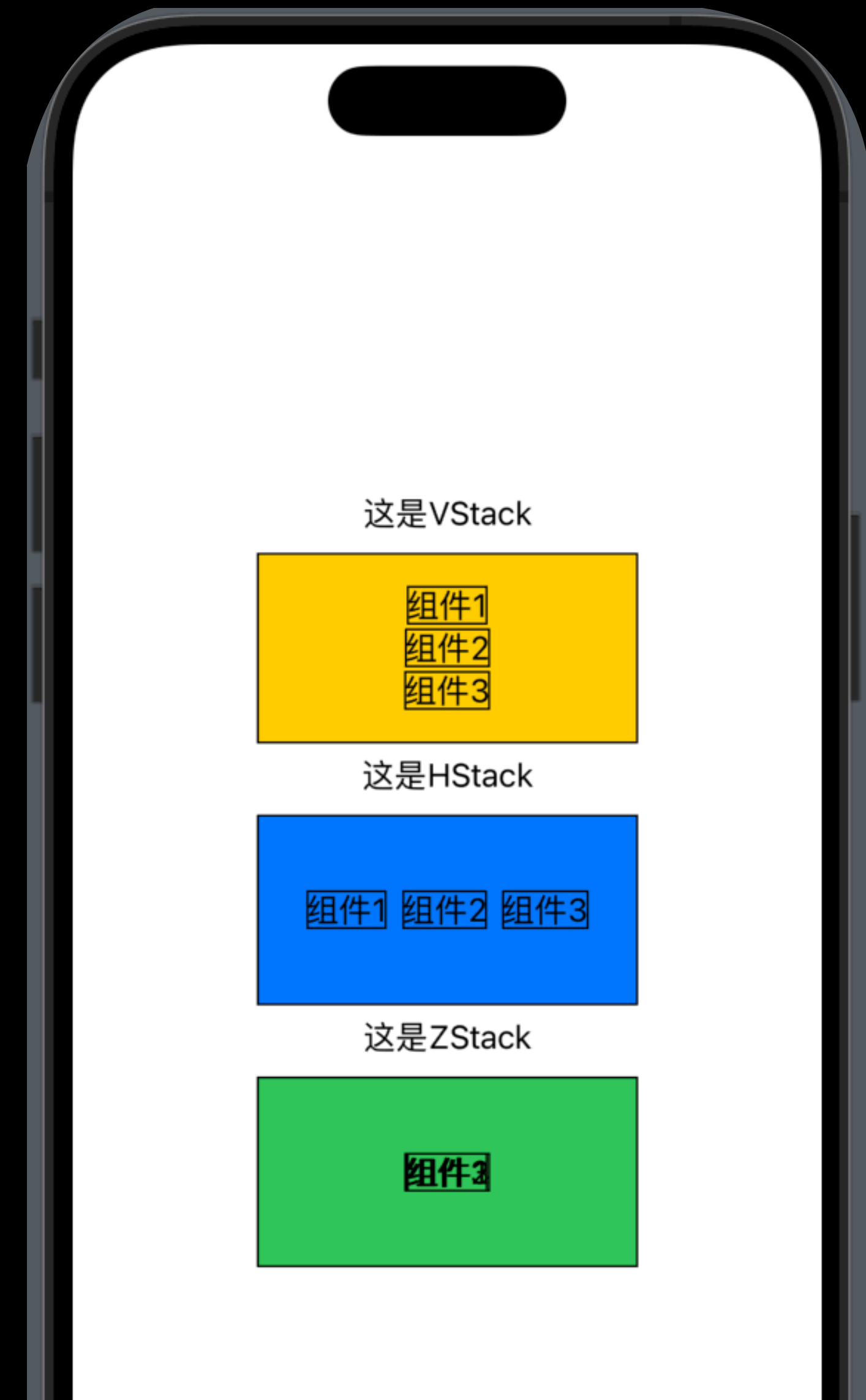
The details you must understand about SwiftUI



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```
struct StacksView: View {
    var body: some View {
        VStack{
            Text("这是VStack")
            VStack{
                Text("组件1").border(Color.black)
                Text("组件2").border(Color.black)
                Text("组件3").border(Color.black)
            }
            .frame(width: 200, height: 100)
            .border(Color.black)
            .background(.yellow)
            // .frame加在不同位置效果不同
            // .frame(width: 150, height: 100)
            Text("这是HStack")
            HStack{
                Text("组件1").border(Color.black)
                Text("组件2").border(Color.black)
                Text("组件3").border(Color.black)
            }
            .frame(width: 200, height: 100)
            .border(Color.black)
            .background(.blue)

            Text("这是ZStack")
            ZStack{
                Text("组件1").border(Color.black)
                Text("组件2").border(Color.black)
                Text("组件3").border(Color.black)
            }
            .frame(width: 200, height: 100)
            .border(Color.black)
            .background(.green)
        }
    }
}
```



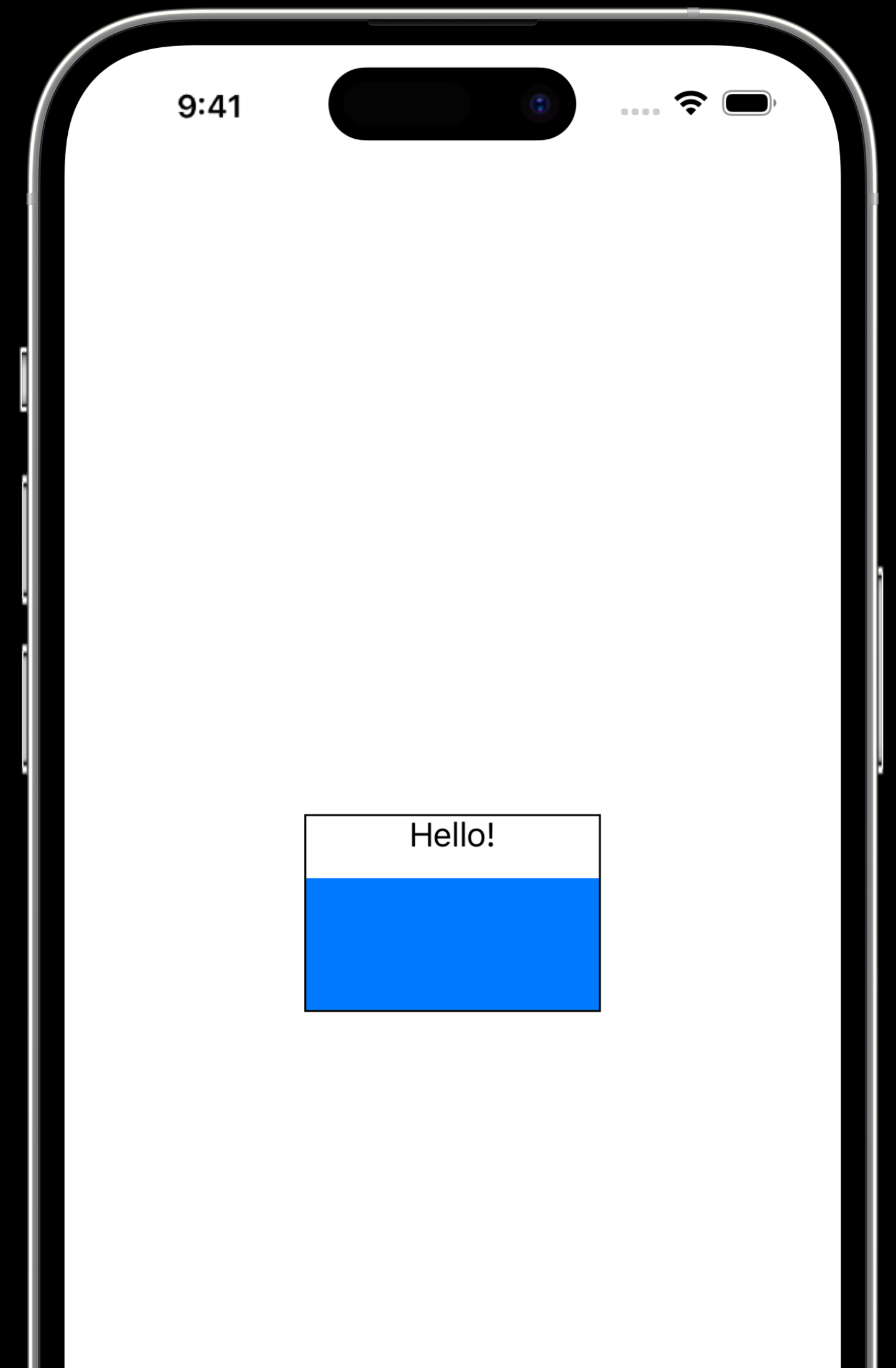
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ParentView: View {  
  
    var body: some View {  
        VStack {  
            Text("Hello!")  
            MyRectangle  
  
        }  
        .frame(width: 150, height: 100)  
        .border(Color.black)  
  
    }  
  
    var MyRectangle: some View {  
        Rectangle()  
        .fill(Color.blue)  
  
    }  
  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

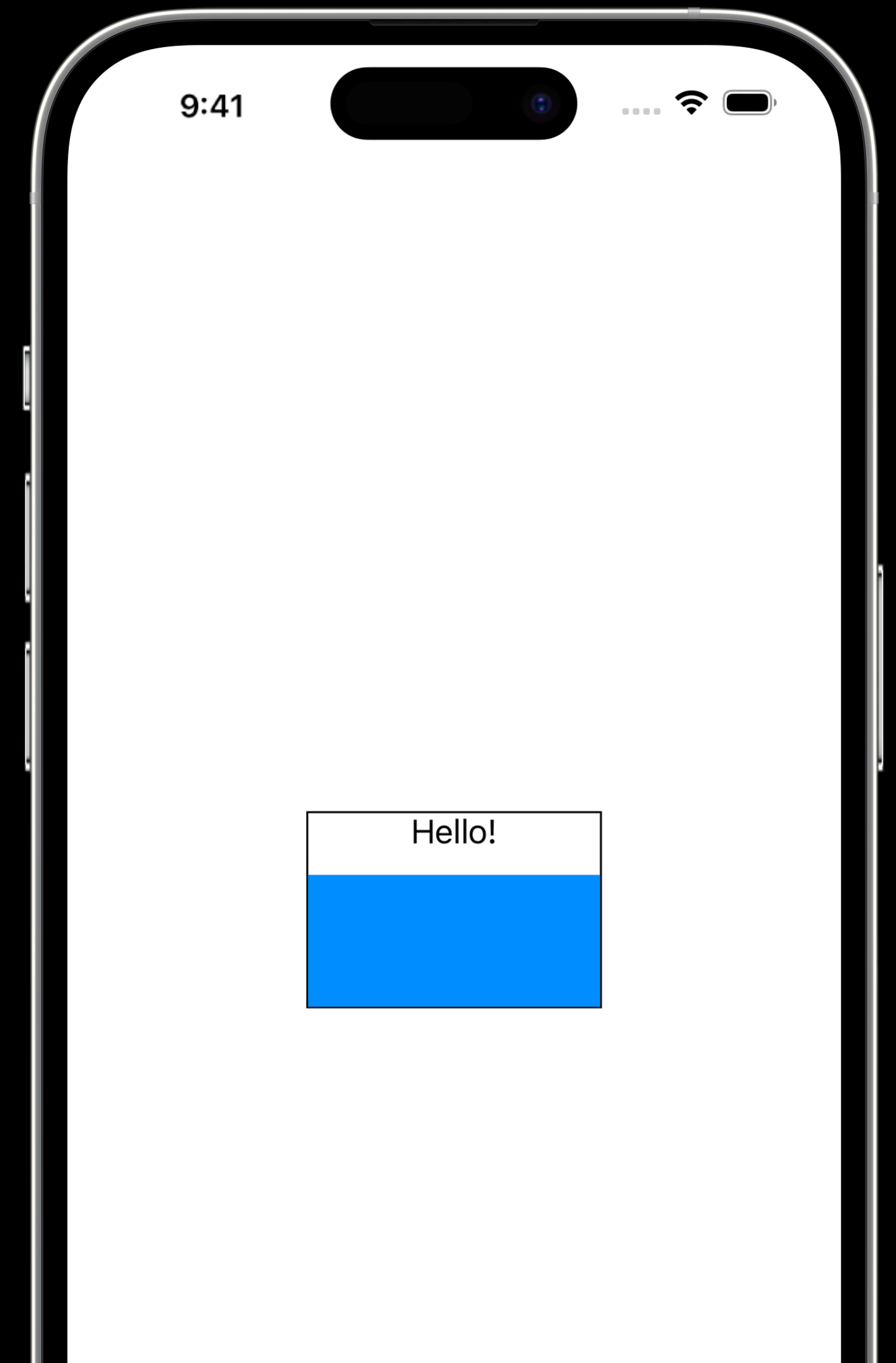


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```
VStack {  
  
}  
    .frame(width: 150, height: 100)
```

```
var MyRectangle: some View{  
    Rectangle()  
        .fill(Color.blue)
```

```
}  
}
```



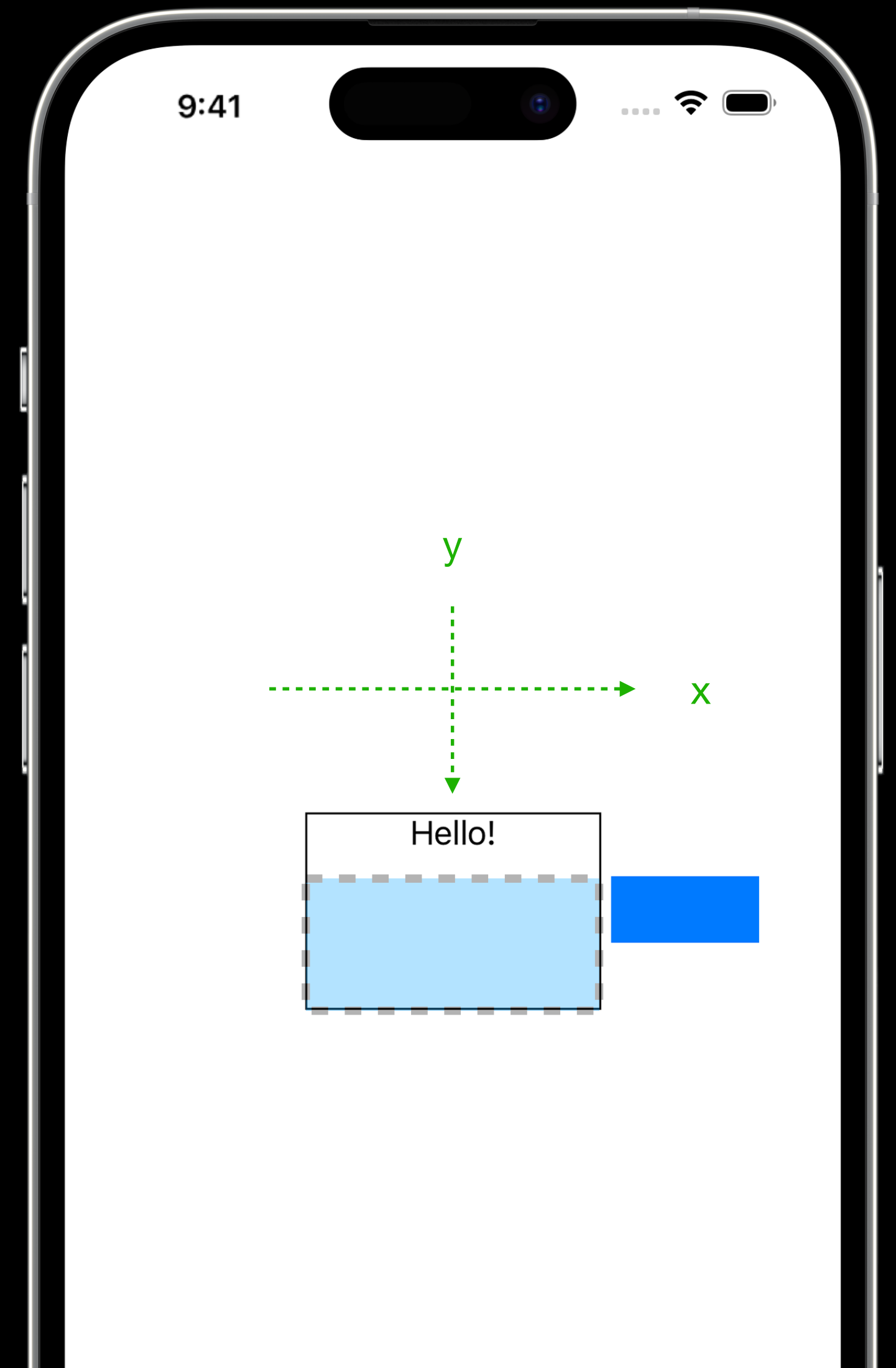
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
var MyRectangle: some View{  
    GeometryReader { geometry in  
        Rectangle()  
        .path(in: CGRect(x: geometry.size.width + 5,  
                        y: 0,  
                        width: geometry.size.width / 2.0,  
                        height: geometry.size.height / 2.0))  
        .fill(Color.blue)  
    }  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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## 1. 父视图提供自己的Frame大小给子视图

The parent proposes a size for the child.

## 2. 子视图利用父视图的尺寸去决定自己的Frame大小

The child uses that to determine its own size.

## 3. 最后父视图根据子视图提供的位置去放置子视图

The parent uses that to position the child appropriately.

# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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大度的

Generous

守规矩的

Well-Behaved

自私的

Selfish

搞破坏的

Badly-behaved

组件

# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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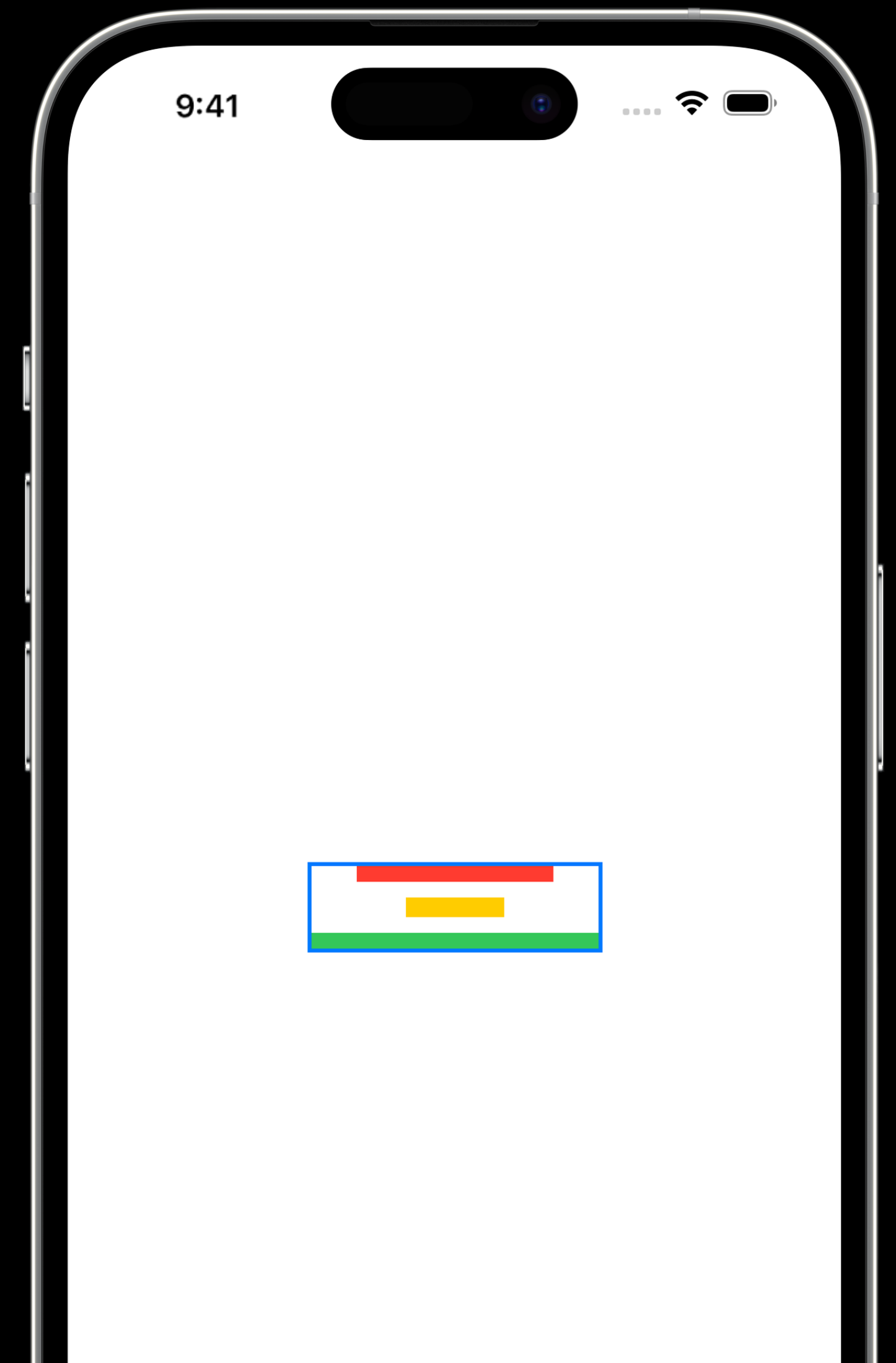
## 大度的组件

Generous

```
struct ContentView: View {
    var body: some View {
        VStack{
            Rectangle()
                .fill(.red)
                .frame(width: 100, height: 10)

            Rectangle()
                .fill(.yellow)
                .frame(width: 50, height: 10)

            Rectangle()
                .fill(.green)
                .frame(width: 150, height: 10)
        }
        .border(Color.blue, width: 2)
    }
}
```



# 你需要知道的SwiftUI细节

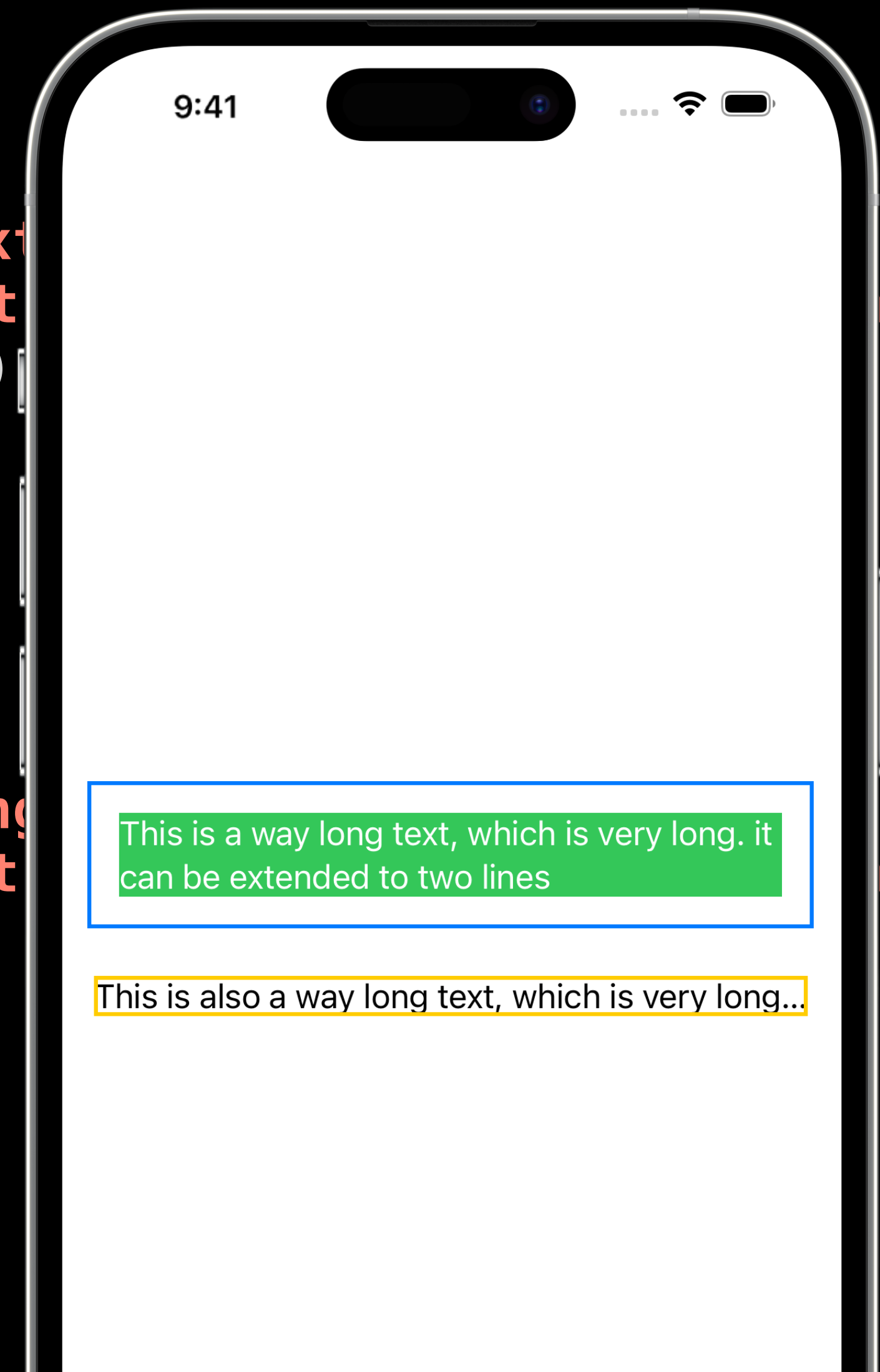


The details you must understand about SwiftUI

```
struct ContentView: View {  
    var body: some View {  
        VStack {  
            VStack{  
                Text("This is a way long text  
                    which is very long. it  
                    .foregroundColor(.white)  
                    .background(.green)  
                    .padding()  
            }  
            .border(Color.blue, width: 2)  
  
            VStack{  
                Text("This is also a way long  
                    which is very long. it  
                    .lineLimit(1)  
            }  
            .border(Color.yellow, width: 2)  
            .padding()  
        }  
    }  
}
```

## 守规矩的 组件

Well-Behaved



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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## 守规矩的 组件

Well-Behaved

```
struct ContentView: View {  
    var body: some View {  
        Text("hello there, this is a long line  
            that won't fit parent's size.")  
            .border(.blue)  
            .frame(width: 200, height: 100)  
            .border(.green)  
            .font(.title)  
    }  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

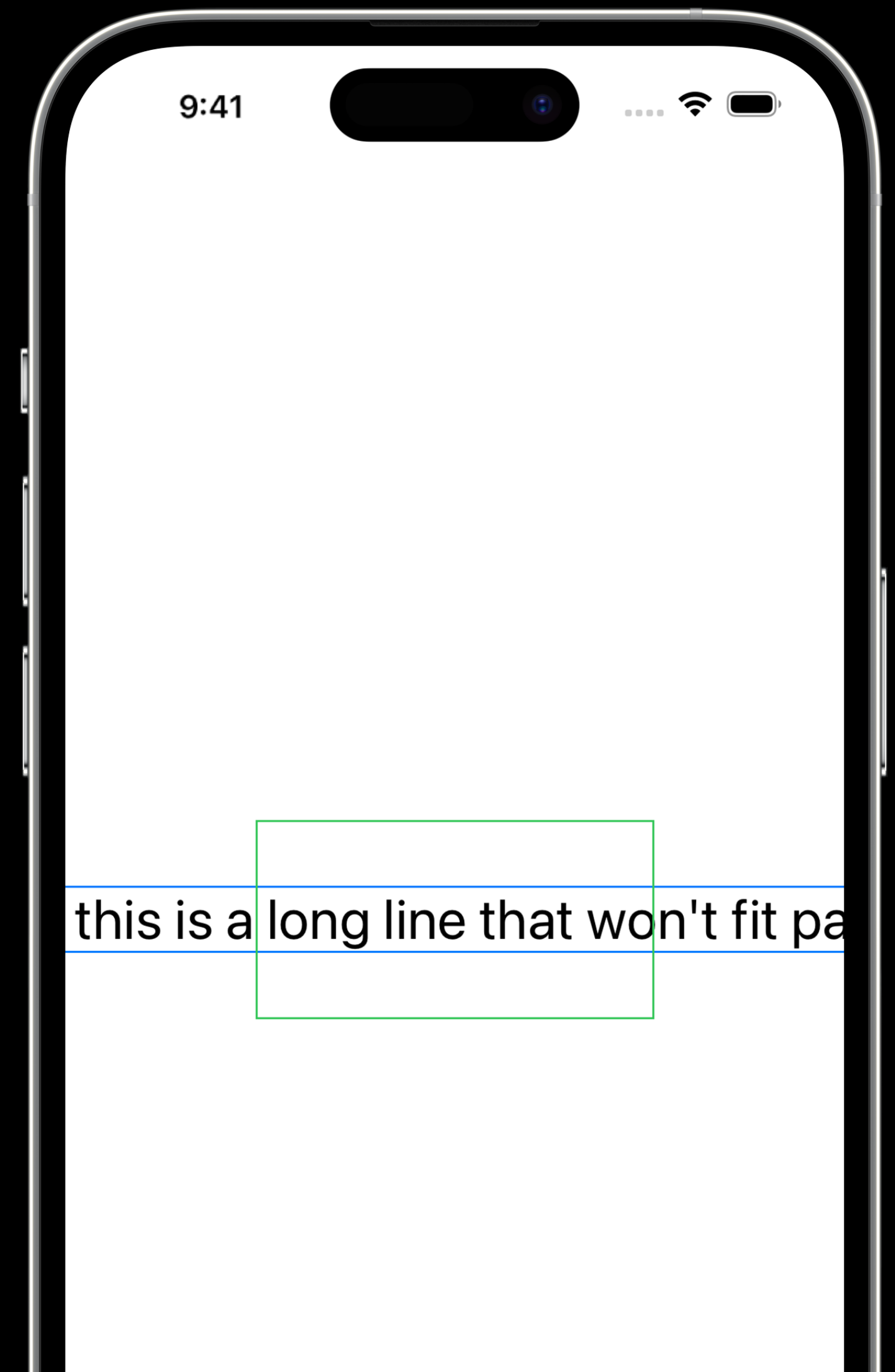


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## 守规矩的 组件

Well-Behaved

```
struct ContentView: View {  
    var body: some View {  
        Text("hello there, this is a long line  
            that won't fit parent's size.")  
            .fixedSize(horizontal: true,  
                        vertical: false)  
            .border(.blue)  
            .frame(width: 200, height: 100)  
            .border(.green)  
            .font(.title)  
    }  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

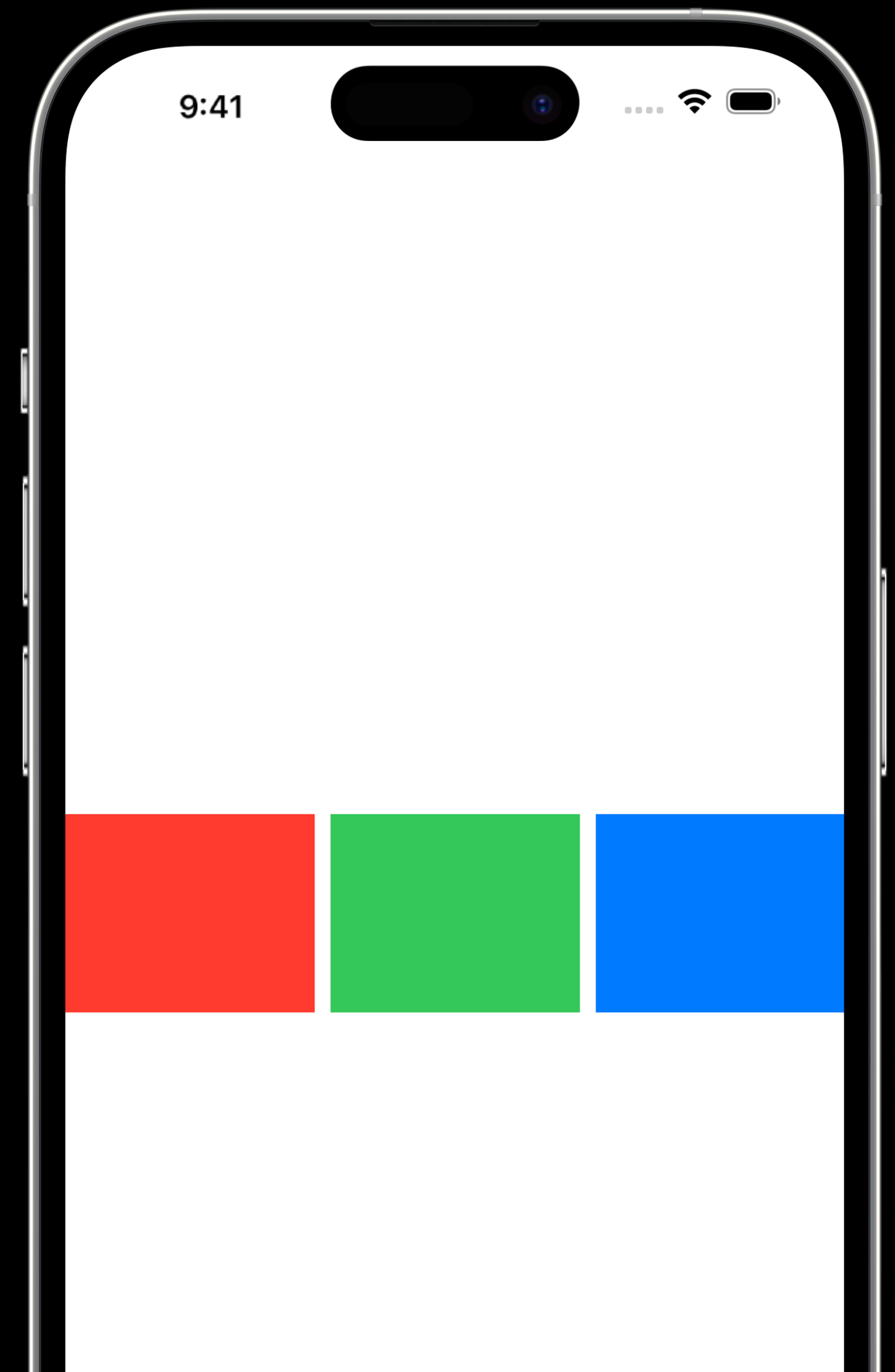


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## 自私的组件

Selfish

```
struct ContentView: View {  
    var body: some View {  
        HStack {  
            Color.red  
            Color.green  
            Color.blue  
        }  
        .frame(height: 100)  
    }  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

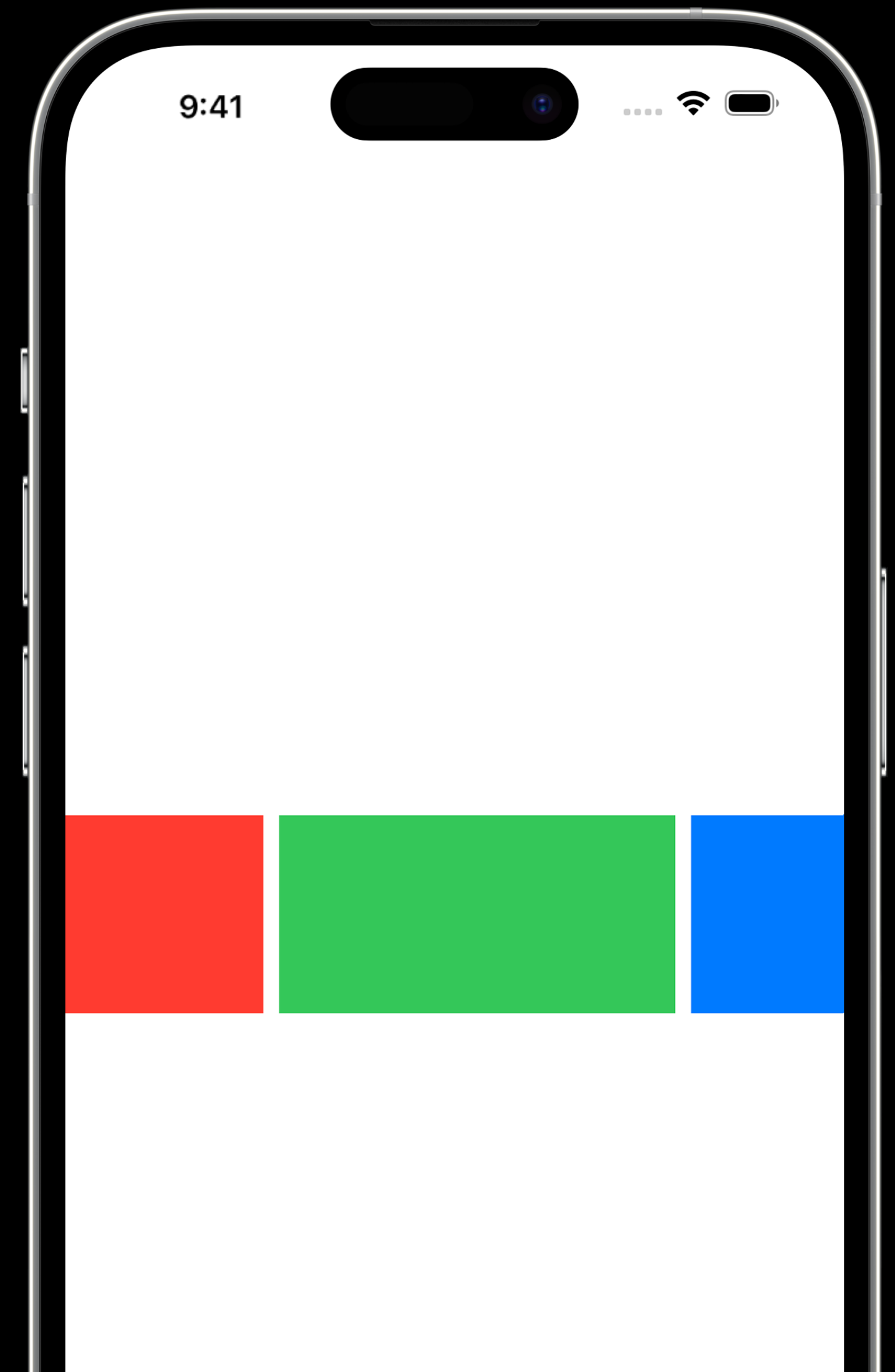


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## 自私的组件

Selfish

```
struct ContentView: View {
    var body: some View {
        HStack {
            Color.red
                .frame(width: 100.0)
            Color.green
                .frame(width: 200.0)
            Color.blue
        }
        .frame(height: 100)
    }
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

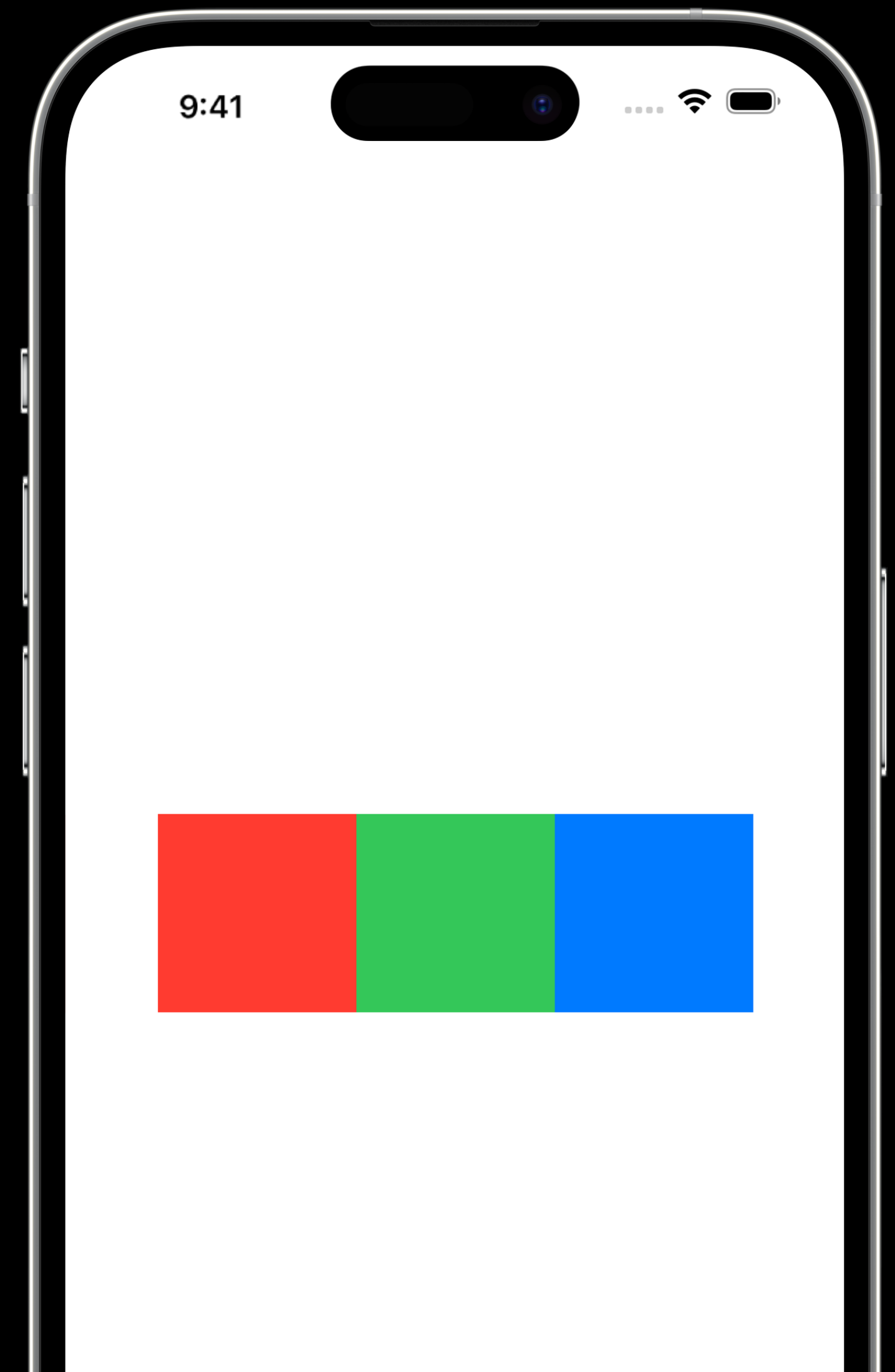


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## 自私的组件

Selfish

```
struct ContentView: View {
    var body: some View {
        HStack(spacing: 0) {
            Color.red
                .frame(minWidth: 80.0)
            Color.green
                .frame(minWidth: 30.0,
                    idealWidth: 40.0,
                    maxWidth: 110)
            Color.blue
                .frame(minWidth: 60)
        }
        .frame(width: 300, height: 100)
    }
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

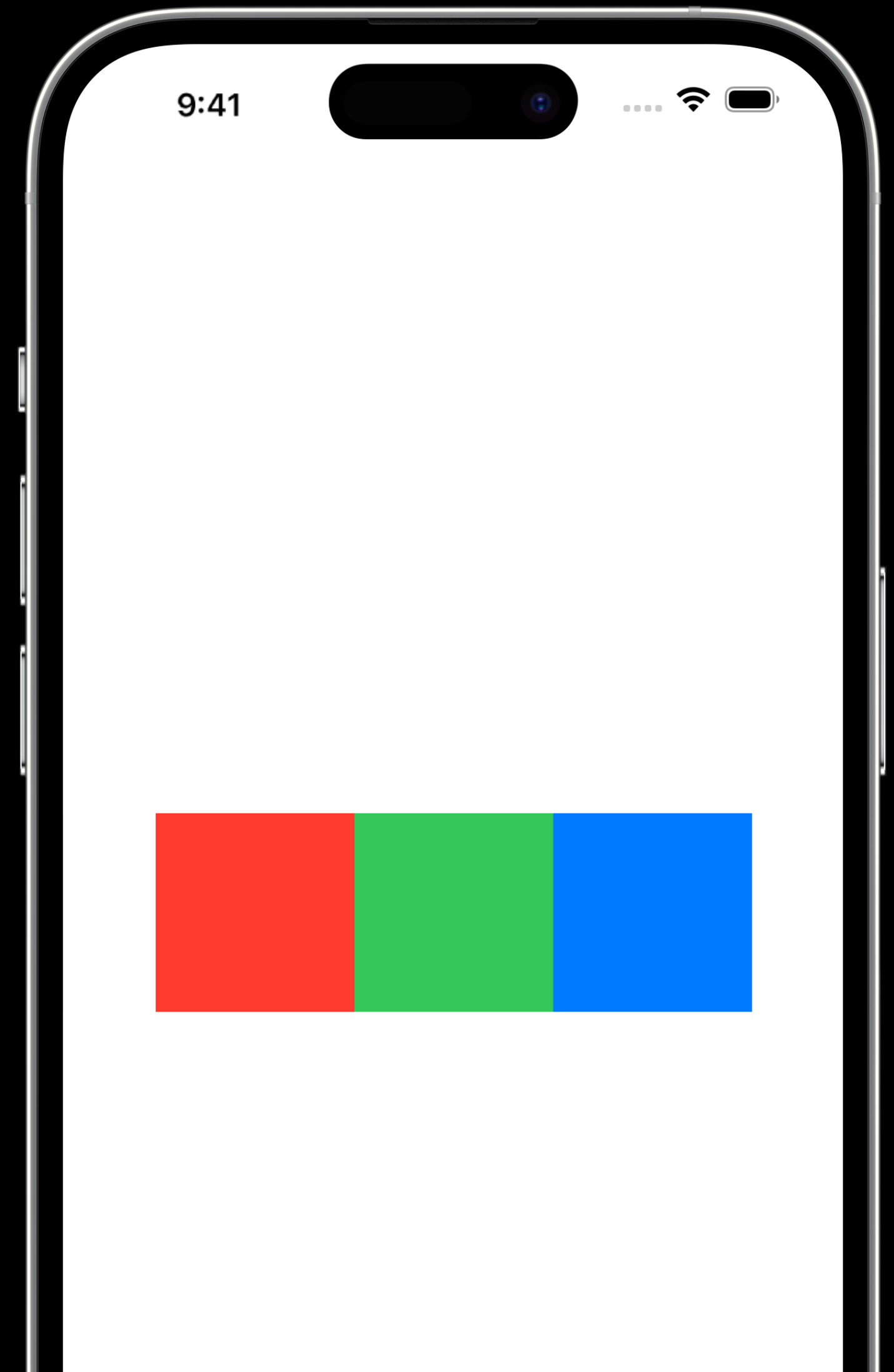


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```
struct ContentView: View {  
    var body: some View {  
        HStack(spacing: 0) {  
  
            Color.red  
  
            Color.green  
  
            Color.blue  
  
        }  
        .frame(width: 300, height: 100)  
    }  
}
```

## 自私的组件

Selfish



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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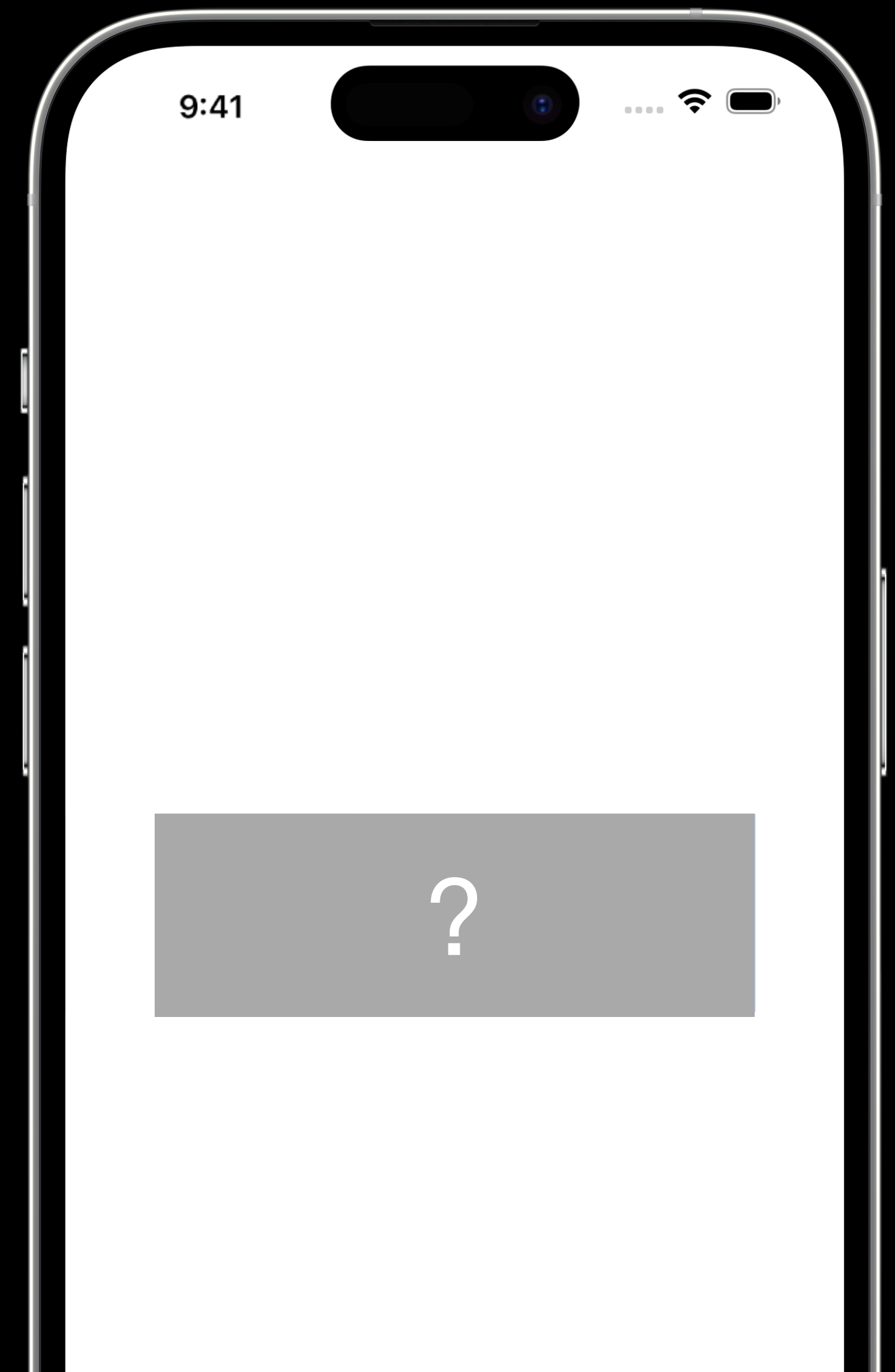
```
struct ContentView: View {
    var body: some View {
        HStack(spacing: 0)
            Color.red {
                .frame(minWidth: 80.0)

                Color.green
                    .frame(minWidth: 30.0,
                           idealWidth: 40.0,
                           maxWidth: 110)
                    .layoutPriority(1.0)

                Color.blue
                    .frame(minWidth: 60)
            }
        .frame(width: 300, height: 100)
    }
}
```

## 自私的组件

Selfish



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

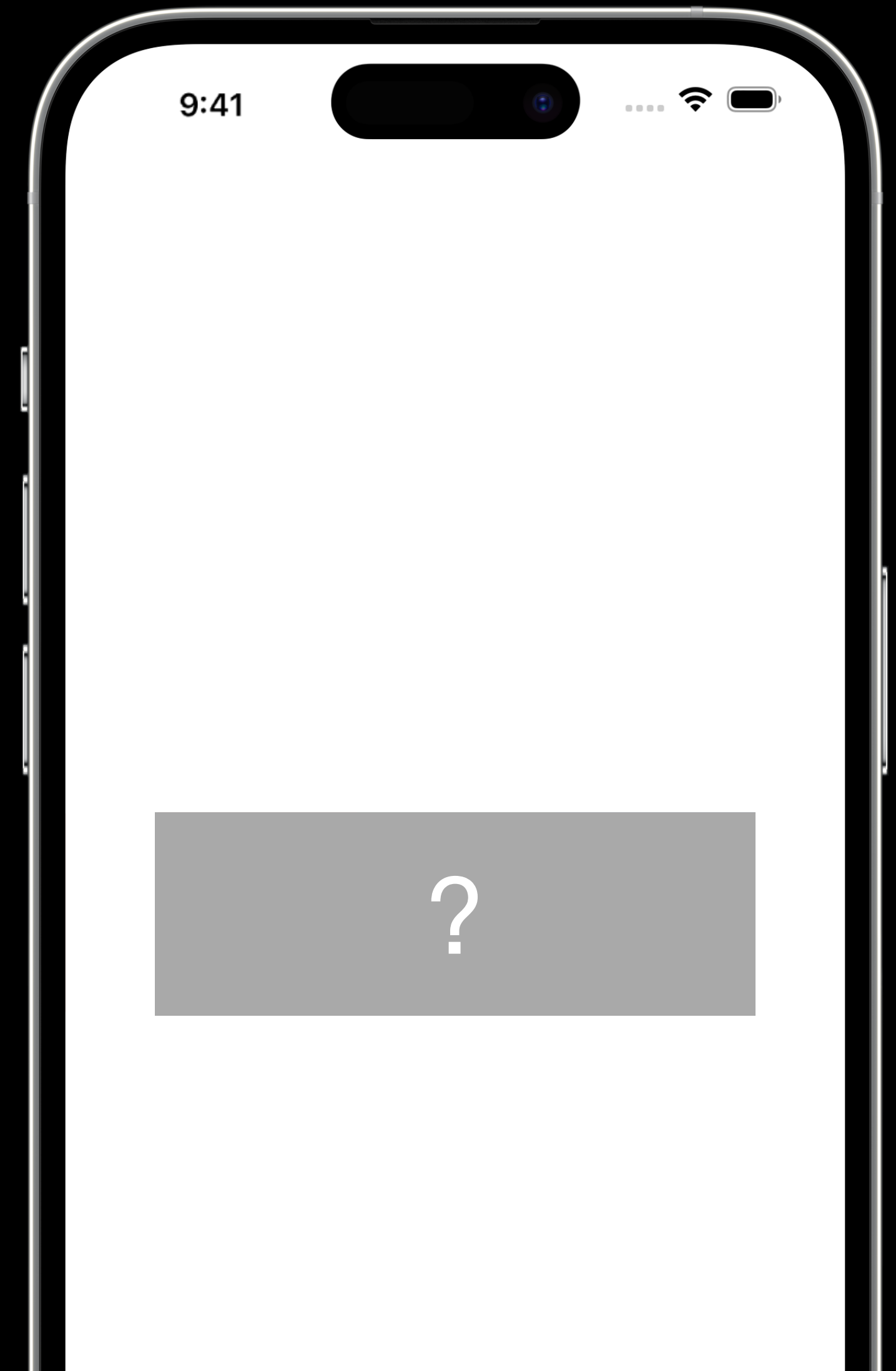


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```
struct ContentView: View {  
    var body: some View {  
        HStack(spacing: 0)  
            Color.red {  
                .frame(minWidth: 80.0)  
  
                Color.green  
                    .frame(minWidth: 30.0,  
                           idealWidth: 40.0,  
                           maxWidth: 110)  
                    .layoutPriority(1.0)  
  
                Color.blue  
                    .frame(minWidth: 60)  
                    .layoutPriority(1.0)  
            }  
        .frame(width: 300, height: 100)  
    }  
}
```

## 自私的组件

Selfish



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

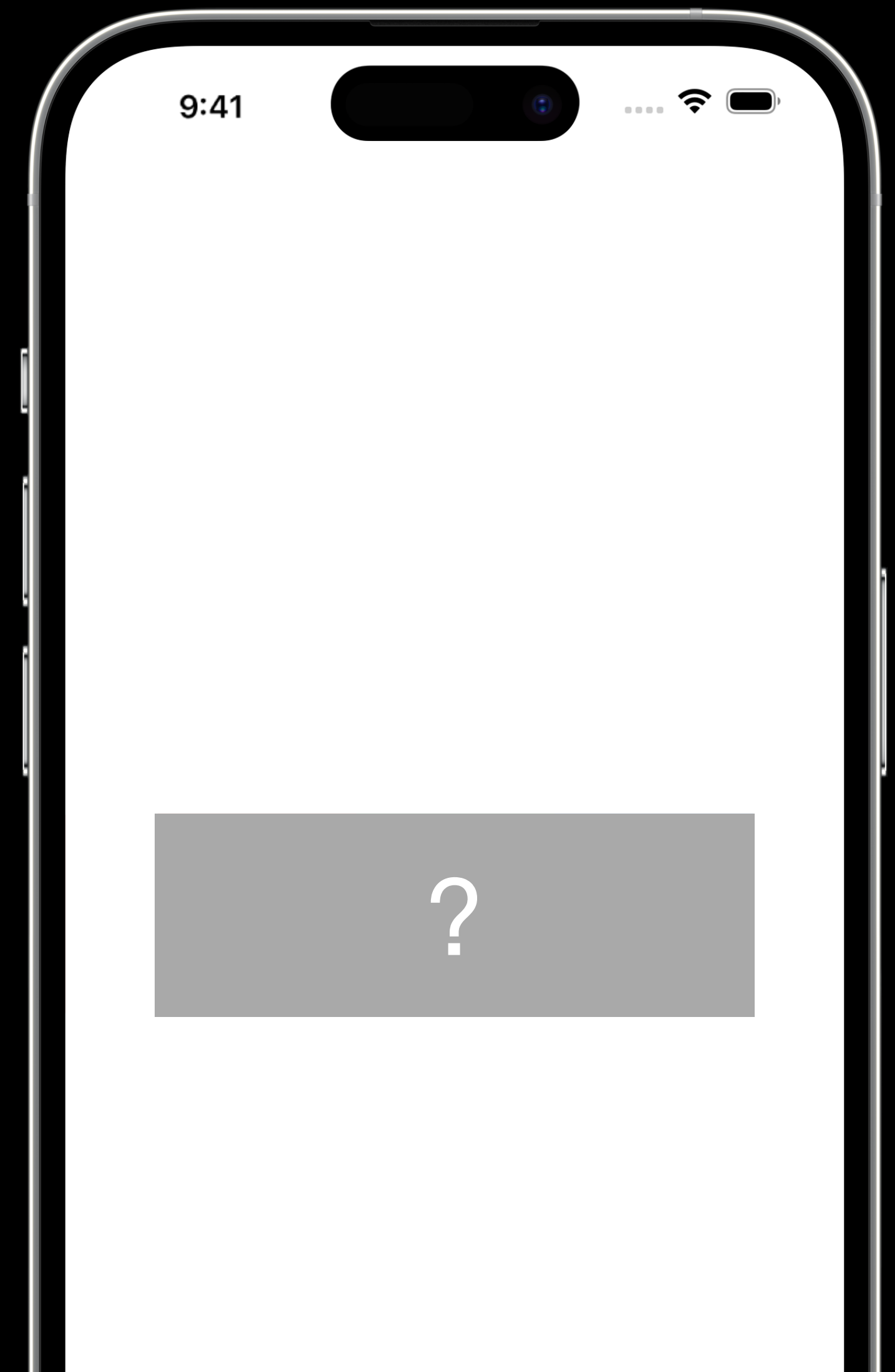


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## 自私的组件

Selfish

```
struct ContentView: View {
    var body: some View {
        HStack(spacing: 0)
            Color.red {
                .frame(minWidth: 10.0)
                .layoutPriority(1.0)
            }
            Color.green
                .frame(minWidth: 30.0,
                    idealWidth: 40.0,
                    maxWidth: 110)
                .layoutPriority(1.0)
            Color.blue
                .frame(minWidth: 60)
        }
    }
    .frame(width: 300, height: 100)
}
```

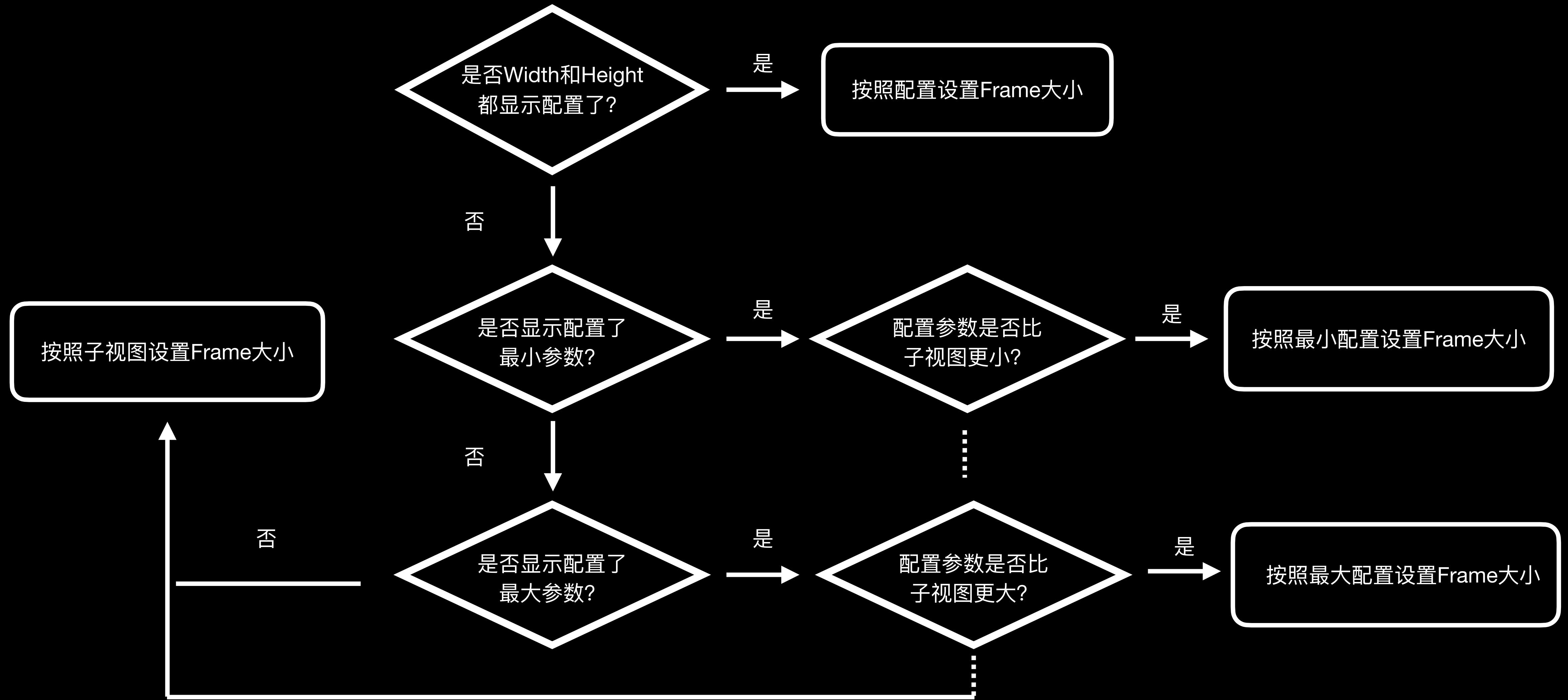


# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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如何快速**靠左上方**放置一个组件?

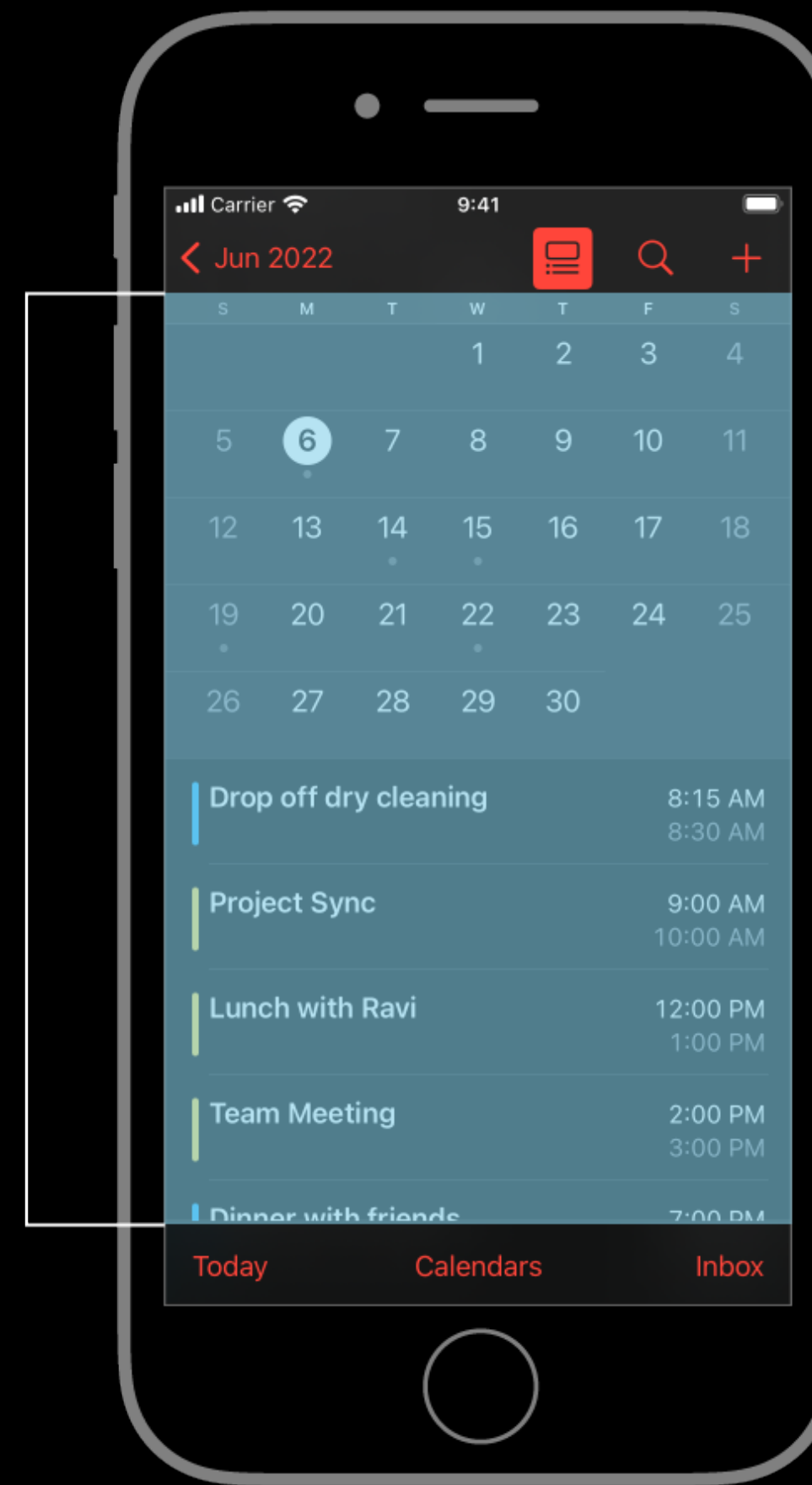
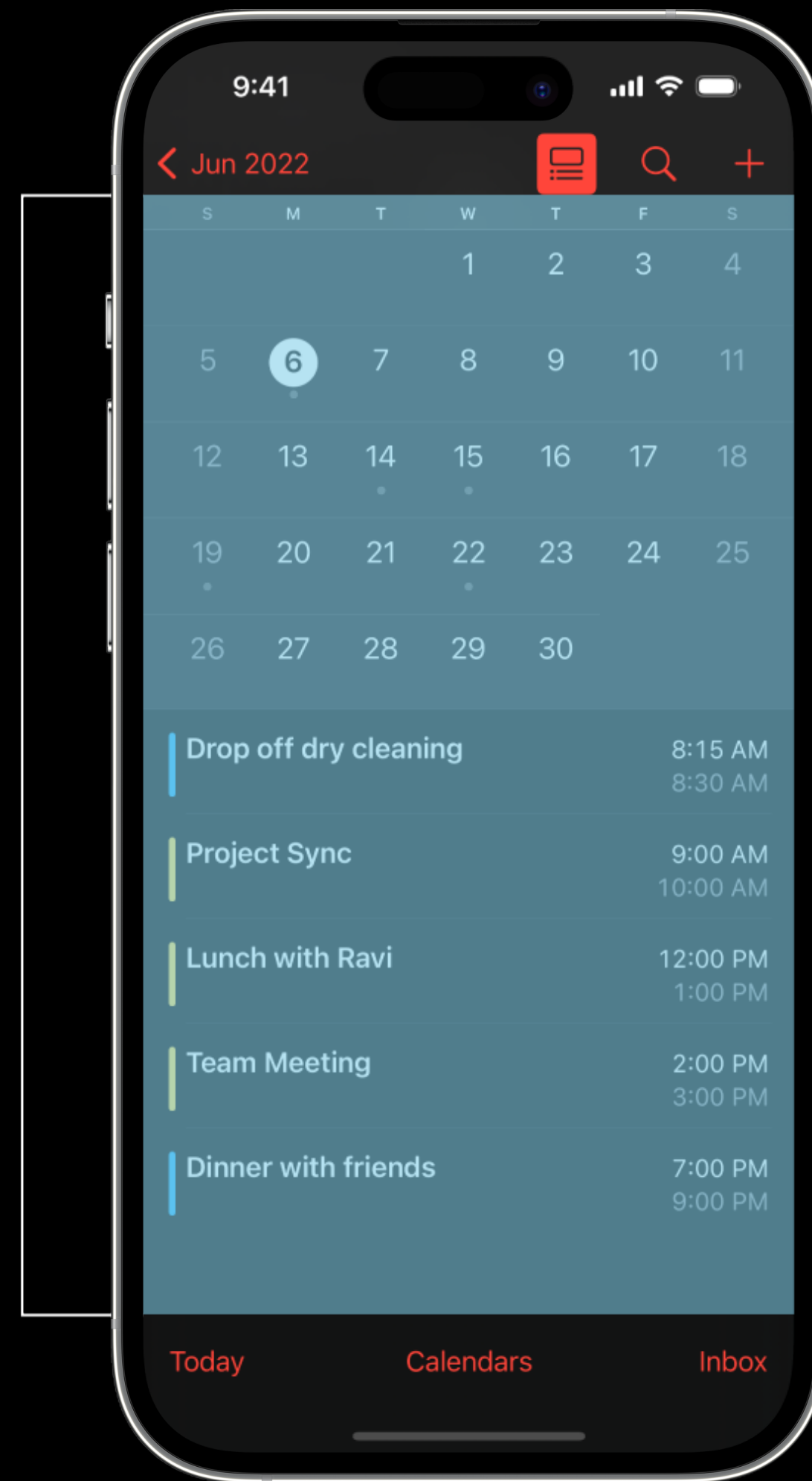
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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SafeArea



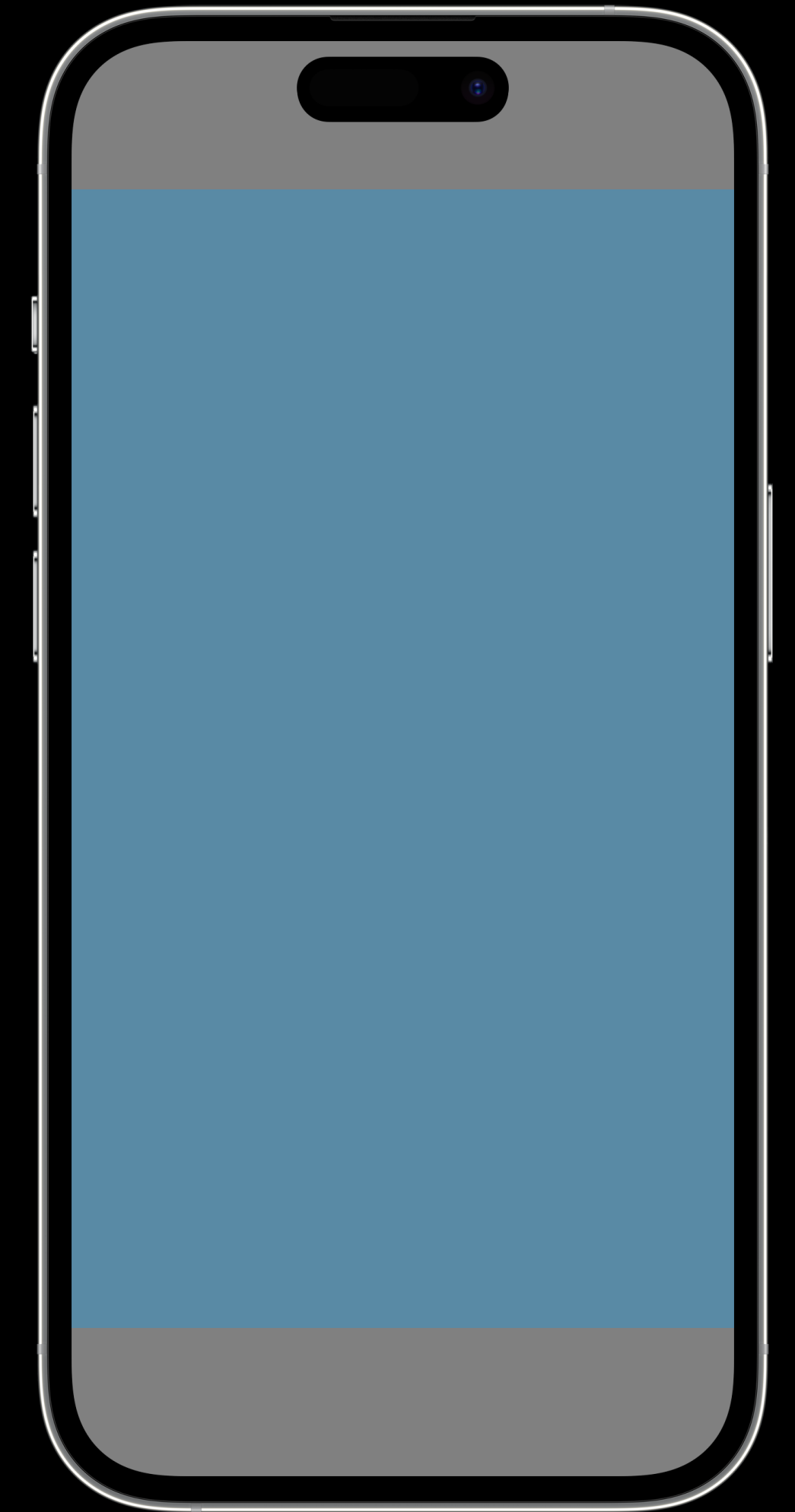
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ContentView: View {  
    var body: some View {  
  
    }  
}
```



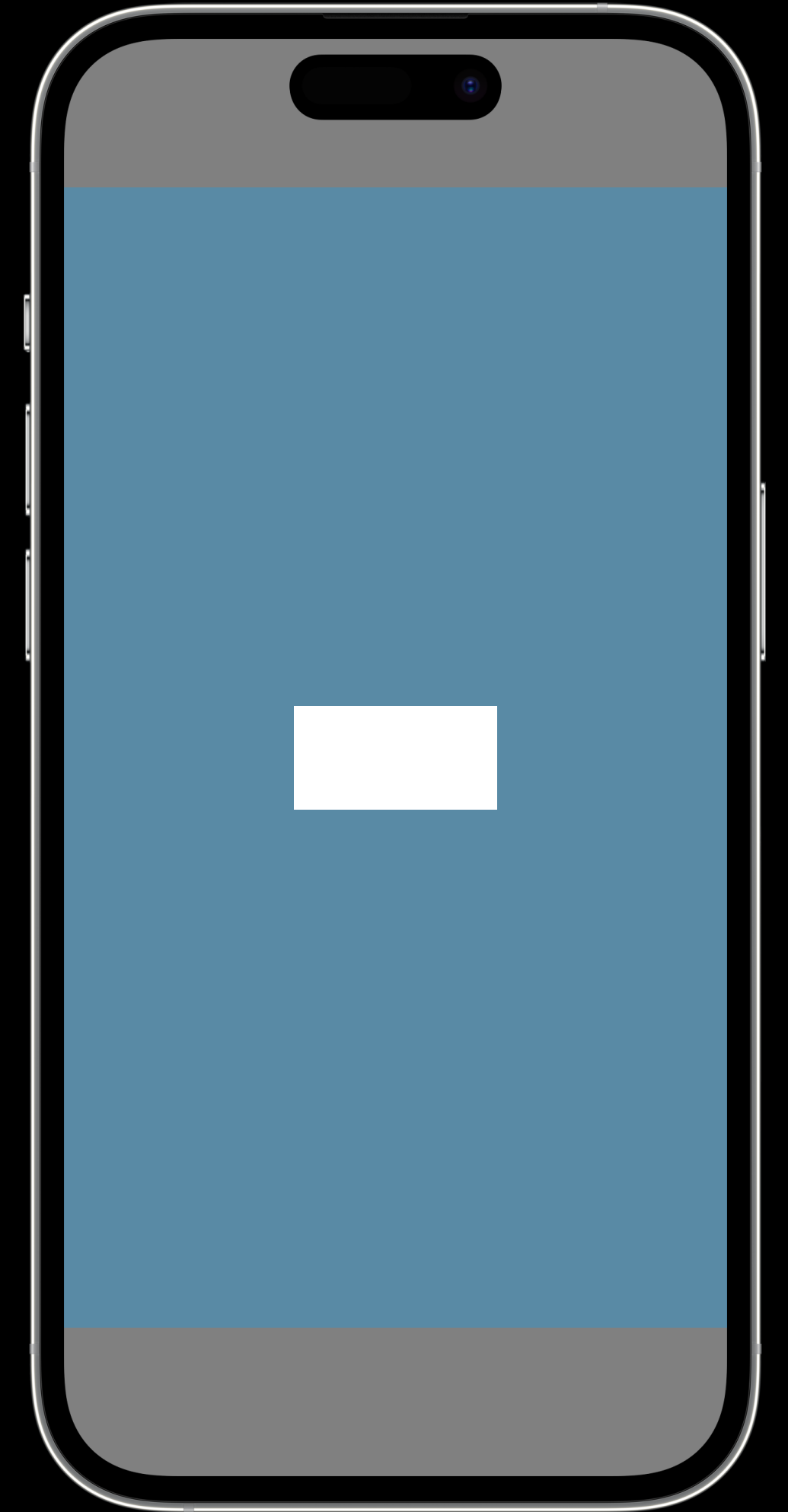
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ContentView: View {  
    var body: some View {  
        Text("Hello!")  
    }  
}
```



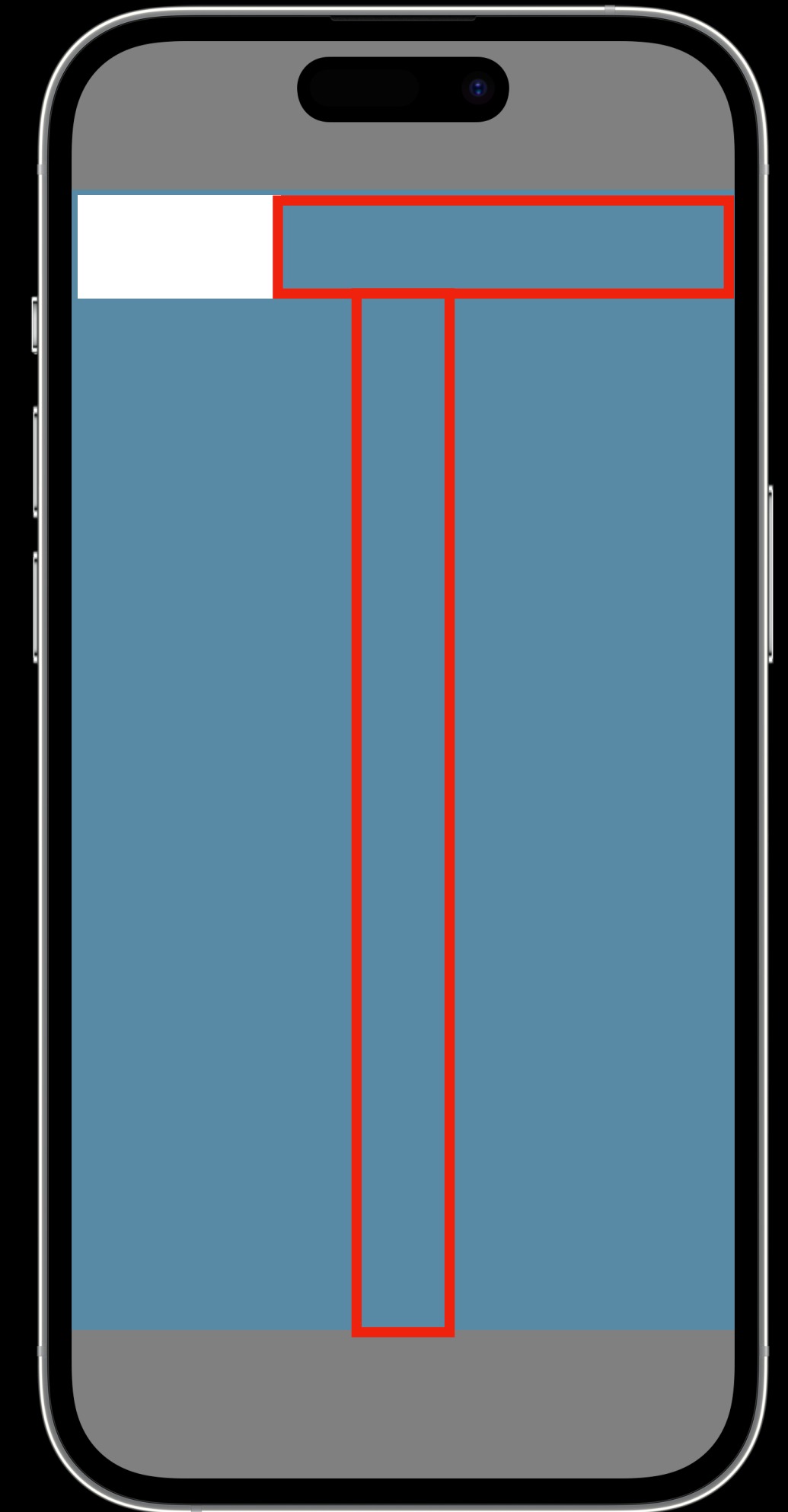
# 你需要知道的SwiftUI细节

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```
struct ContentView: View {  
    var body: some View {  
        VStack {  
            HStack {  
                Text("Hello!")  
                Spacer()  
            }  
            Spacer()  
        }  
    }  
}
```



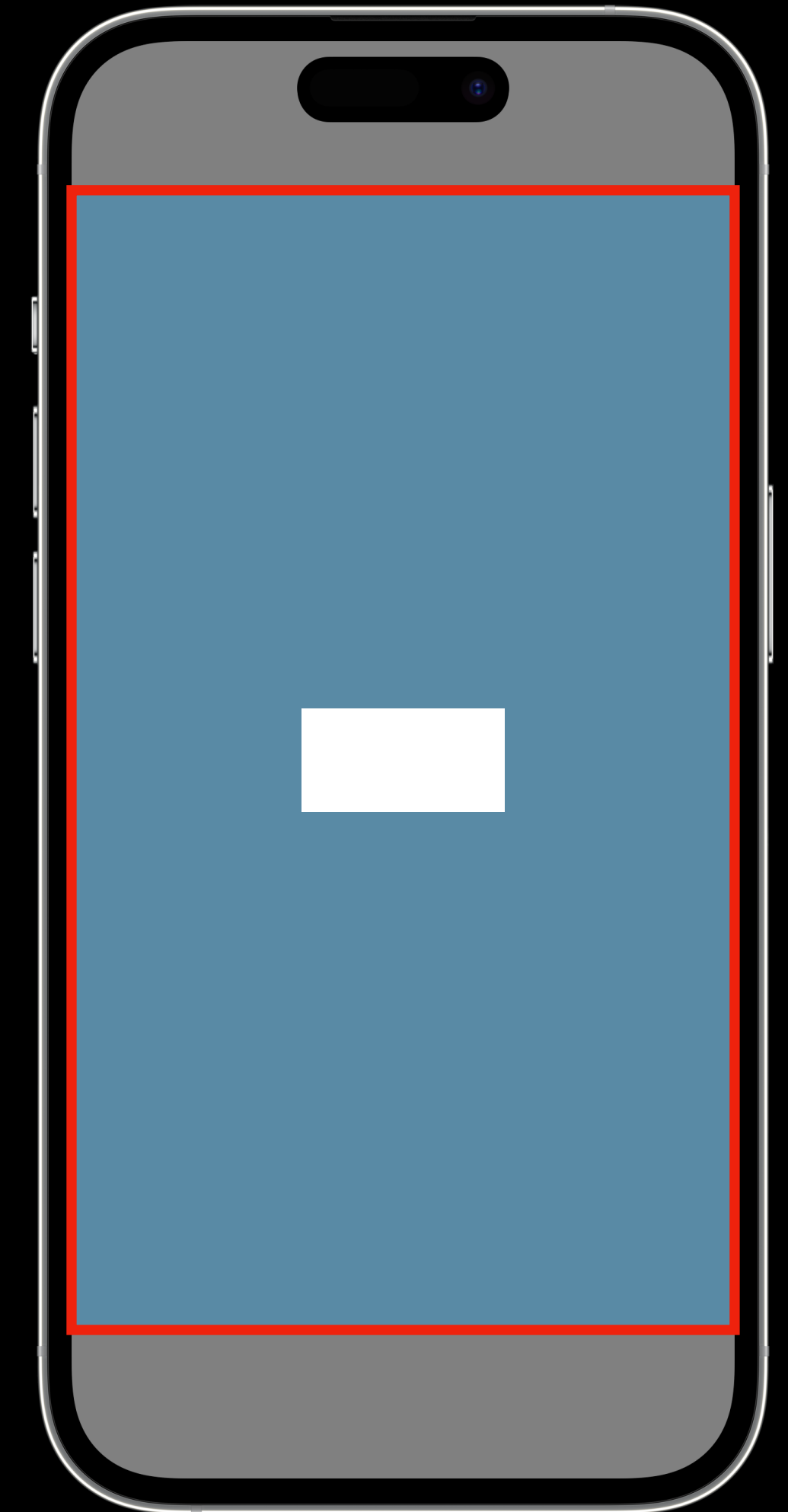
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ContentView: View {  
    var body: some View {  
        Text("Hello!")  
        .frame(maxWidth: .infinity,  
              maxHeight: .infinity,  
              alignment: .center)  
    }  
}
```



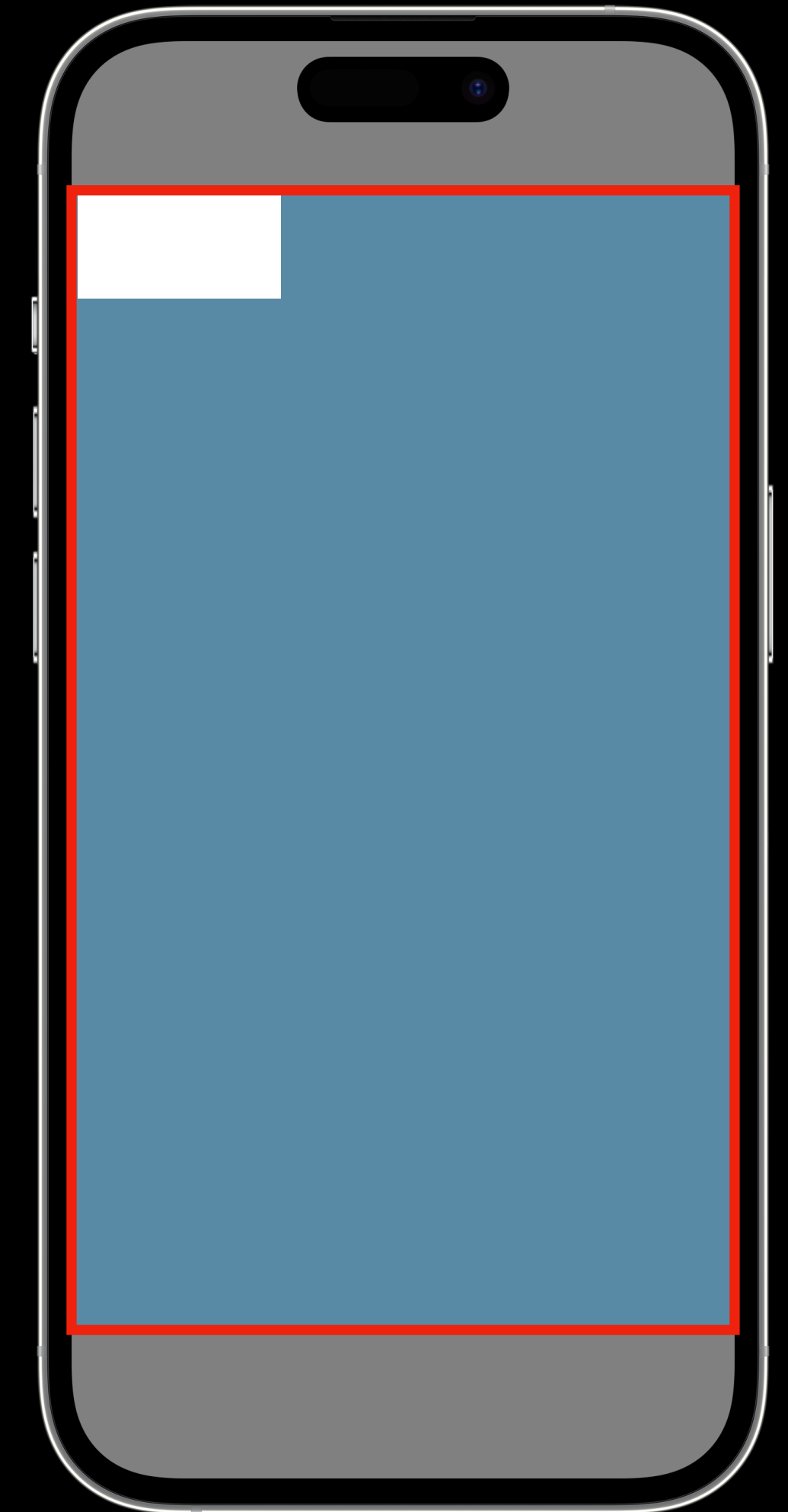
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ContentView: View {  
    var body: some View {  
        Text("Hello!")  
        .frame(maxWidth: .infinity,  
              maxHeight: .infinity,  
              alignment: .topLeading)  
    }  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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## 如何自适应屏幕尺寸

How to adapt to the screen size

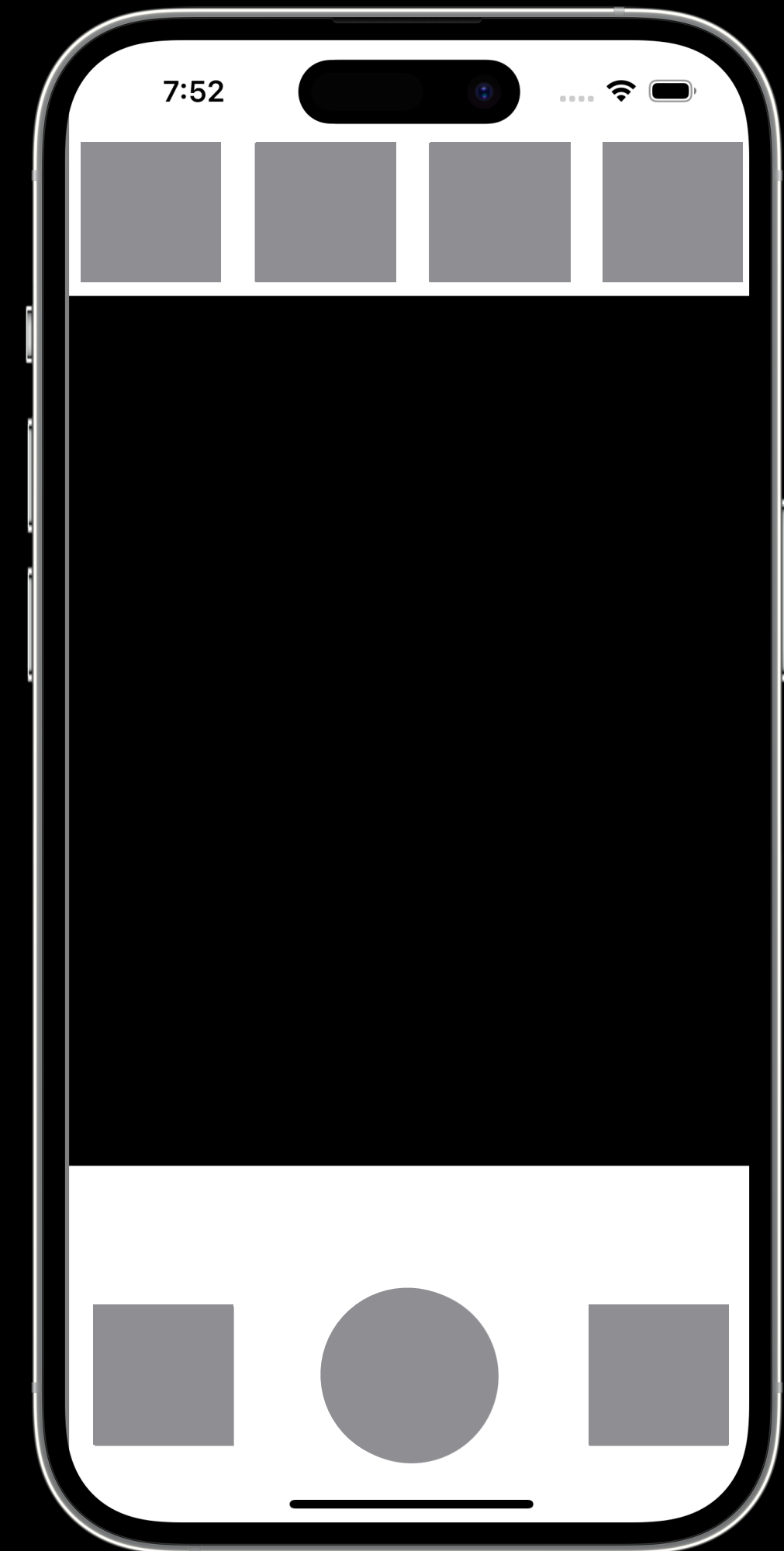
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ViewThatFit: View {  
    var body: some View {  
        VStack{  
            TopTools  
            Rectangle()  
                .frame(height: 500)  
            Spacer()  
            BottomTools  
        }  
    }  
}
```



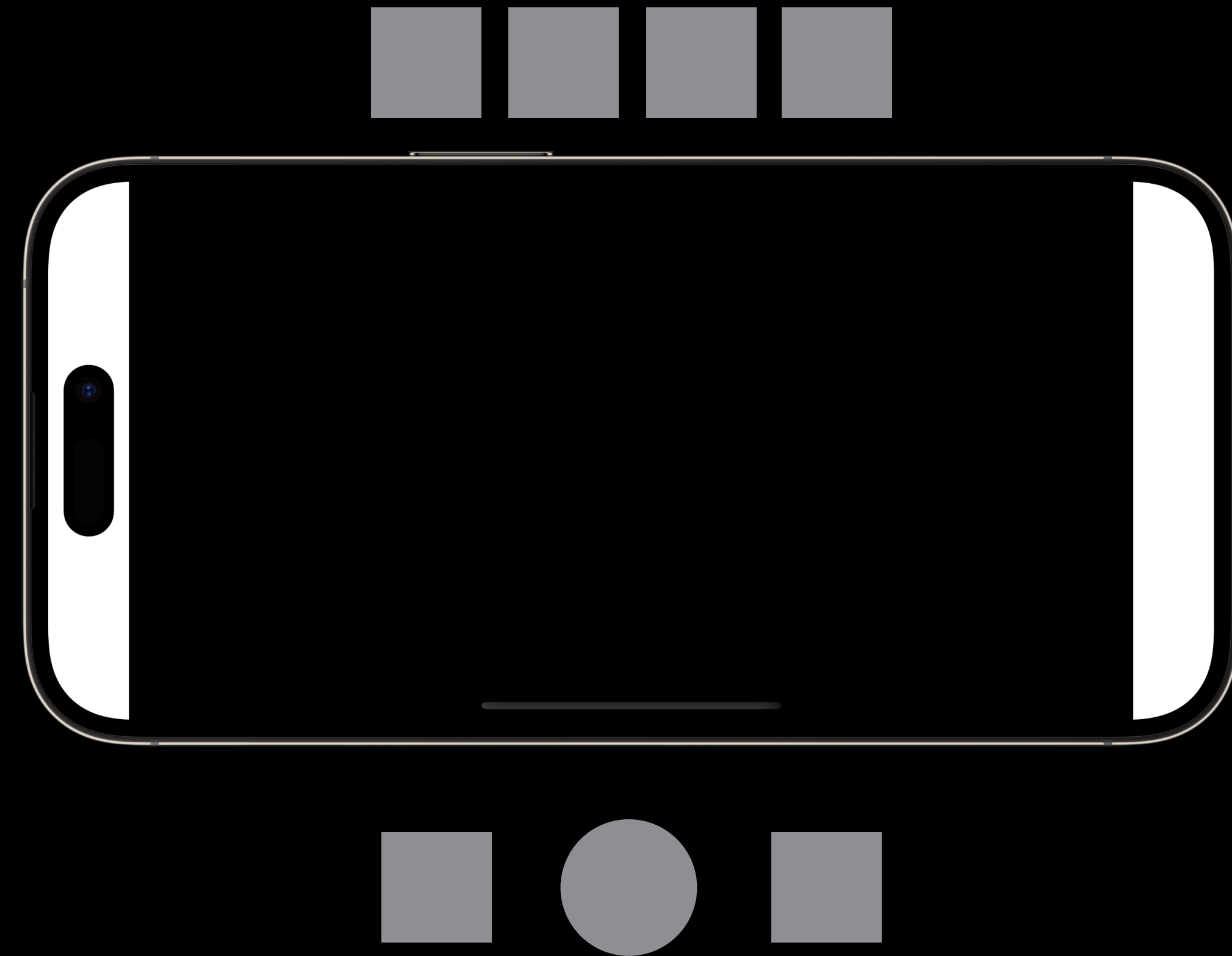
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ViewThatFit: View {  
    var body: some View {  
        VStack{  
            TopTools  
            Rectangle()  
                .frame(height: 500)  
            Spacer()  
            BottomTools  
        }  
    }  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ViewThatFit: View {  
    var body: some View {  
        VStack{  
            TopTools  
            Rectangle()  
                .frame(height: 500)  
            Spacer()  
            BottomTools  
        }  
    }  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ViewThatFit: View {  
    var body: some View {  
        ViewThatFits(in: .vertical) {  
            VStack{  
                TopTools  
                Rectangle()  
                    .frame(height: 500)  
                Spacer()  
                BottomTools  
            }  
            HStack{  
                TopToolsVertical  
                Rectangle()  
                    .ignoresSafeArea()  
                Spacer()  
                BottomToolsVertical  
            }  
        }  
    }  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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## 容器内的每个视图都有对齐方式

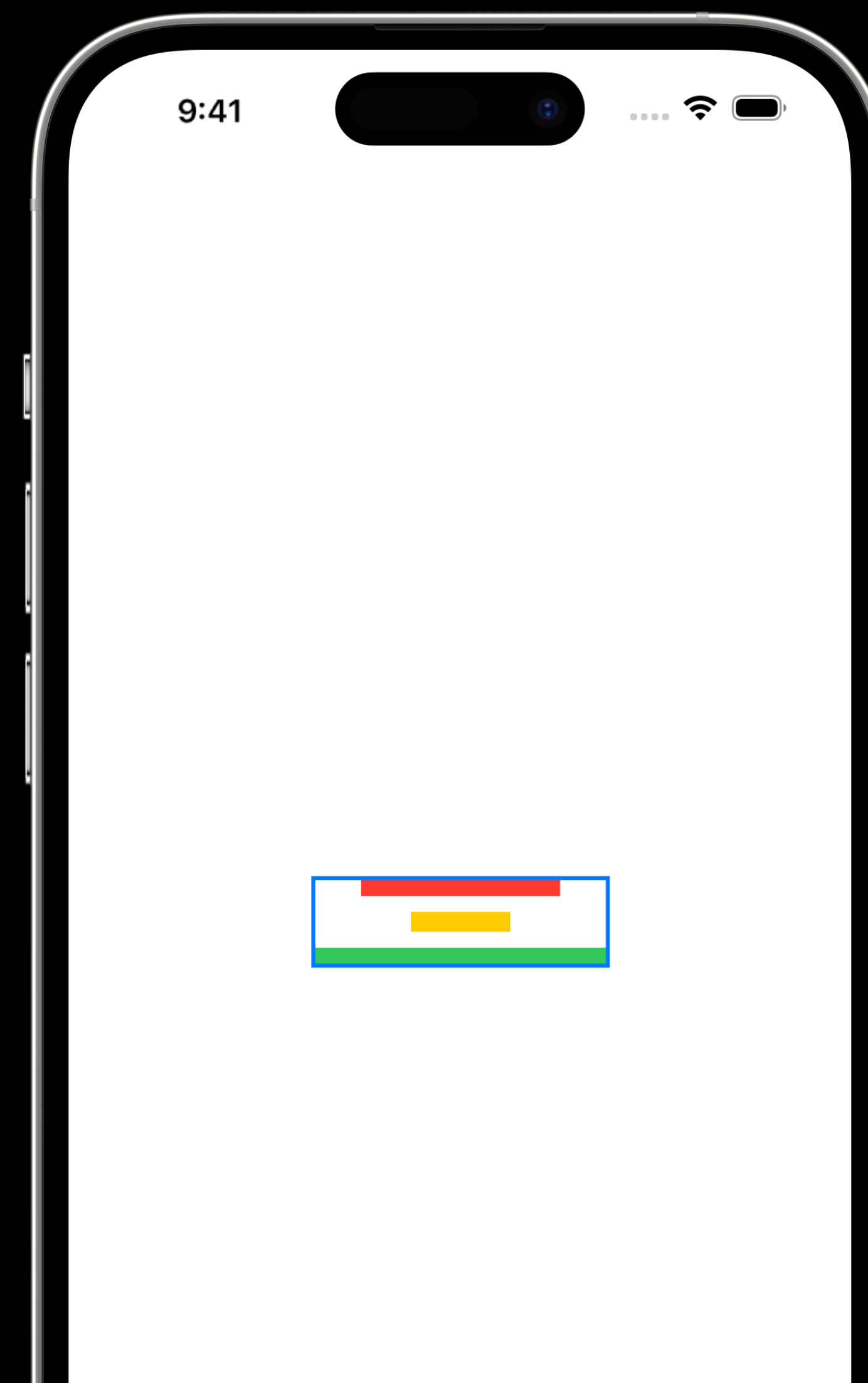
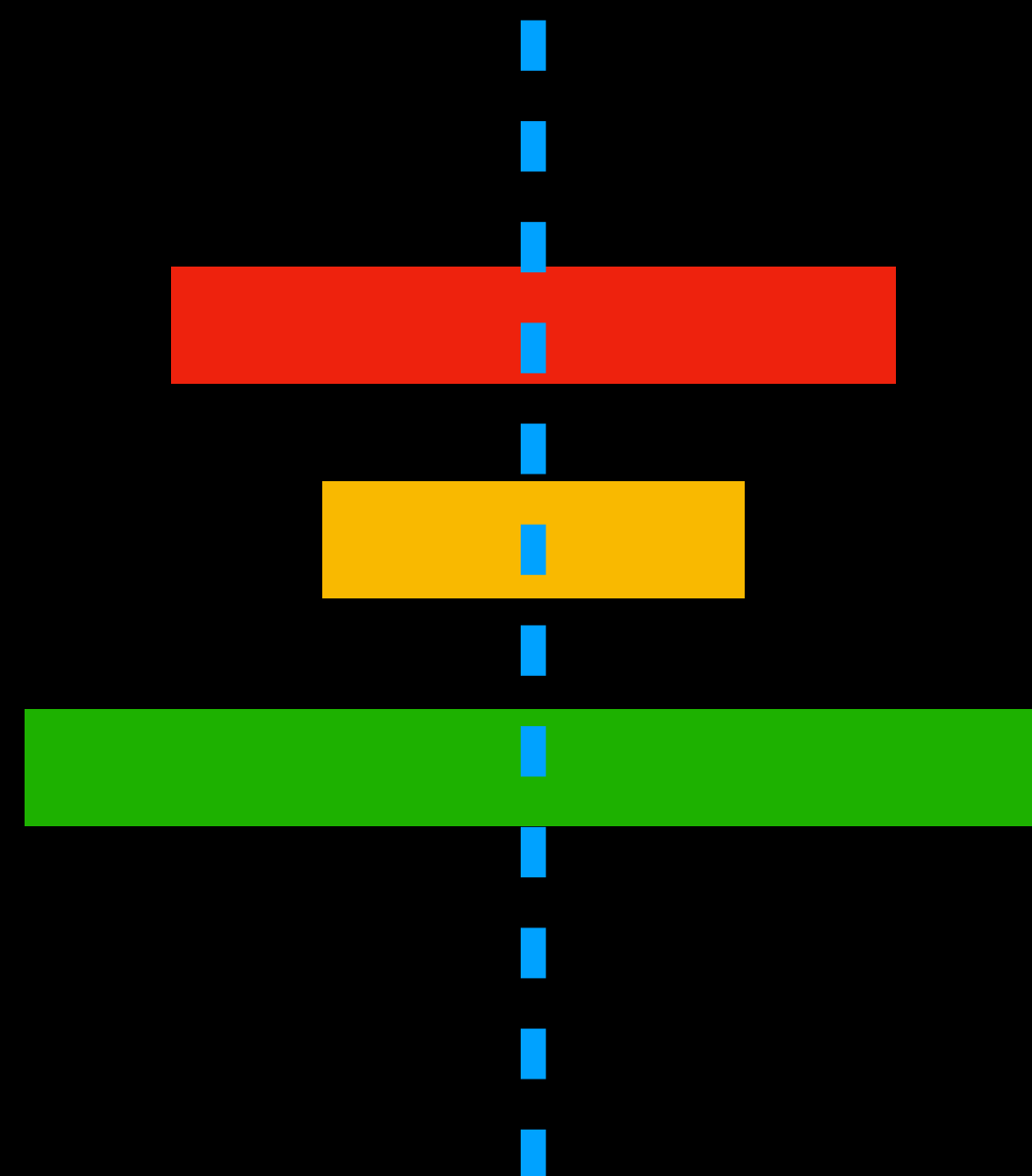
EVERY VIEW inside a container, has an alignment guide.

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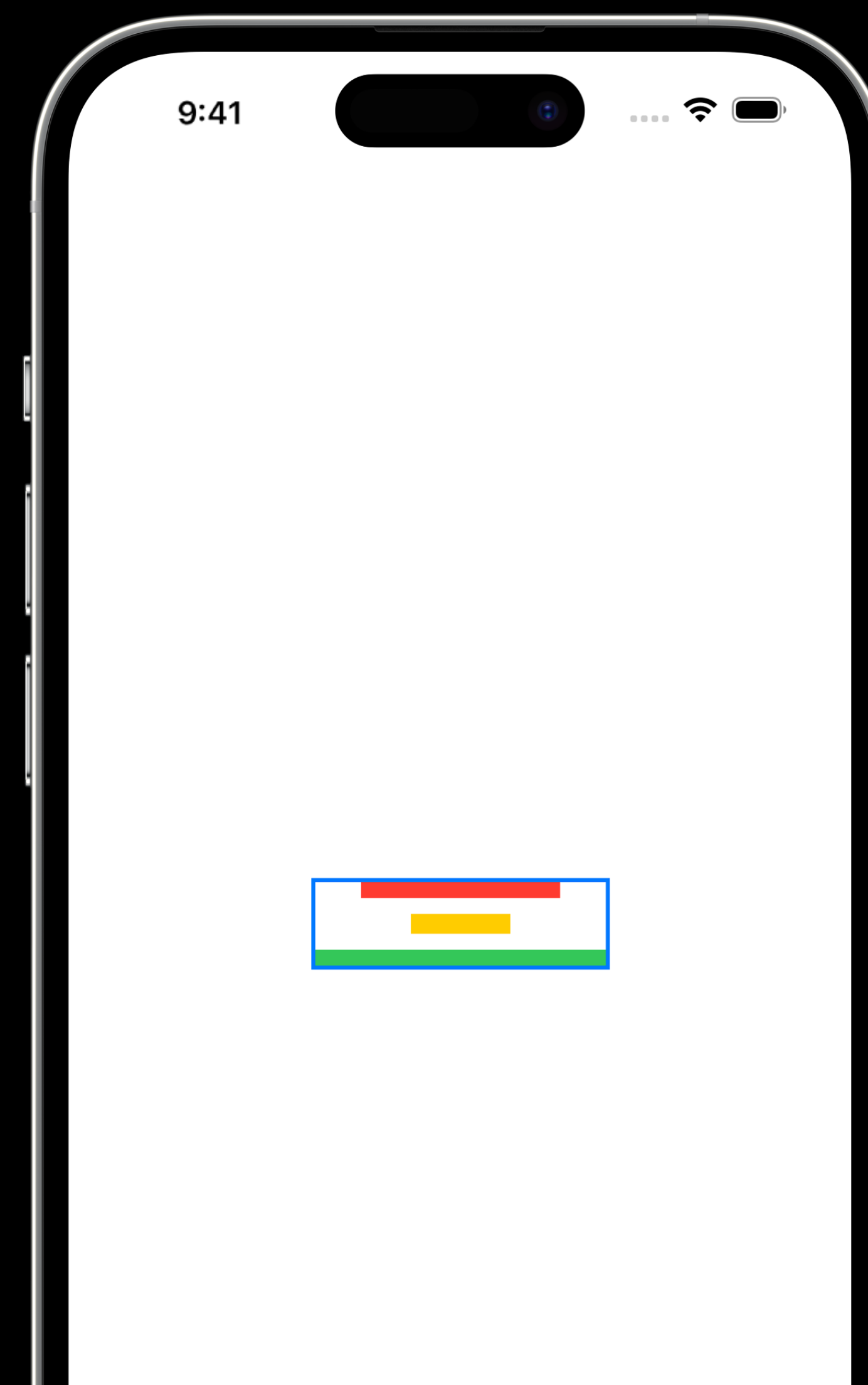
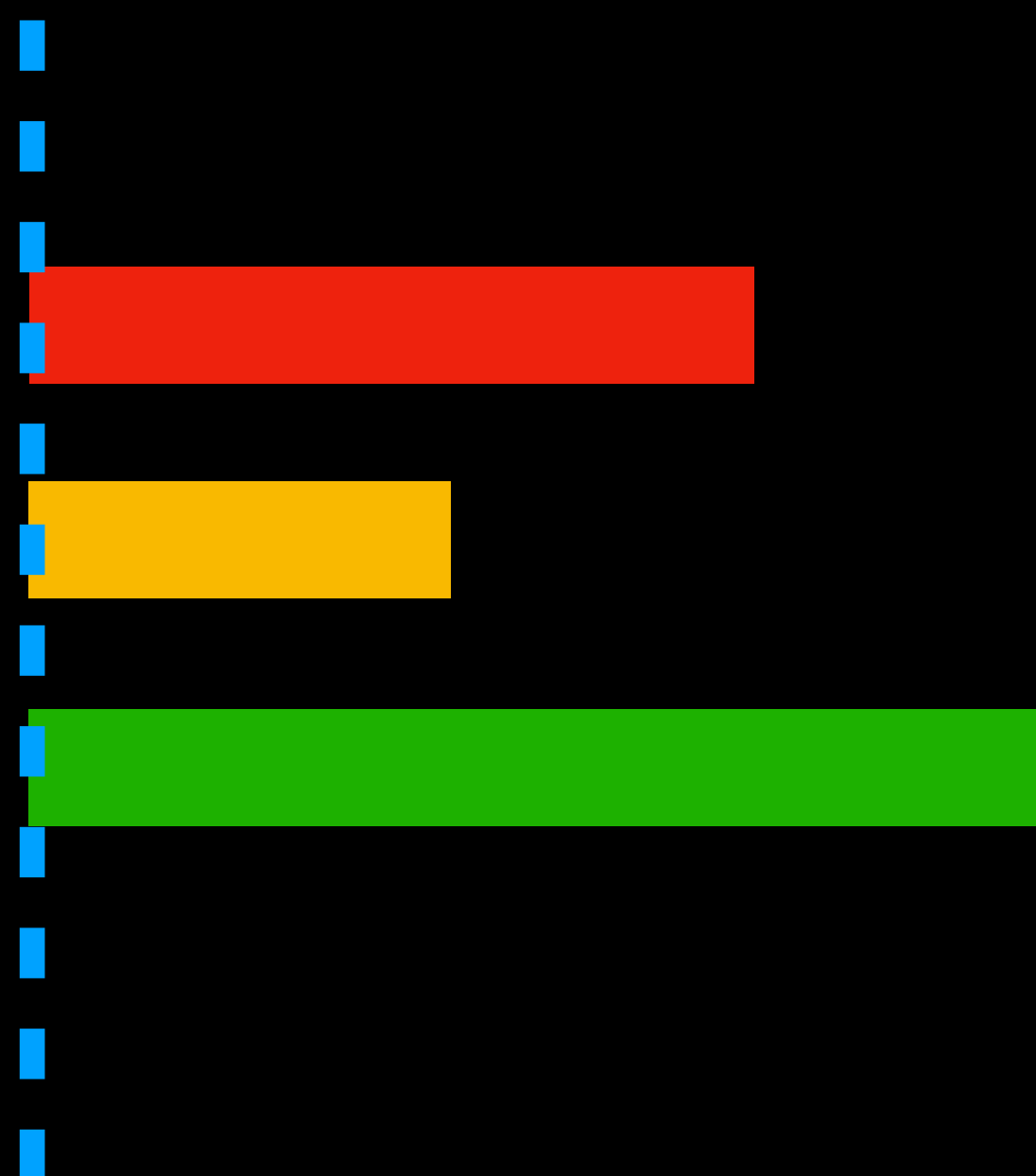


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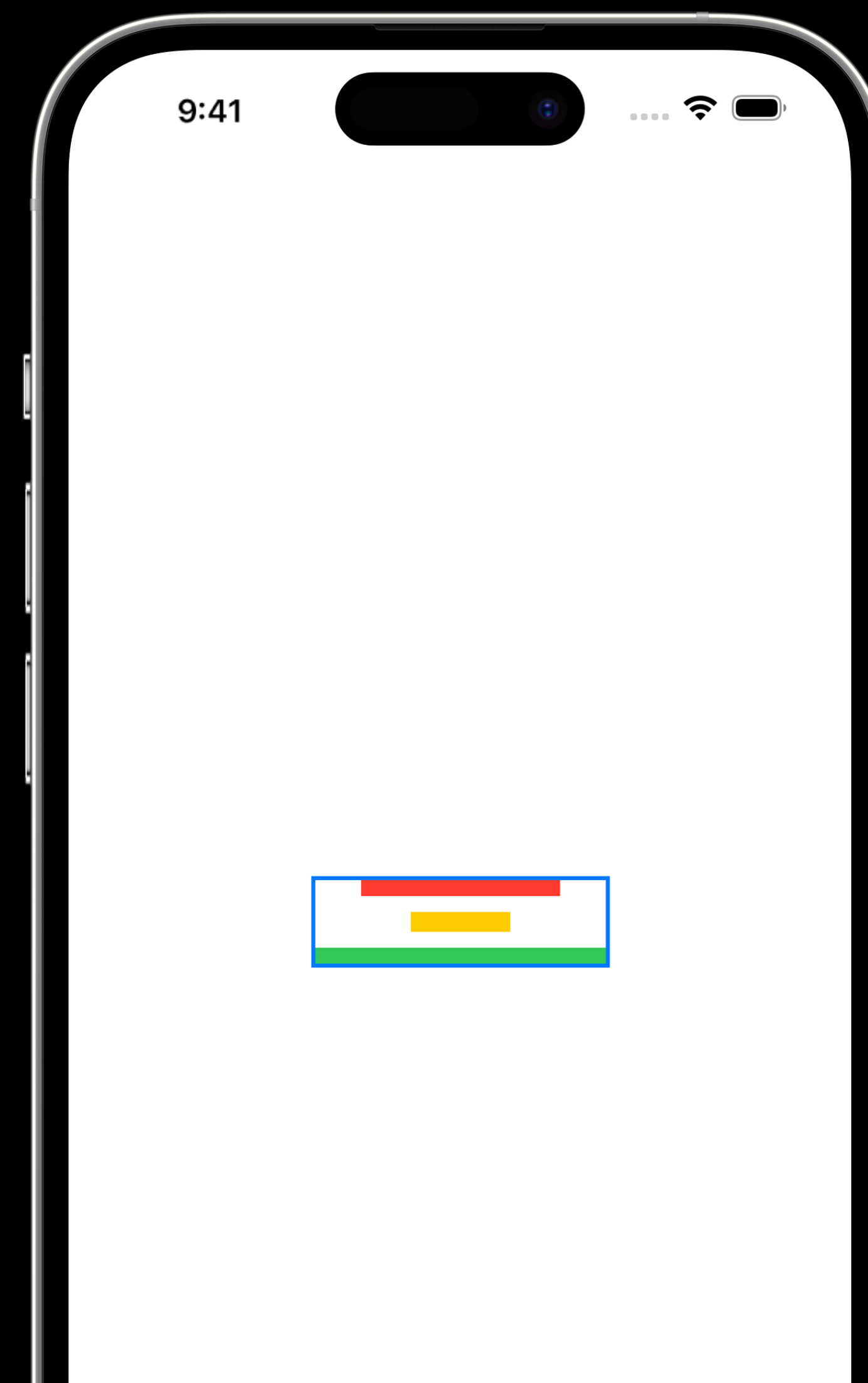
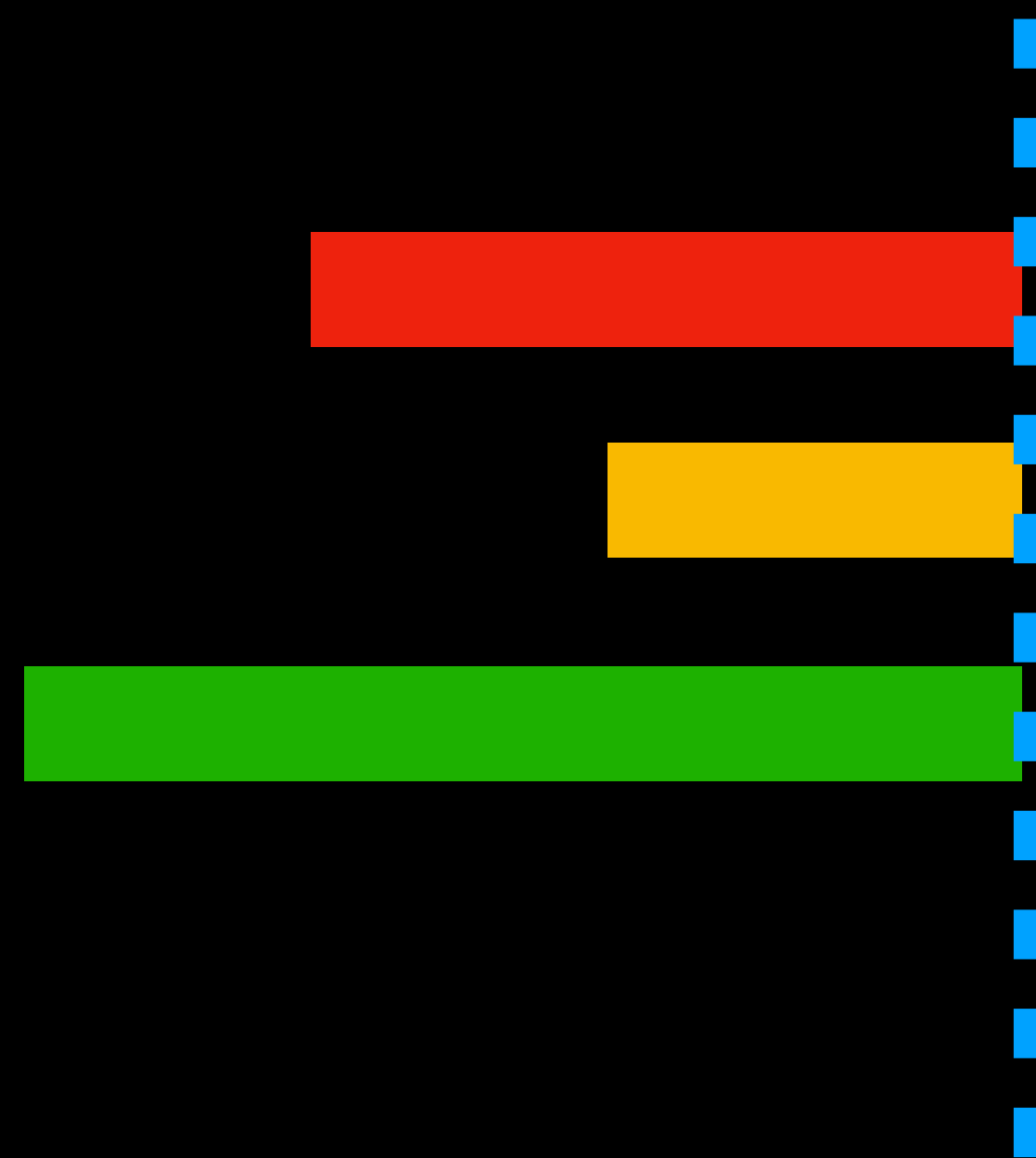


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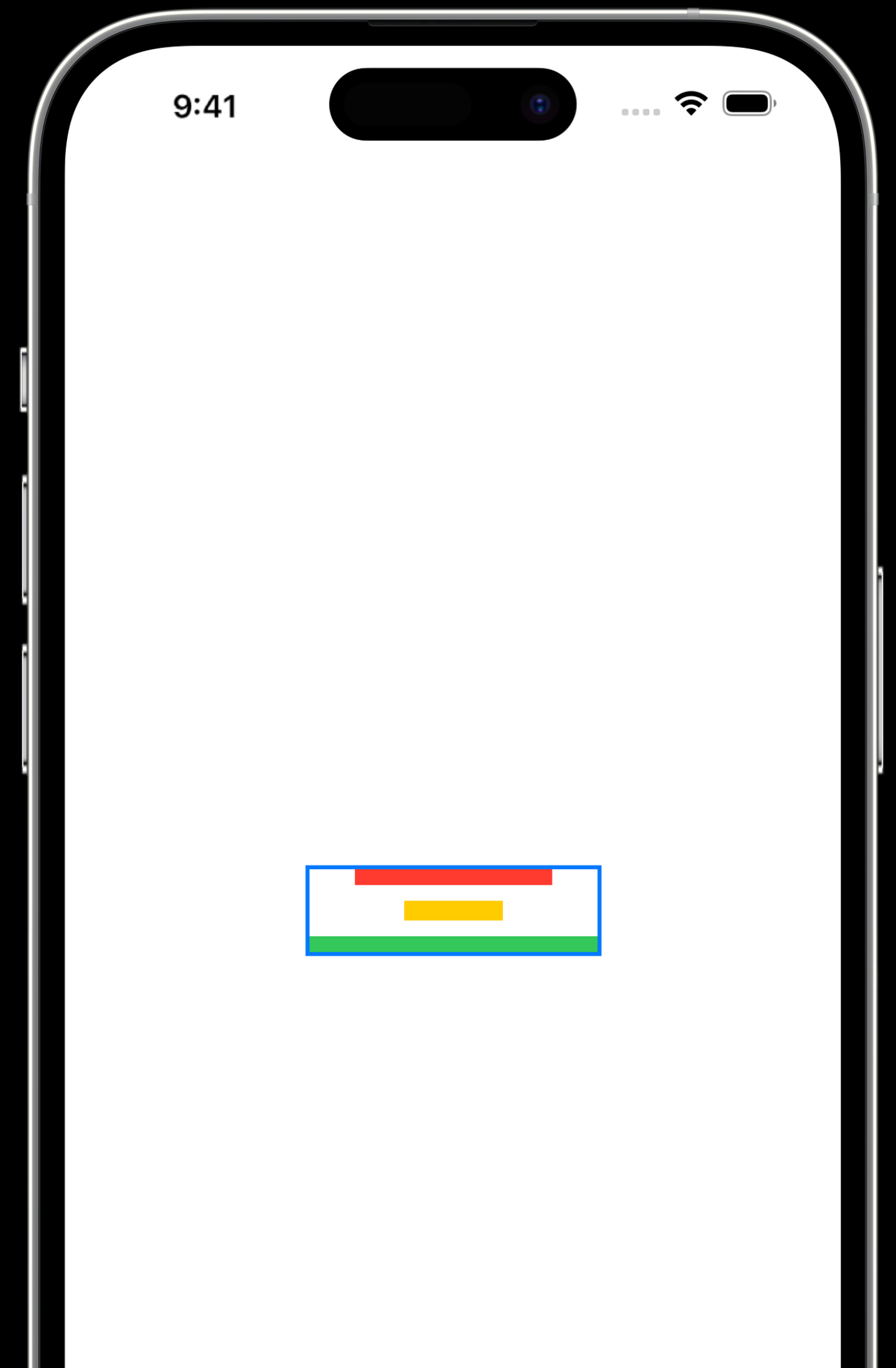


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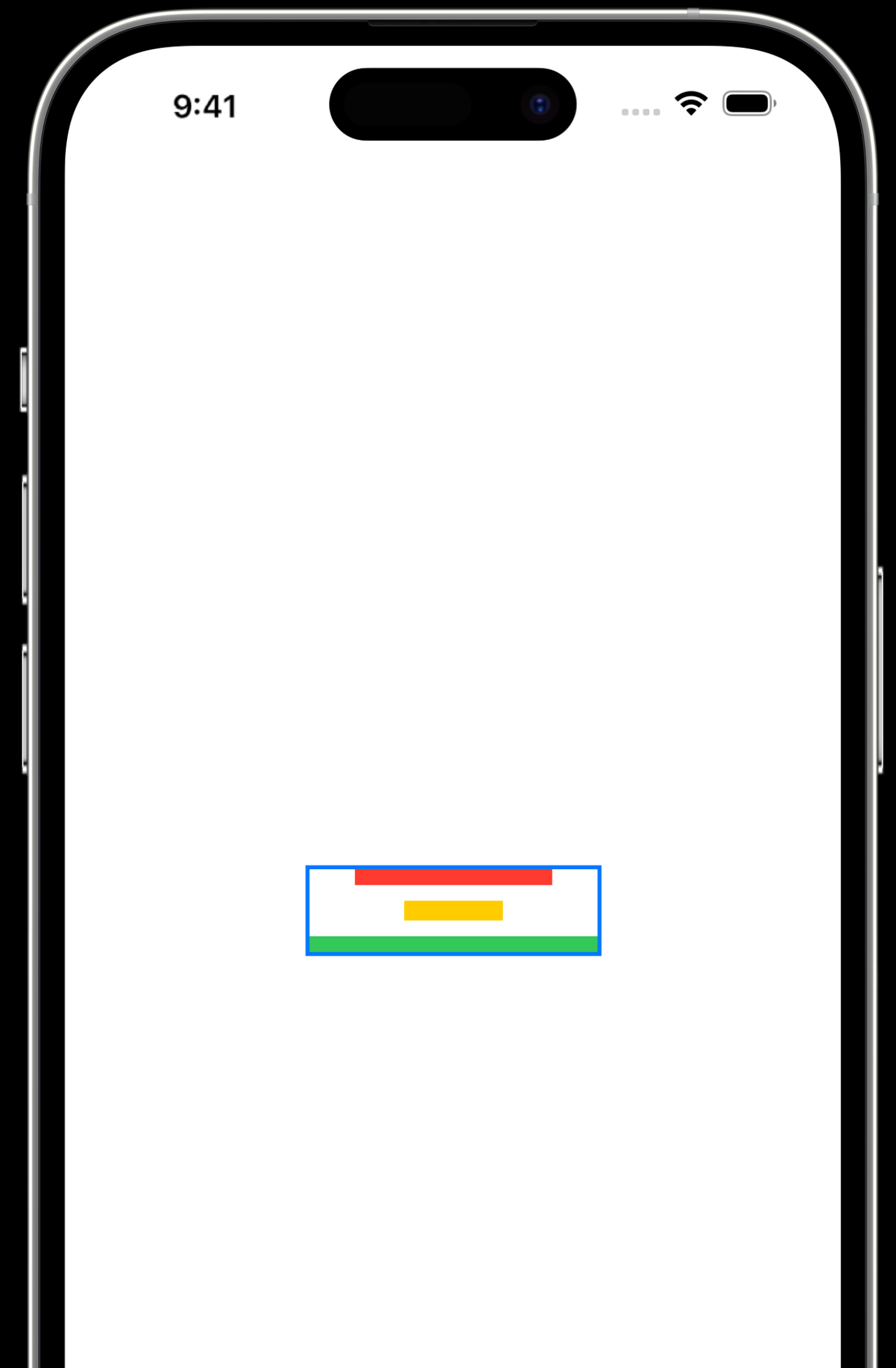
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
struct ContentView: View {  
    var body: some View {  
        VStack {  
            Rectangle()  
                .fill(.red)  
                .frame(width: 100, height: 10)  
  
            Rectangle()  
                .fill(.yellow)  
                .frame(width: 50, height: 10)  
  
            Rectangle()  
                .fill(.green)  
                .frame(width: 150, height: 10)  
        }  
        .border(Color.blue, width: 2)  
    }  
}
```



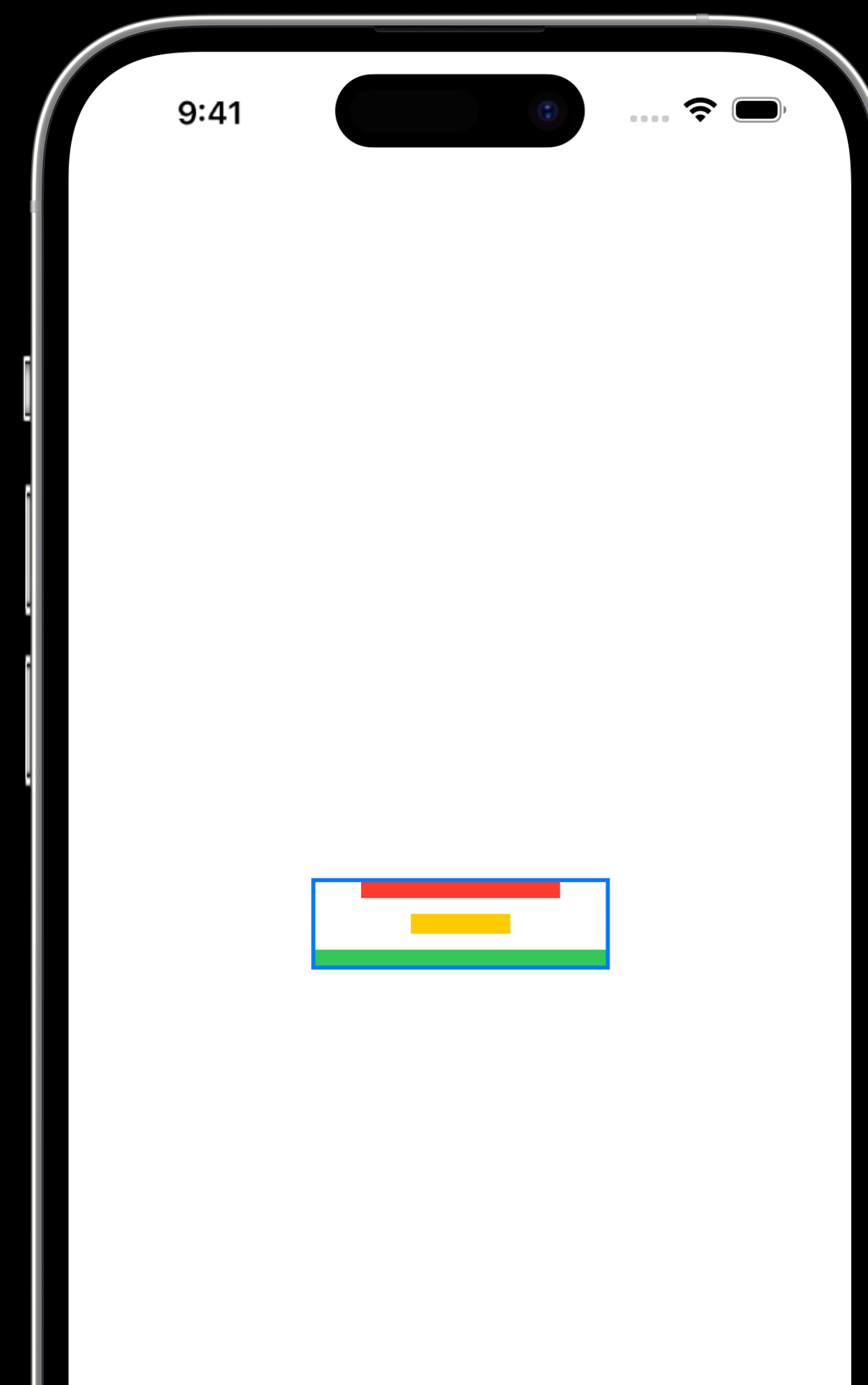
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
VStack(alignment: .center) {
```



# 你需要知道的SwiftUI细节

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HorizontalAlignment

```
VStack(alignment: .center) {
```

```
    .alignmentGuide(.center, computeValue: { d in d[.center] })
```

这里缩写!

这里也缩写!



```
    }  
}
```

# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

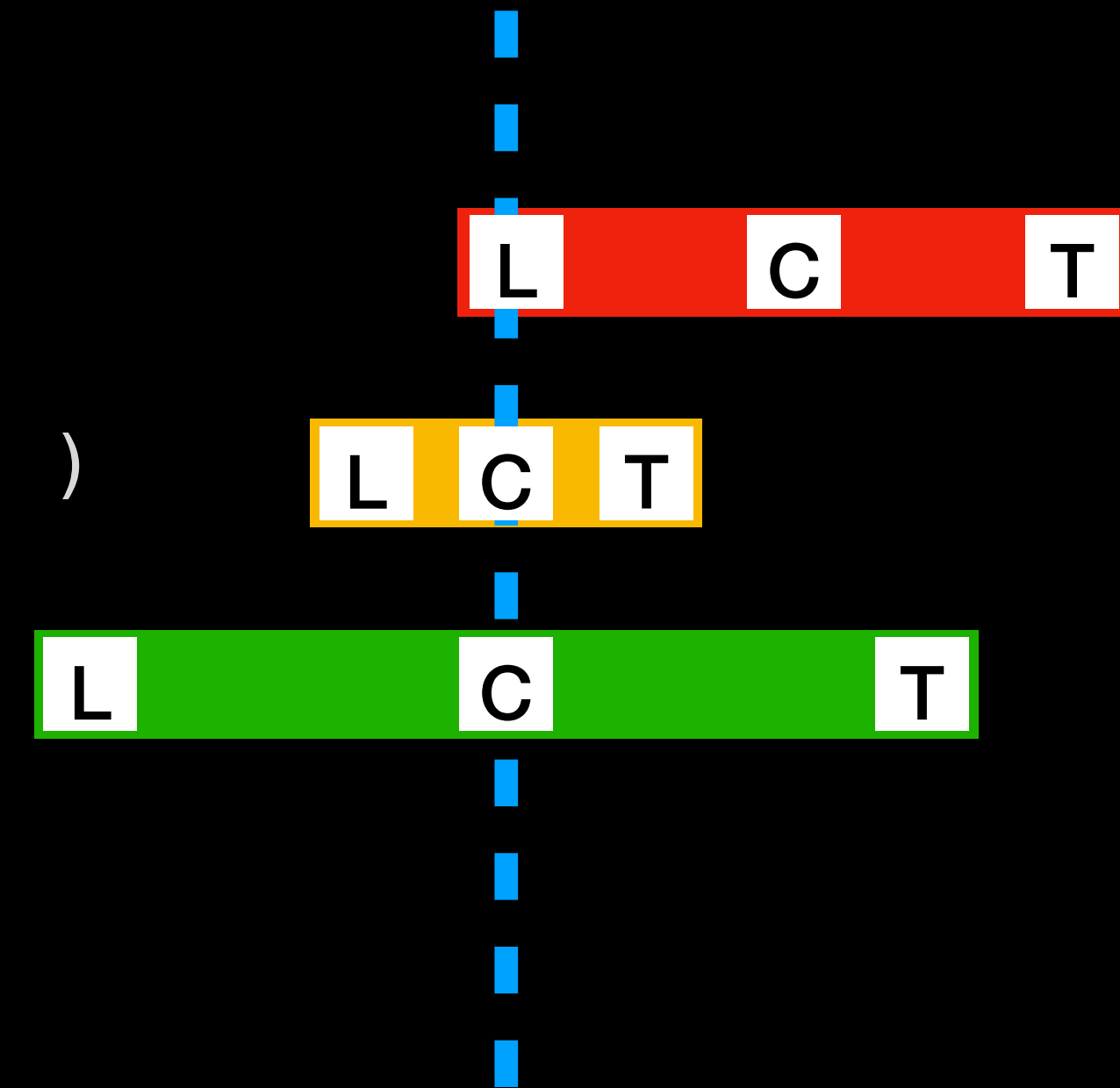


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```
VStack(alignment: .center) {
```

```
    .alignmentGuide(.center,  
                    computeValue: { d in d[.leading] } )
```

这里缩写了!



```
    }  
}
```

# 你需要知道的SwiftUI细节

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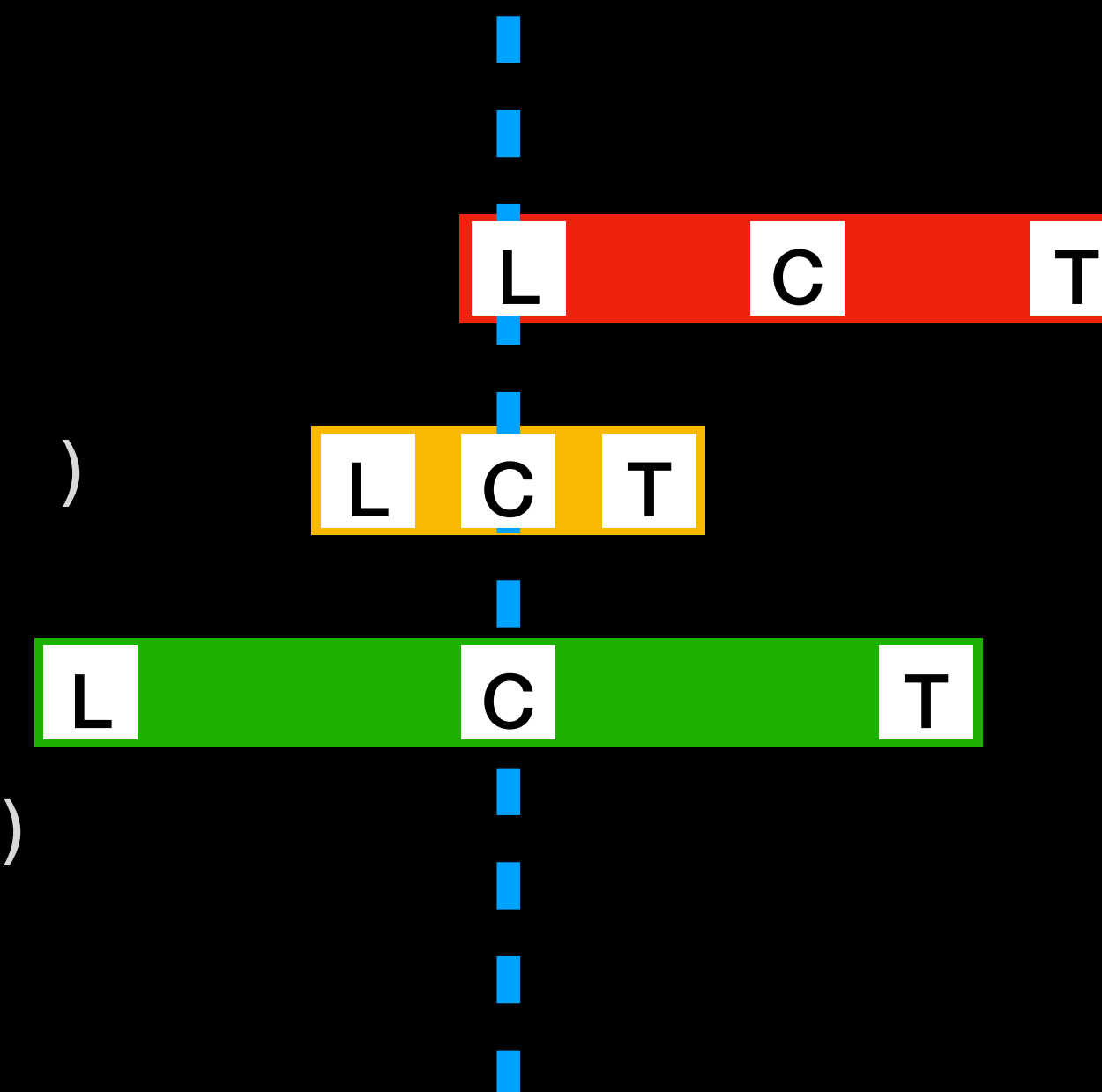
```
VStack(alignment: .center) {
```

```
    .alignmentGuide(.center,  
                    computeValue: { d in d[.leading] } )
```

```
    .alignmentGuide(.leading,  
                    computeValue: { d in d[.trailing]})
```

```
    }  
}
```

这里缩写了!



# 你需要知道的SwiftUI细节



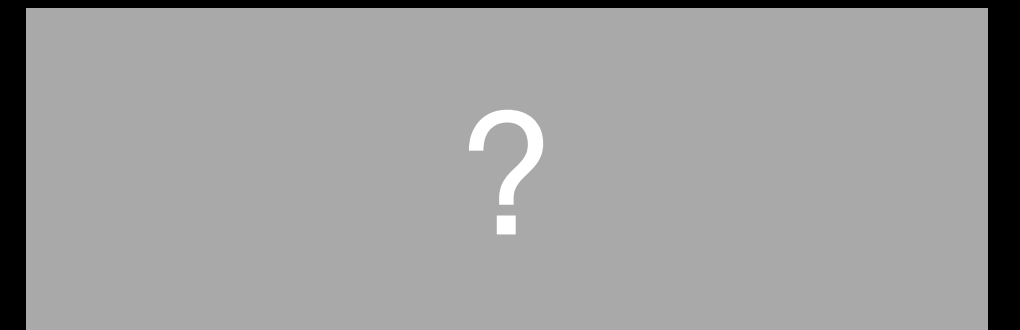
The details you must understand about SwiftUI

```
HStack(alignment: .top){  
    Rectangle()  
        .fill(.red)  
        .frame(width: 10, height: 100)  
        .alignmentGuide(.bottom,  
                        computeValue: { d in d[.bottom]})
```

```
    Rectangle()  
        .fill(.yellow)  
        .frame(width: 10, height: 50)  
        .alignmentGuide(.top,  
                        computeValue: { d in d[HorizontalAlignment.center]})
```

```
    Rectangle()  
        .fill(.green)  
        .frame(width: 10, height: 150)  
        .alignmentGuide(.top,  
                        computeValue: { d in d[.bottom]})
```

```
}
```

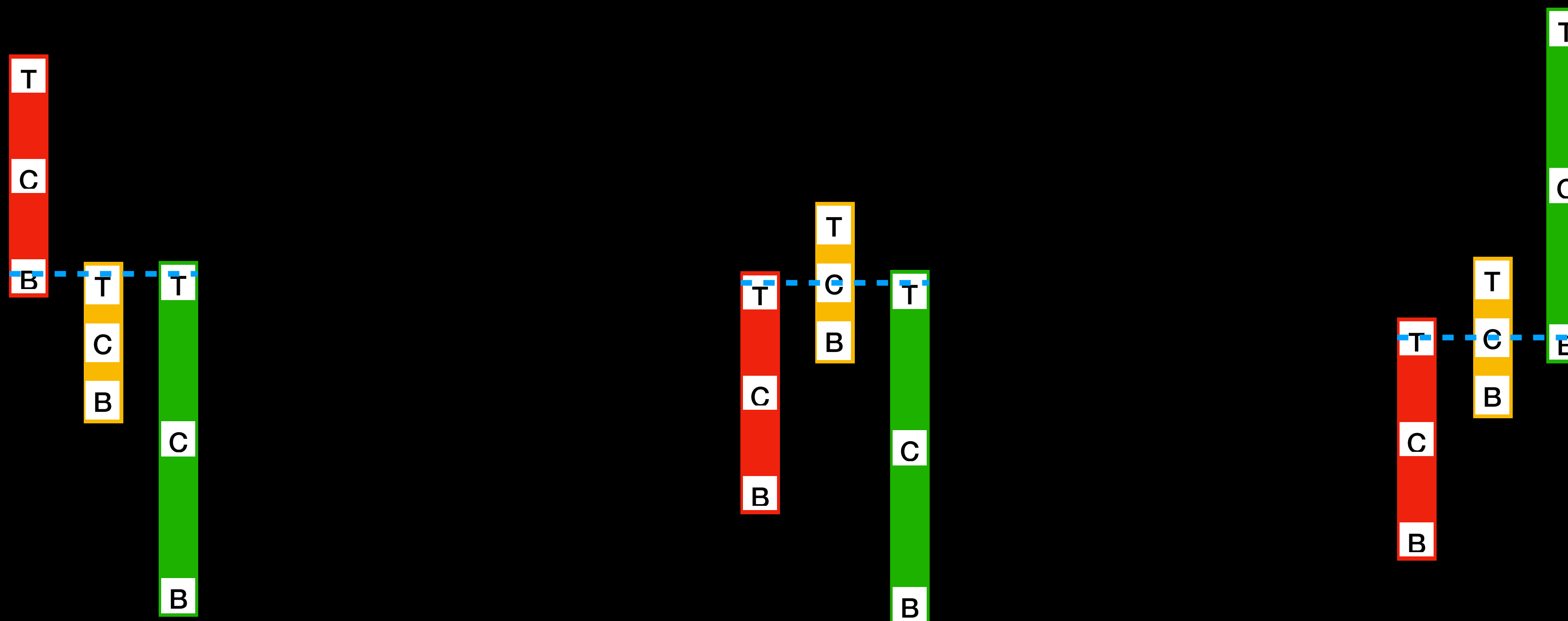


# 你需要知道的SwiftUI细节

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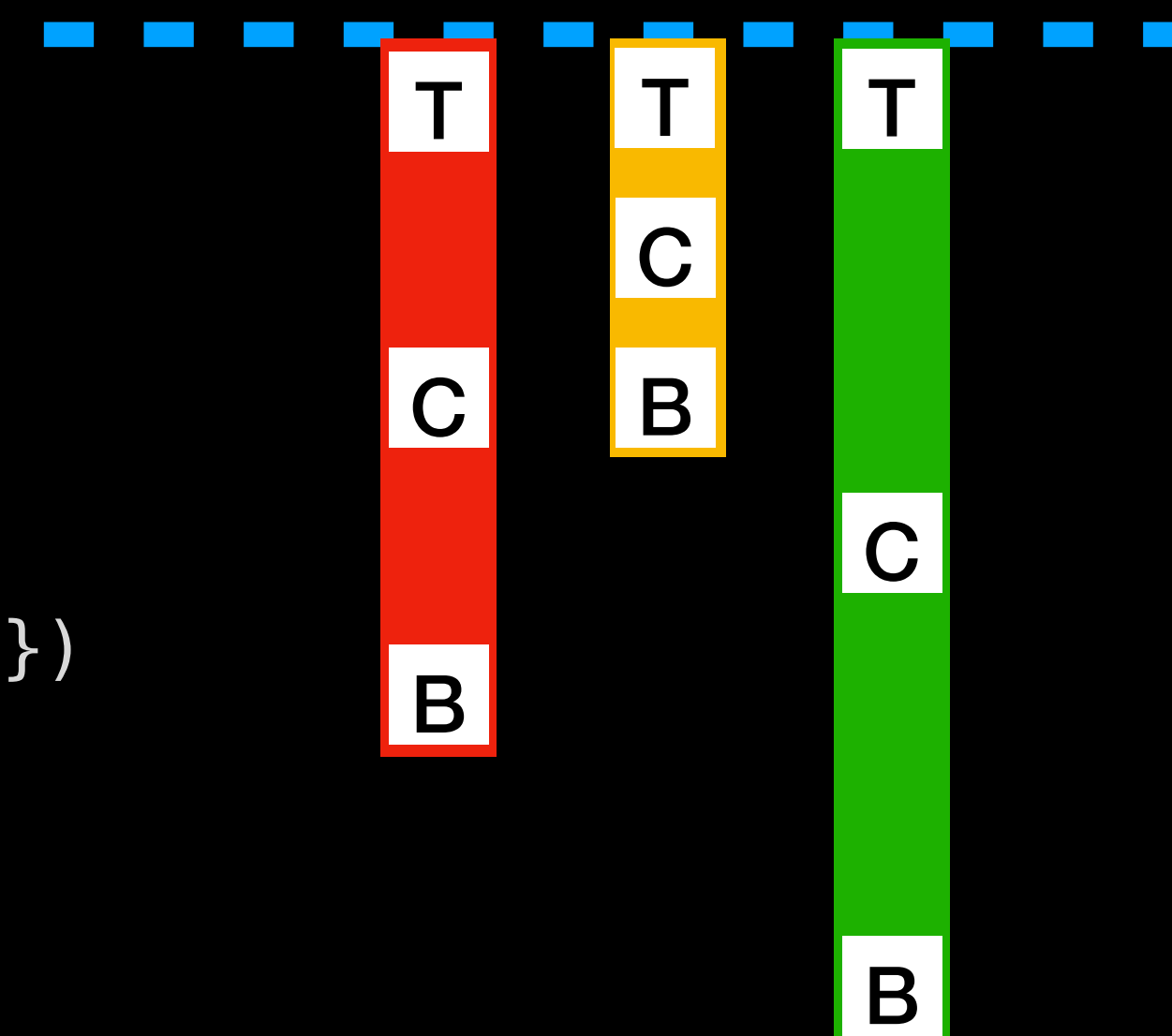
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# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

```
HStack(alignment: .top){  
    Rectangle()  
        .fill(.red)  
        .frame(width: 10, height: 100)  
        .alignmentGuide(.bottom,  
            computeValue: { d in d[.bottom]})  
  
    Rectangle()  
        .fill(.yellow)  
        .frame(width: 10, height: 50)  
        .alignmentGuide(.top,  
            computeValue: { d in d[HorizontalAlignment.center]})  
  
    Rectangle()  
        .fill(.green)  
        .frame(width: 10, height: 150)  
        .alignmentGuide(.top,  
            computeValue: { d in d[.bottom]})  
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

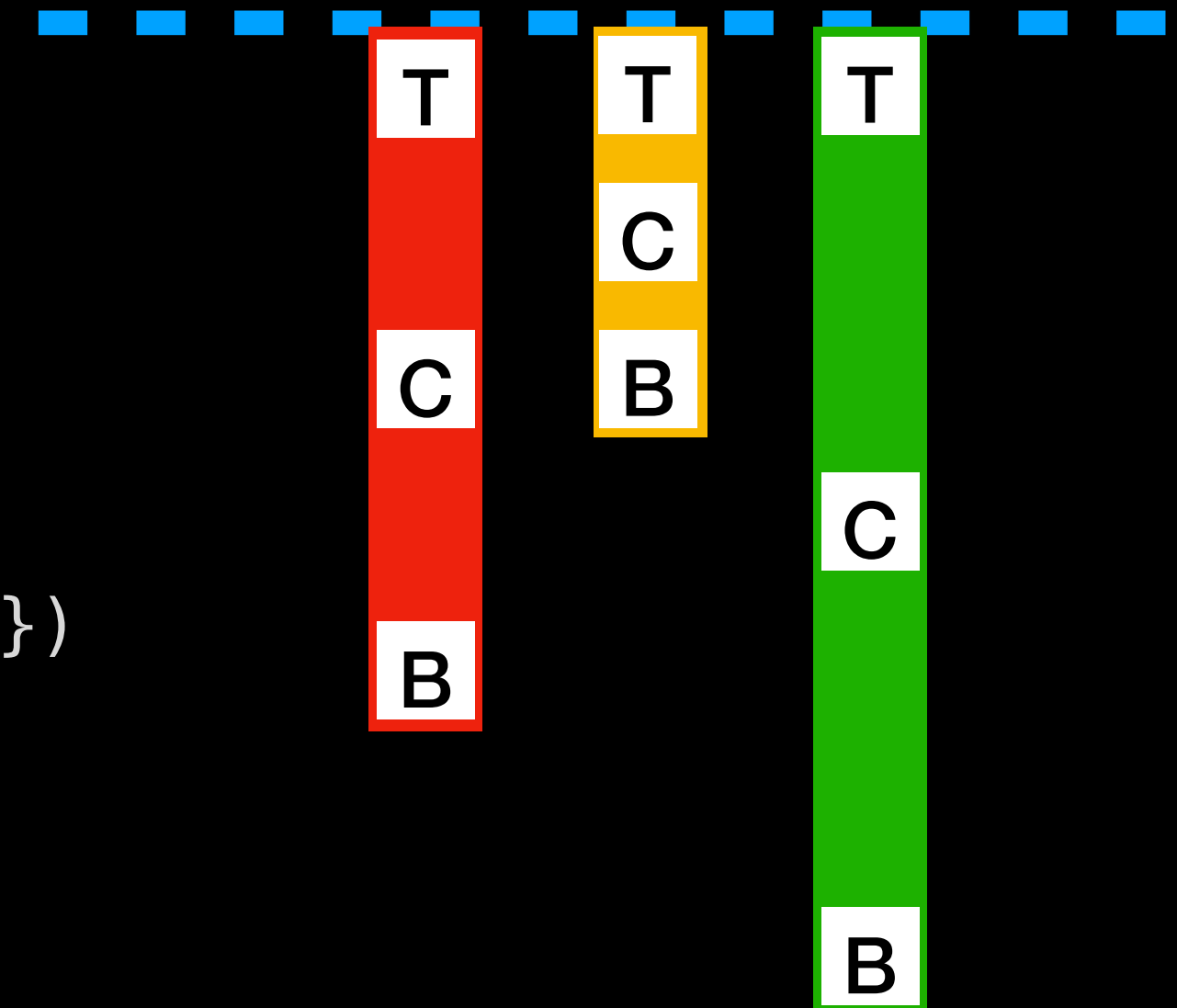


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```
HStack(alignment: .top){
  Rectangle()
    .fill(.red)
    .frame(width: 10, height: 100)
    .alignmentGuide(.bottom,
      computeValue: { d in d[.bottom]})

  Rectangle()
    .fill(.yellow)
    .frame(width: 10, height: 50)
    .alignmentGuide(.top,
      computeValue: { d in d[HorizontalAlignment.center]})

  Rectangle()
    .fill(.green)
    .frame(width: 10, height: 150)
    .alignmentGuide(.top,
      computeValue: { d in d[.bottom]})
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

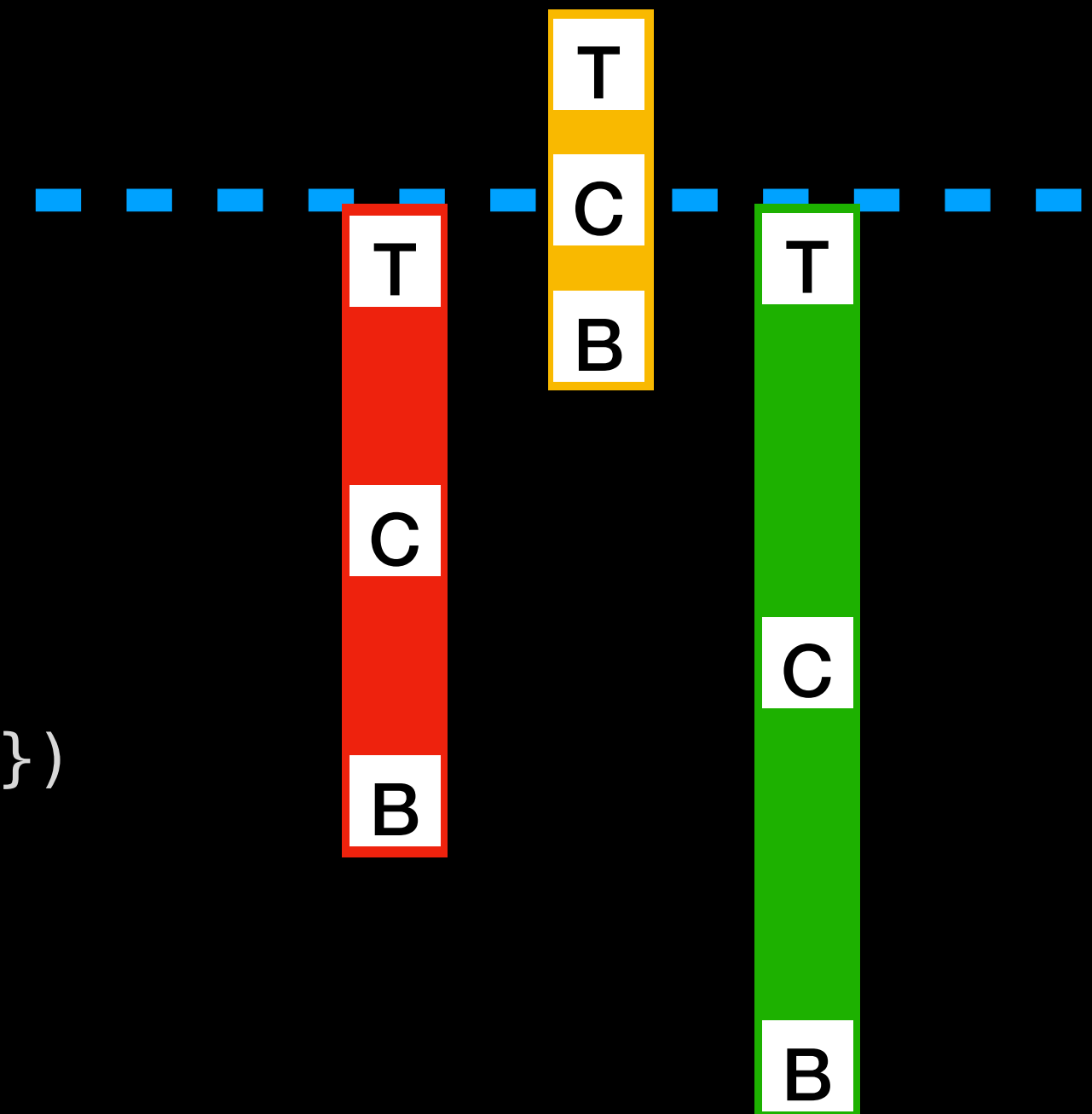


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```
HStack(alignment: .top){
  Rectangle()
    .fill(.red)
    .frame(width: 10, height: 100)
    .alignmentGuide(.bottom,
      computeValue: { d in d[.bottom]})

  Rectangle()
    .fill(.yellow)
    .frame(width: 10, height: 50)
    .alignmentGuide(.top,
      computeValue: { d in d[HorizontalAlignment.center]})

  Rectangle()
    .fill(.green)
    .frame(width: 10, height: 150)
    .alignmentGuide(.top,
      computeValue: { d in d[.bottom]})
}
```



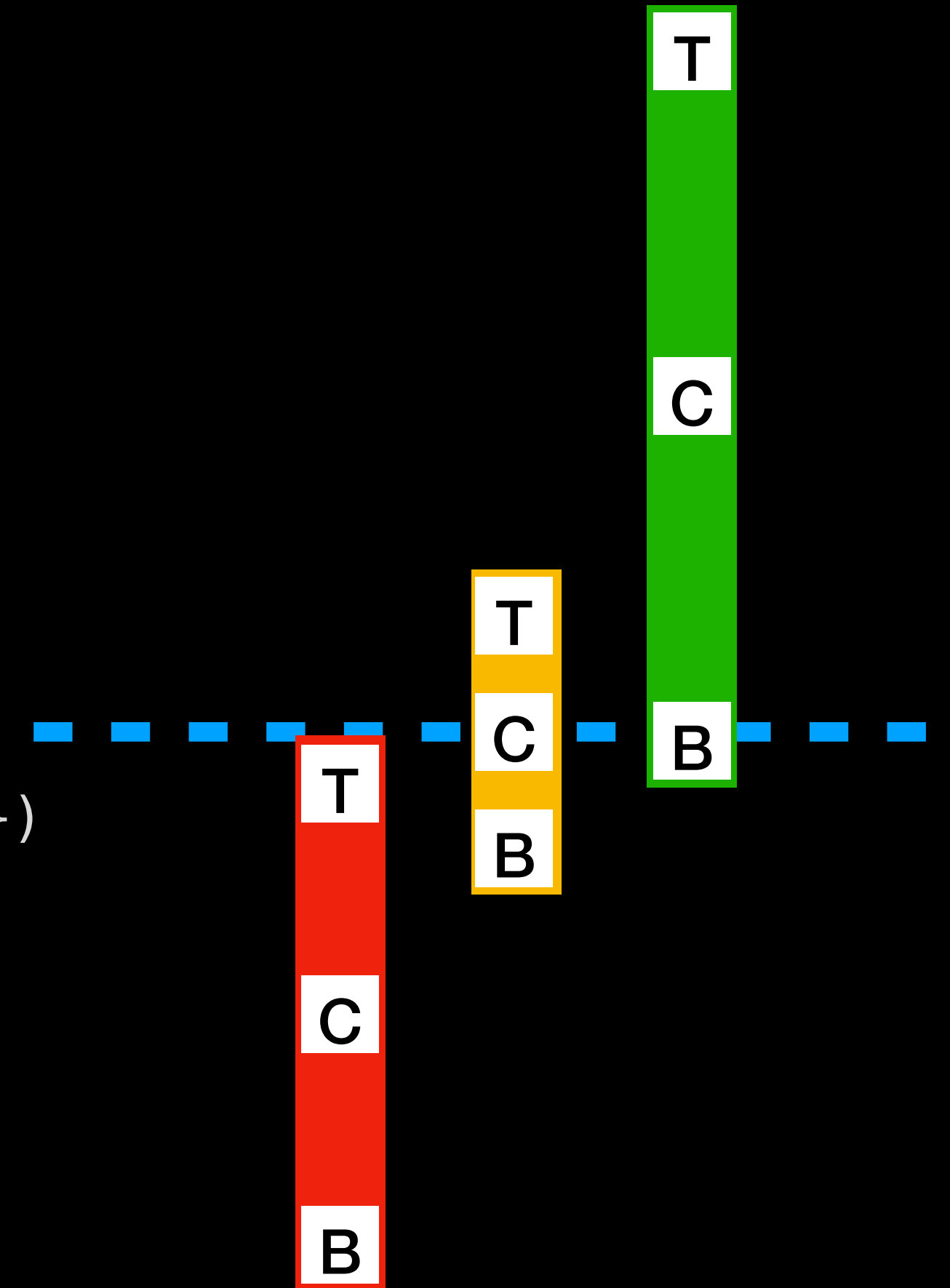
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
HStack(alignment: .top){  
    Rectangle()  
        .fill(.red)  
        .frame(width: 10, height: 100)  
        .alignmentGuide(.bottom,  
                        computeValue: { d in d[.bottom]})  
  
    Rectangle()  
        .fill(.yellow)  
        .frame(width: 10, height: 50)  
        .alignmentGuide(.top,  
                        computeValue: { d in d[HorizontalAlignment.center]})  
  
    Rectangle()  
        .fill(.green)  
        .frame(width: 10, height: 150)  
        .alignmentGuide(.top,  
                        computeValue: { d in d[.bottom]})  
}
```



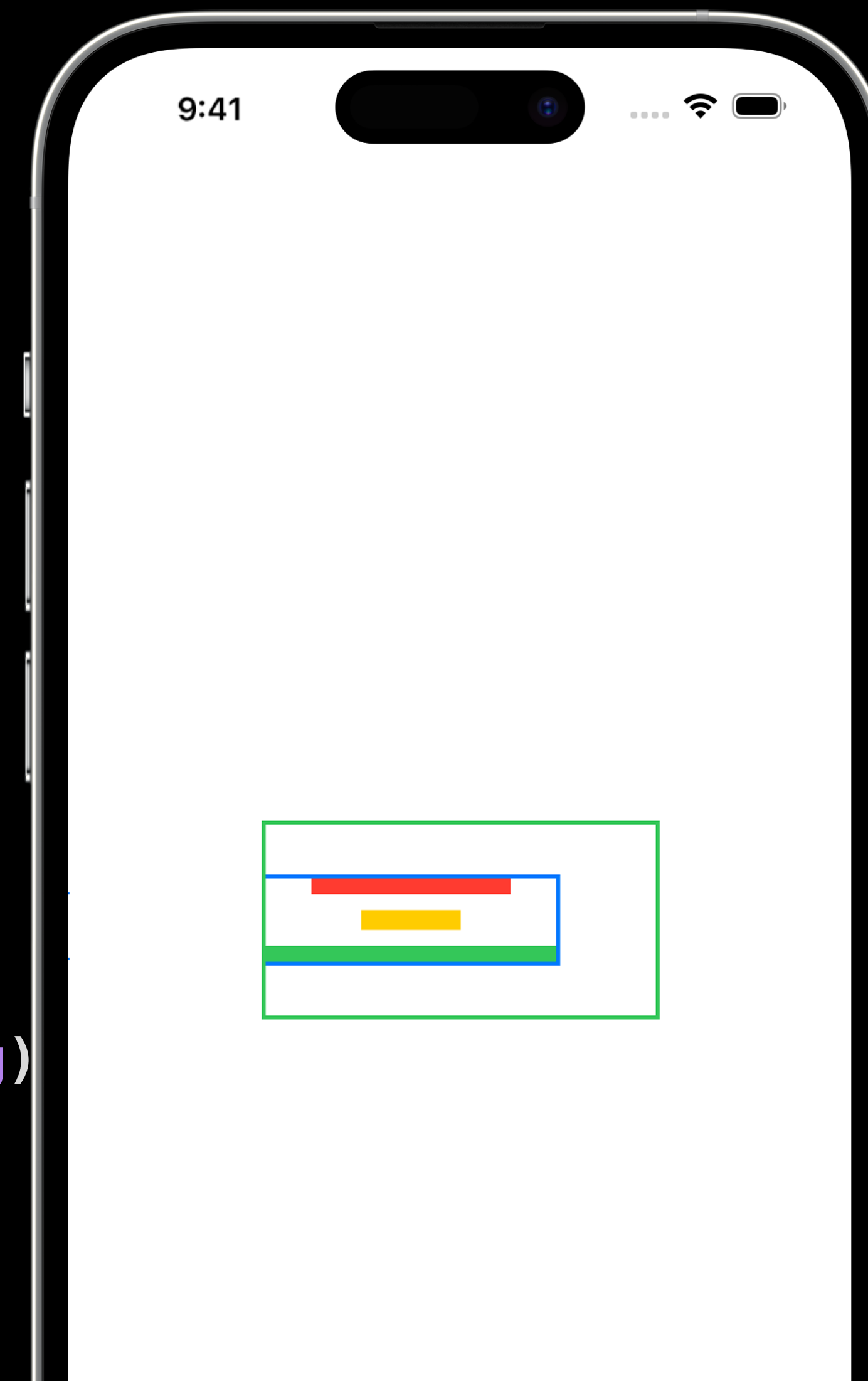
# 你需要知道的SwiftUI细节



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The details you must understand about SwiftUI

```
struct ContentView: View {  
    var body: some View {  
        VStack {  
            Rectangle()  
                .fill(.red)  
                .frame(width: 100, height: 10)  
  
            Rectangle()  
                .fill(.yellow)  
                .frame(width: 50, height: 10)  
  
            Rectangle()  
                .fill(.green)  
                .frame(width: 150, height: 10)  
        }  
        .border(Color.blue, width: 2)  
        .frame(width: 200, height: 100, alignment: .leading)  
        .border(Color.green, width: 2)  
    }  
}
```



# 你需要知道的SwiftUI细节

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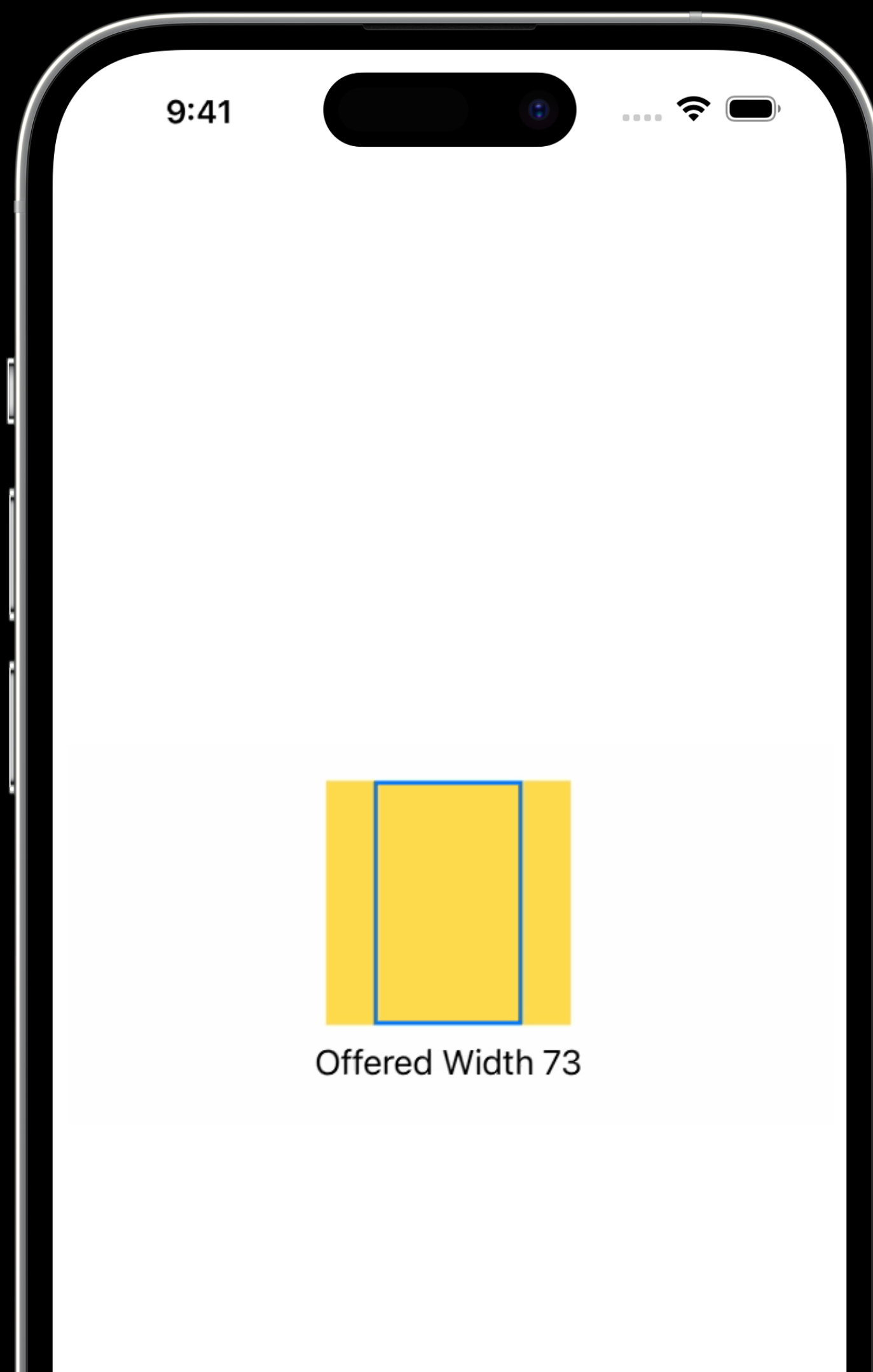
**GeometryReader 不是一个容器**

# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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# 你需要知道的SwiftUI细节

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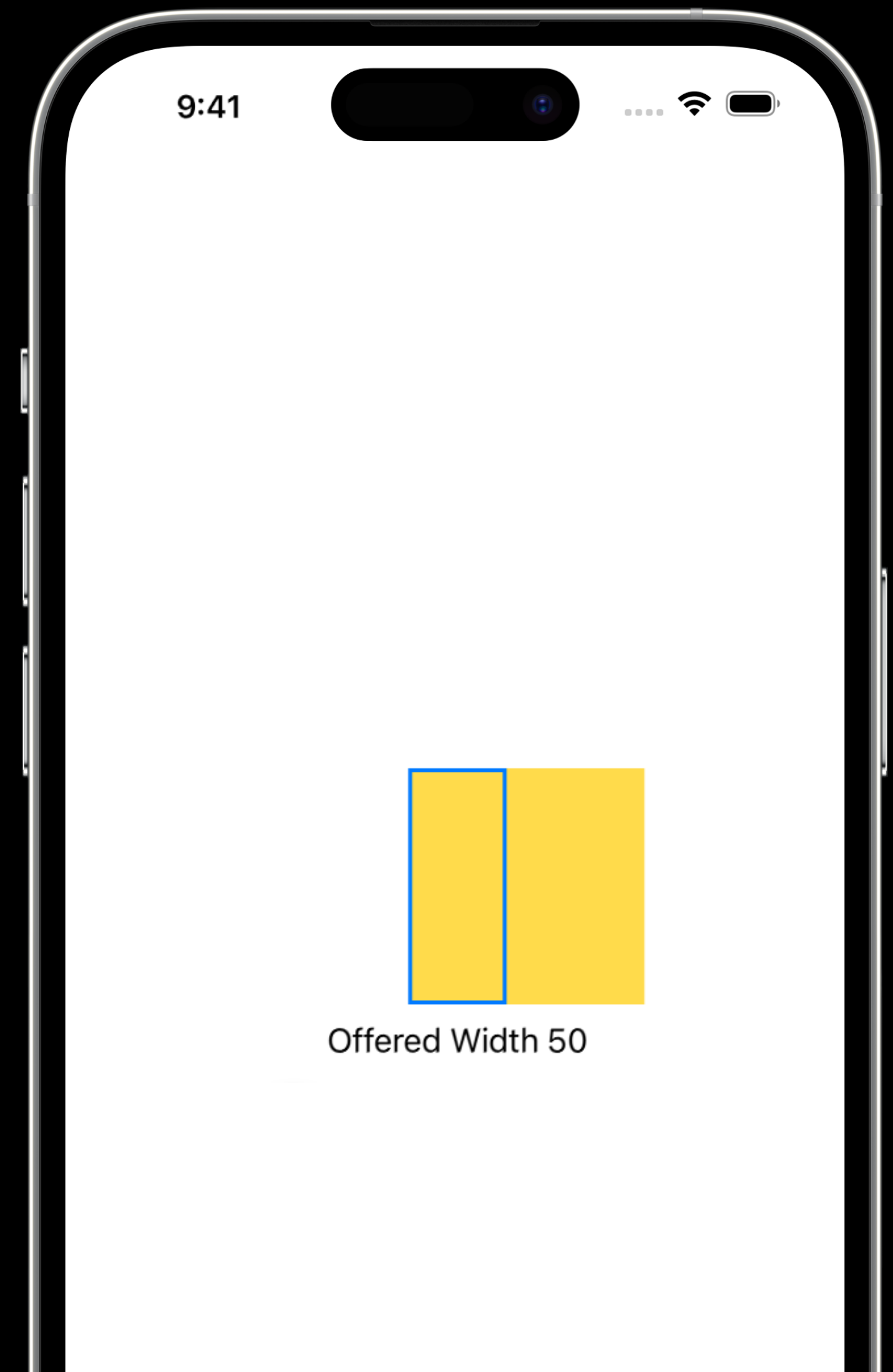
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```
struct ContentView: View {
    @State private var width: CGFloat = 50

    var body: some View {
        VStack {
            subView
                .frame(width: width, height: 120)
                .border(Color.blue, width: 2)

            Text("Offered Width \(Int(width))")
        }
        .padding()
    }

    var subView: some View{
        GeometryReader { proxy in
            Rectangle()
                .fill(Color.yellow.opacity(0.7))
                .frame(width: max(proxy.size.width, 120),
                    height: max(proxy.size.height, 120))
        }
    }
}
```



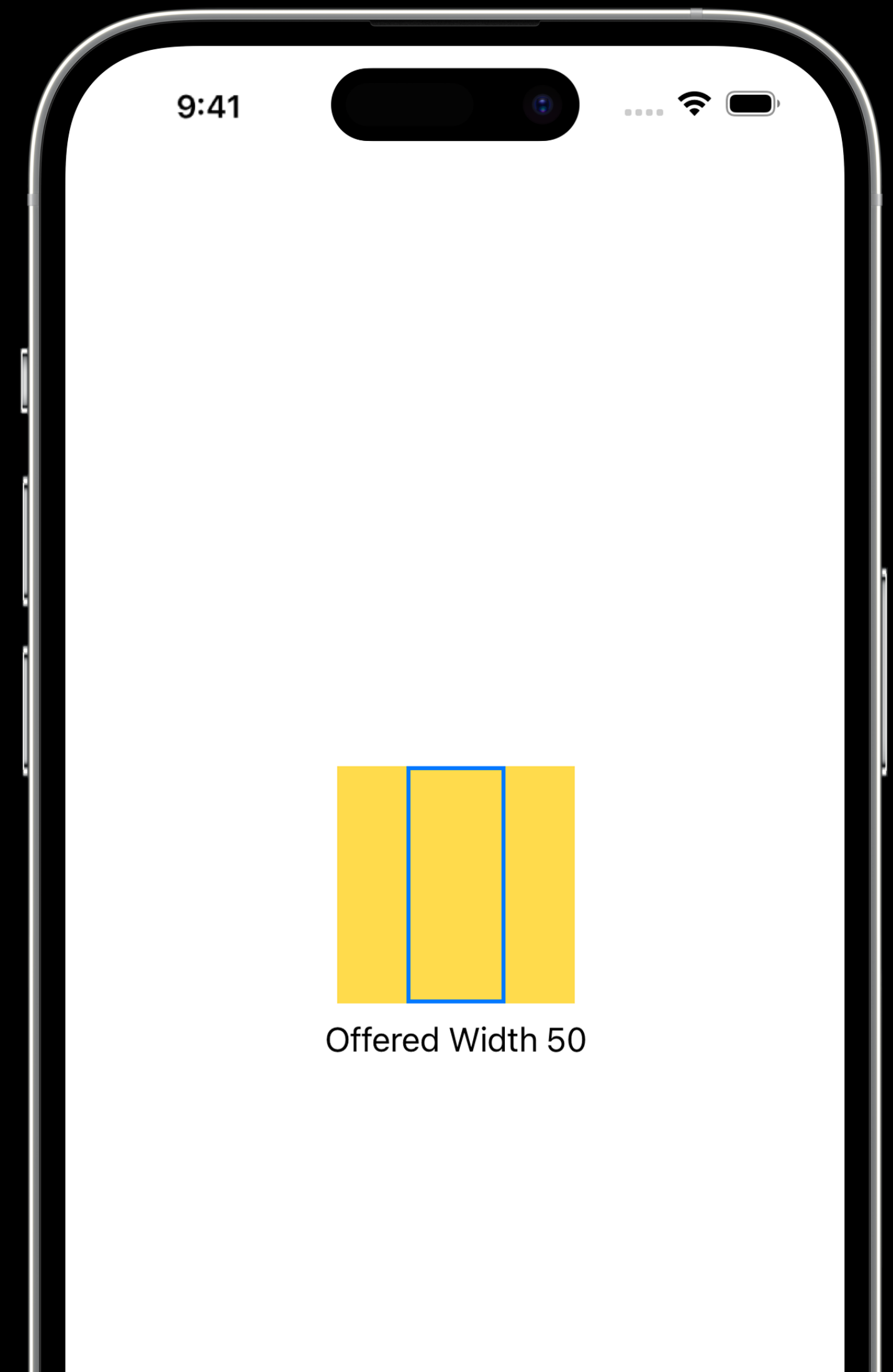
# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI



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```
var subView: some View{
    GeometryReader { proxy in
        Rectangle()
            .fill(Color.yellow.opacity(0.7))
            .frame(width: max(proxy.size.width, 120),
                height: max(proxy.size.height, 120))
    }
}
```



# 你需要知道的SwiftUI细节

The details you must understand about SwiftUI

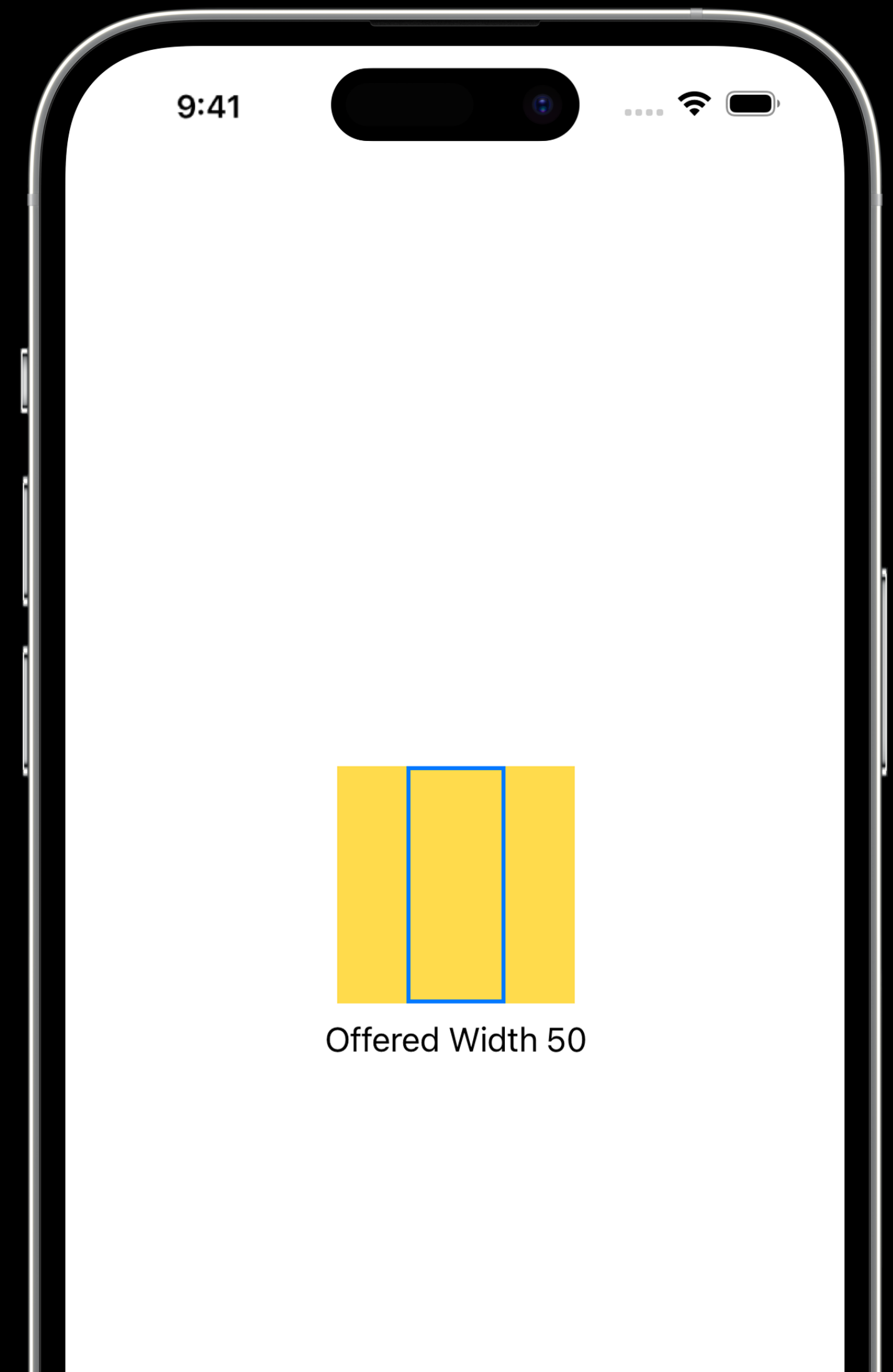


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```
ZStack{
```

```
}
```

```
    .frame(width: proxy.size.width)
```





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从头开始创建一个App原型

# 你需要知道的SwiftUI细节

现代UI/UX设计趋势与实现方法



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从头开始创建一个App原型

你需要知道的SwiftUI细节

现代UI/UX设计趋势与实现方法

# 现代UI/UX设计趋势与实现方法

Modern UI/UX Design Trends and Implementation Methods



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像素



拟物



扁平



新拟态

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像素

拟物

扁平

新拟态

???

# 现代UI/UX设计趋势与实现方法

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扁平



新拟态

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## 新拟态设计关注的是光在三维空间中的移动方式.....

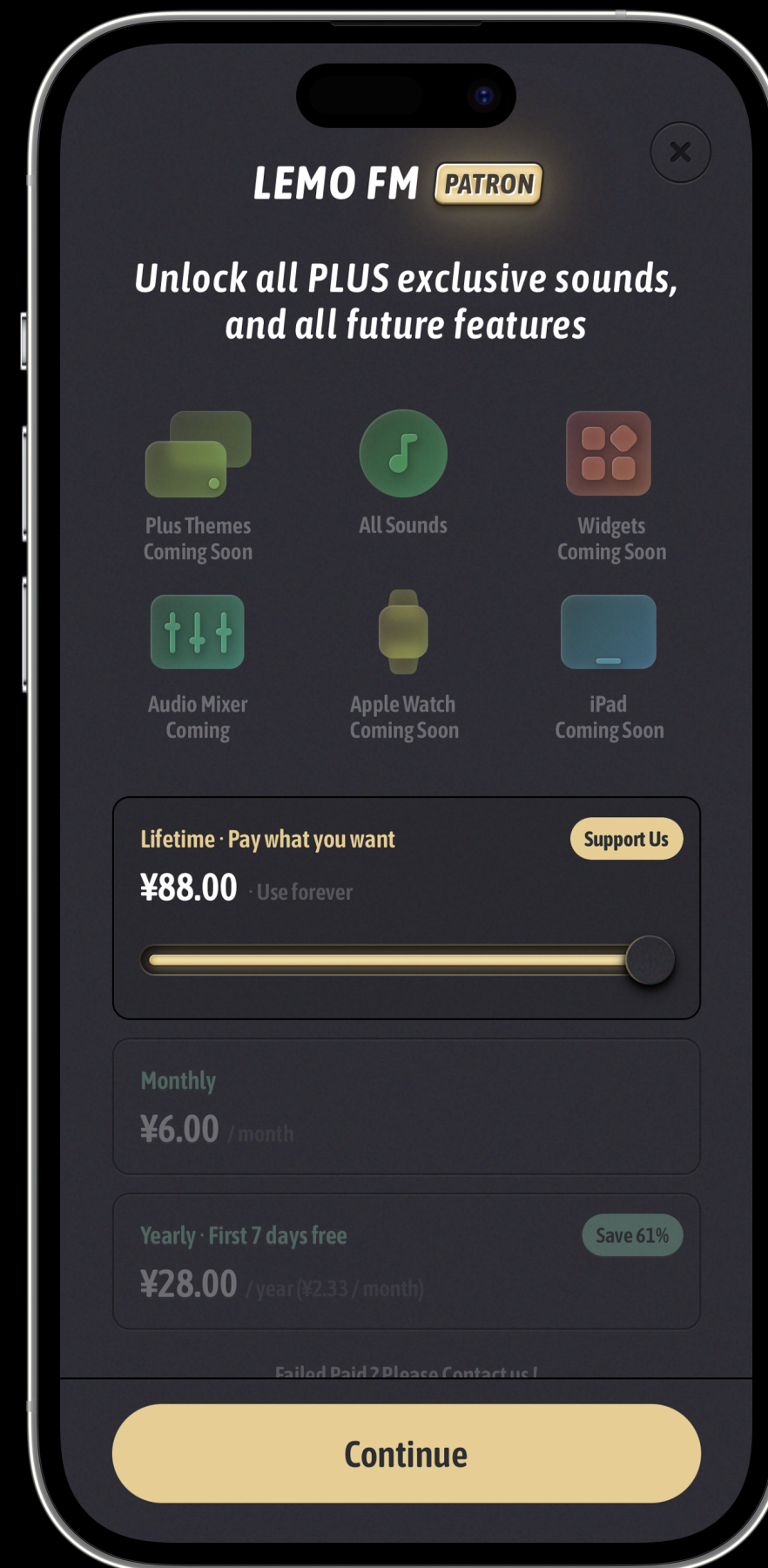
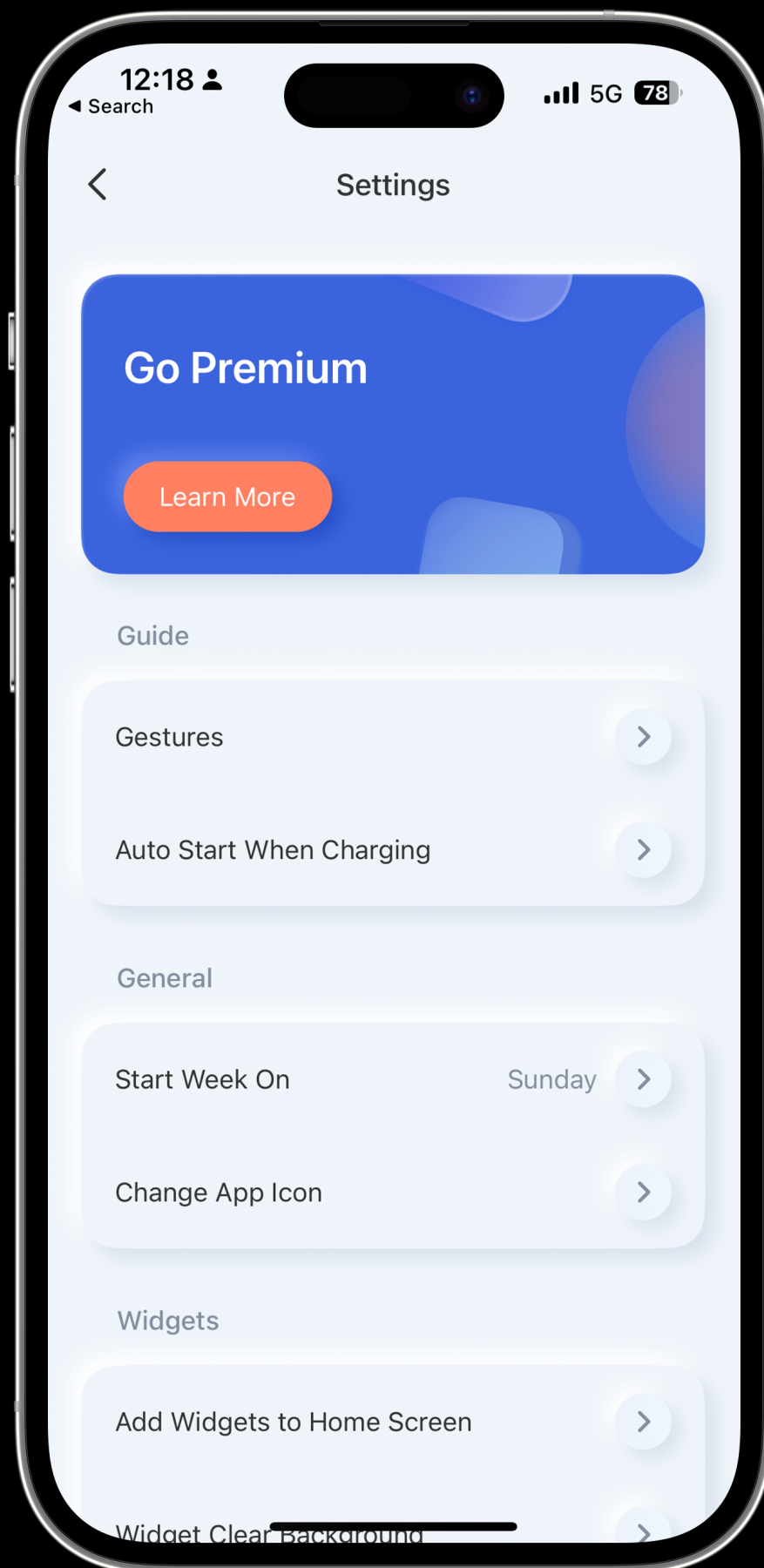
When you boil it down, neumorphism is a focus on how light moves in three-dimensional space....

## 重点在于光本身以及如何与各种物体相互作用

What sets neumorphism apart from its progenitor is that the focus is on the light itself and how it interacts with a variety of objects in a purely digital space.

# 现代UI/UX设计趋势与实现方法

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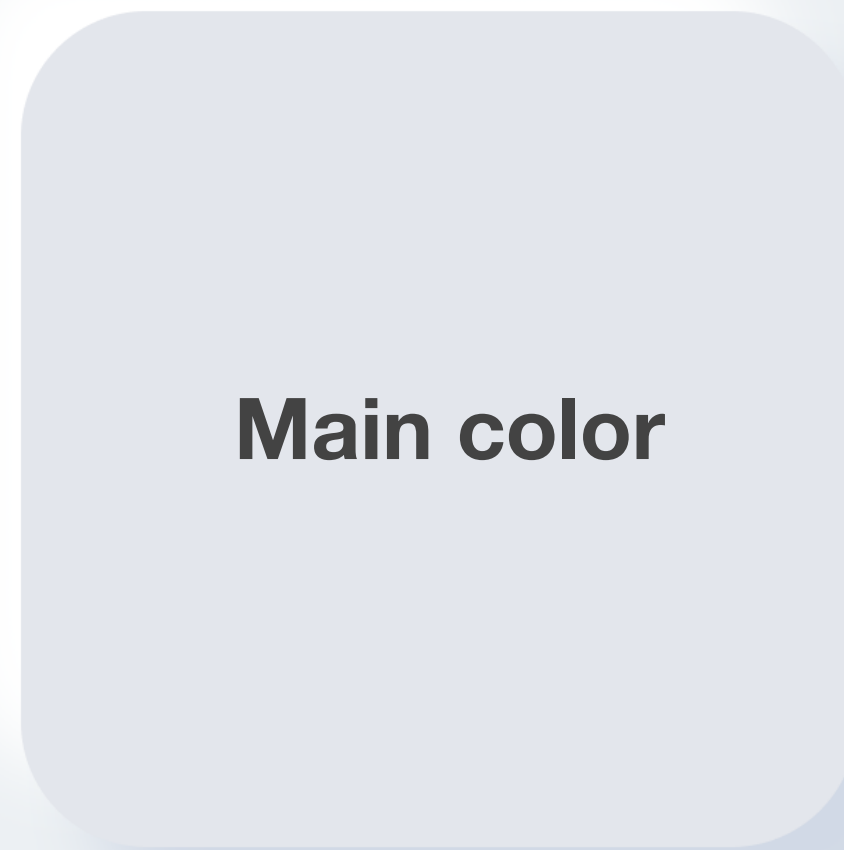
# 现代UI/UX设计趋势与实现方法

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Light shadow color

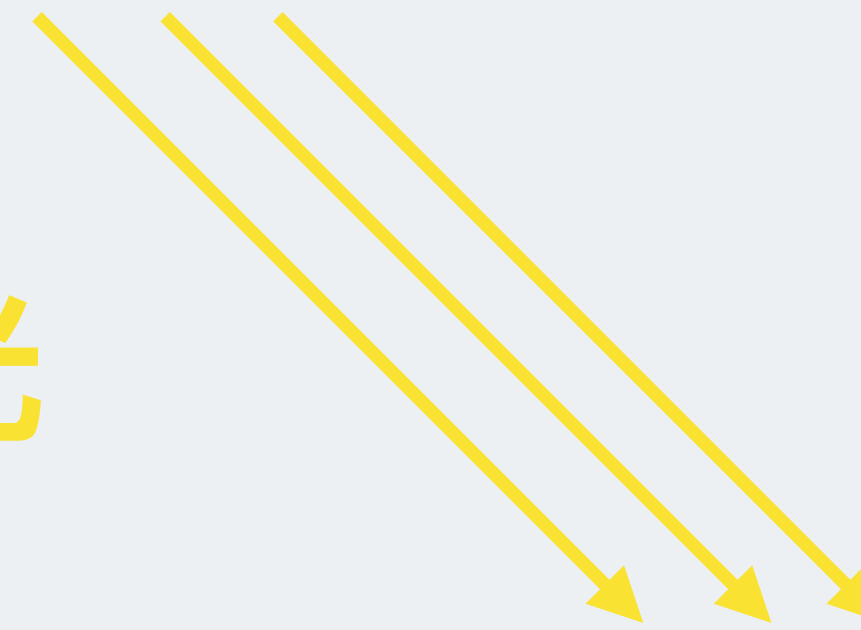


Main color

DROP SHADOW

Dark shadow color

光



组件

地面



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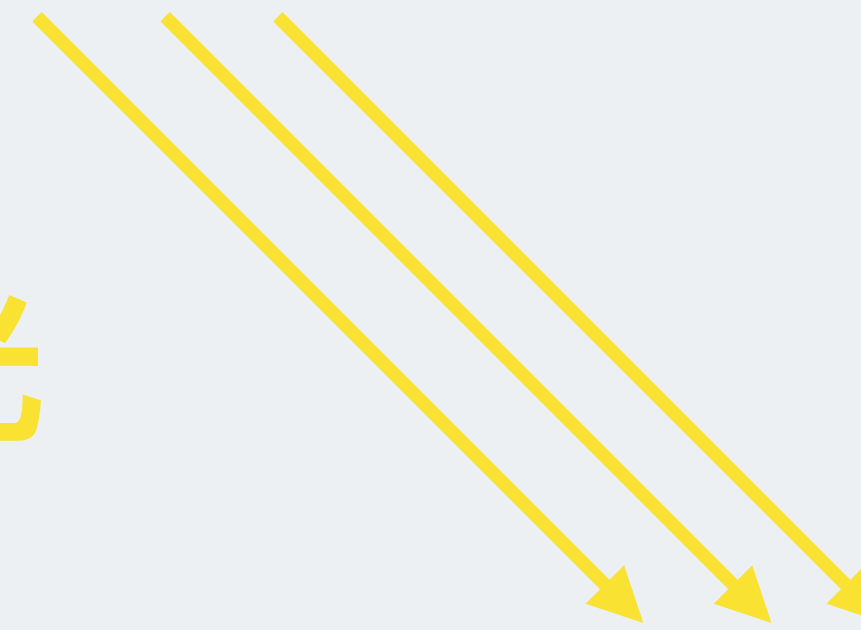
Dark inner shadow color



INNER SHADOW

Light inner shadow color

光



组件

地面

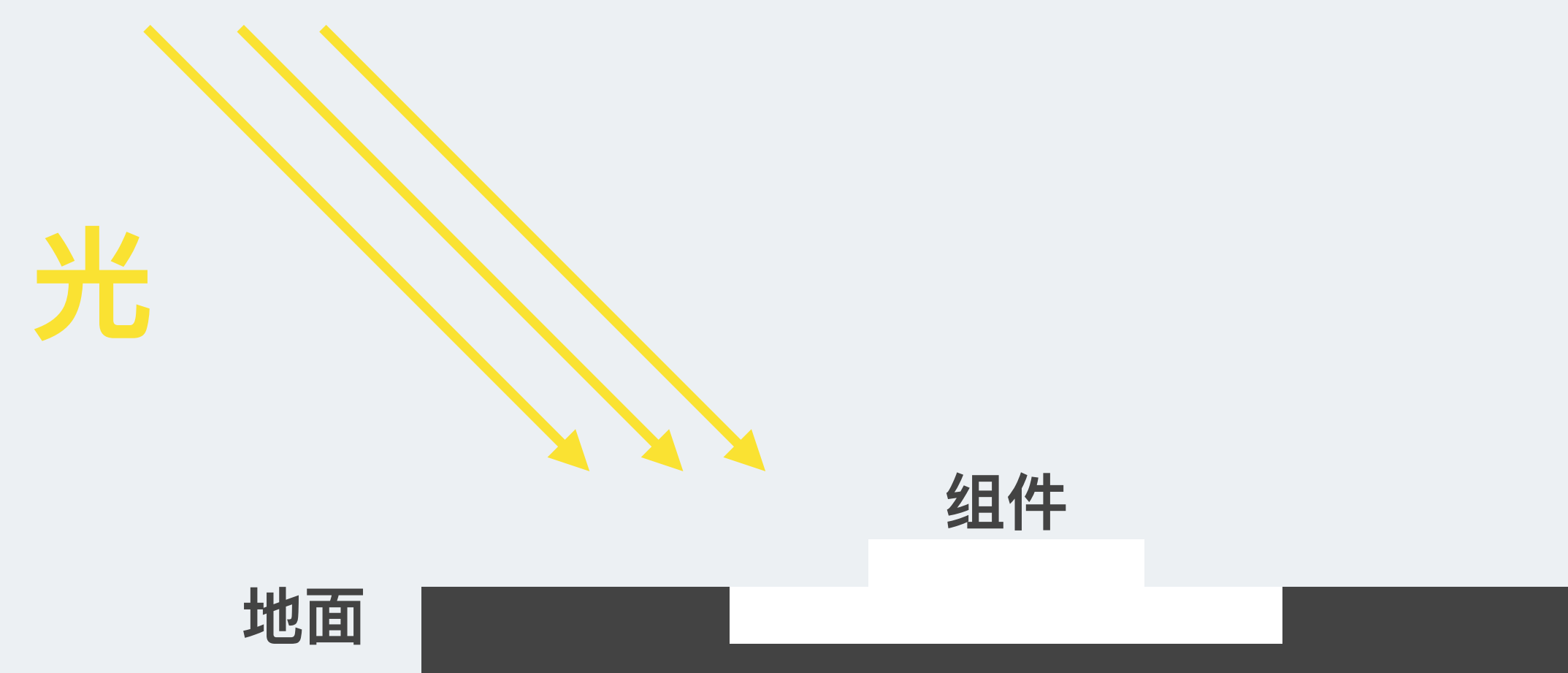


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# 现代UI/UX设计趋势与实现方法

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```
struct SoftUIView: View {  
    var body: some View {  
        ZStack{  
            background  
            myShape  
        }  
    }  
  
    var myShape: some View{  
        RoundedRectangle(cornerRadius: 30, style: .continuous)  
            .fill(Color(uiColor: mainColor))  
            .frame(width: 200, height: 100)  
            .shadow(color: Color(uiColor: lightShadowColor),  
                radius: 3, x: 6, y: 6)  
            .shadow(color: Color(uiColor: darkShadowColor),  
                radius: 3, x: -6, y: -6)  
    }  
}
```



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## 使用Extension让代码更易读

View Extensions for Better Code Readability

# 现代UI/UX设计趋势与实现方法

Modern UI/UX Design Trends and Implementation Methods



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```
struct SoftUIView: View {  
  
    var body: some View {  
        ZStack{  
            background  
            myShape  
        }  
    }  
  
    var myShape: some View{  
        RoundedRectangle(cornerRadius: 30, style: .continuous)  
            .fill(Color(uiColor: mainColor))  
            .frame(width: 200, height: 100)  
            .shadow(color: Color(uiColor: lightShadowColor),  
                  radius: 3, x: 6, y: 6)  
            .shadow(color: Color(uiColor: darkShadowColor),  
                  radius: 3, x: -6, y: -6)  
    }  
}
```

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```
struct SoftUIView: View {  
    var body: some View {  
        ZStack{  
            background  
            myShape  
        }  
    }  
  
    var myShape: some View{  
        RoundedRectangle(cornerRadius: 30, style: .continuous)  
            .fill(Color(uiColor: mainColor))  
            .frame(width: 200, height: 100)  
            .softUImodifier()  
    }  
}
```

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```
struct SoftUIModifier: ViewModifier{
    let lightShadowColor = UIColor(red: 0.820, green: 0.851,
                                   blue: 0.902, alpha: 1.0)

    let darkShadowColor = UIColor(red: 1.000, green: 1.000,
                                   blue: 1.000, alpha: 1.0)

    func body(content: Content) -> some View {
        return content
            .shadow(color: Color(uiColor: lightShadowColor),
                   radius: 3, x: 6, y: 6)
            .shadow(color: Color(uiColor: darkShadowColor),
                   radius: 3, x: -6, y: -6)
    }
}
```

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```
struct SoftUIView: View {  
    var body: some View {  
        ZStack{  
            background  
            myShape  
        }  
    }  
  
    var myShape: some View{  
        RoundedRectangle(cornerRadius: 30, style: .continuous)  
            .fill(Color(uiColor: mainColor))  
            .frame(width: 200, height: 100)  
            .modifier(SoftUIModifier())  
    }  
}
```

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```
struct SoftUIView: View {  
    var body: some View {  
        ZStack{  
            background  
            myShape  
        }  
    }  
  
    var myShape: some View{  
        RoundedRectangle(cornerRadius: 30, style: .continuous)  
            .fill(Color(uiColor: mainColor))  
            .frame(width: 200, height: 100)  
            .softUIModifier()  
    }  
}  
  
extension View {  
    func softUIModifier() -> some View { modifier(SoftUIModifier()) }  
}
```



**Any Questions ?**