

# SwiftUI Views

# Lifetime and Identity

26 February 2024

**View Lifetime**

**View Identity**

**Identity in List**

# View Lifetime

- A view's value is short-lived
- A view's lifetime is the duration of its identity
- Persistence of state is tied to lifetime

New ID created

New @State allocated



onAppear

New ID created

New @State allocated



onDisappear

# Types of Identity

**Explicit Identity**

**Structural Identity**

# Explicit Identity

```
struct ForEach<Data, ID, Content> where Data : RandomAccessCollection, ID : Hashable
```

```
struct FruitListView: View {
  let fruits = [
    Fruit(name: "Banana", color: .yellow),
    Fruit(name: "Cherry", color: .red)
  ]

  var body: some View {
    ScrollView {
      ForEach(fruits, id: \.name) { fruit in
        FruitView(fruit: fruit)
      }
    }
  }
}
```

```
func id<ID>(_ id: ID) -> some View where ID : Hashable
```

```
struct ExplicitIdentityScrollTo: View {
    let headerID = "header"

    let fruits = [...]

    var body: some View {
        ScrollView {
            ScrollViewReader { proxy in
                Text("Header")
                    .id(headerID)

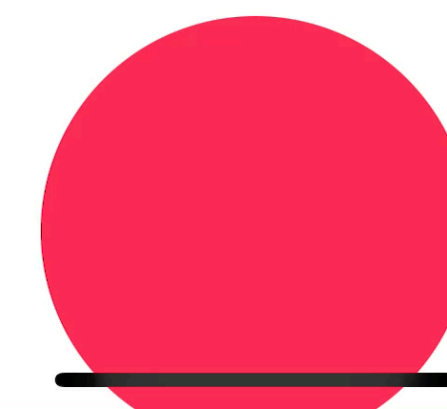
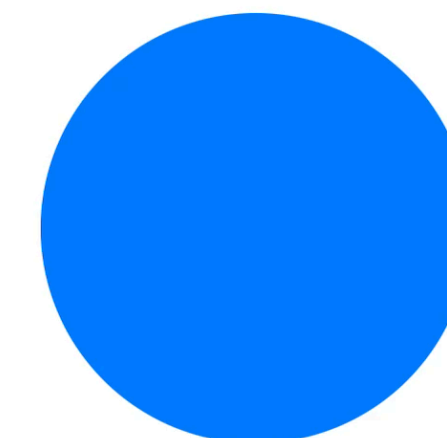
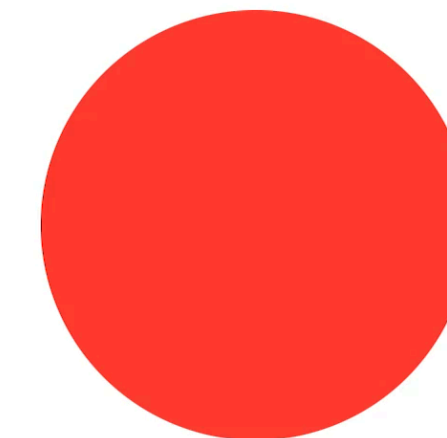
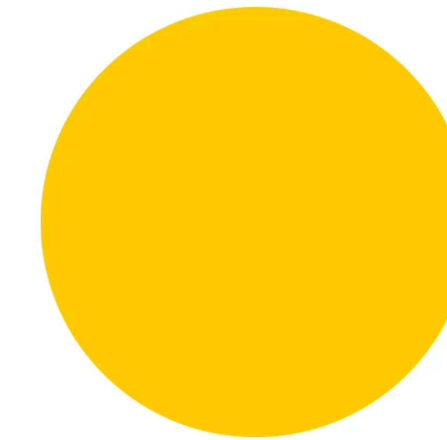
                ForEach(fruits, id: \.name) { data in
                    CircleView(data: data)
                }

                Button("Scroll to top") {
                    withAnimation {
                        proxy.scrollTo(headerID)
                    }
                }
            }
        }
        .scrollIndicators(.hidden)
    }
}
```

21:56

< Back

Header



# How to choose stable identifier

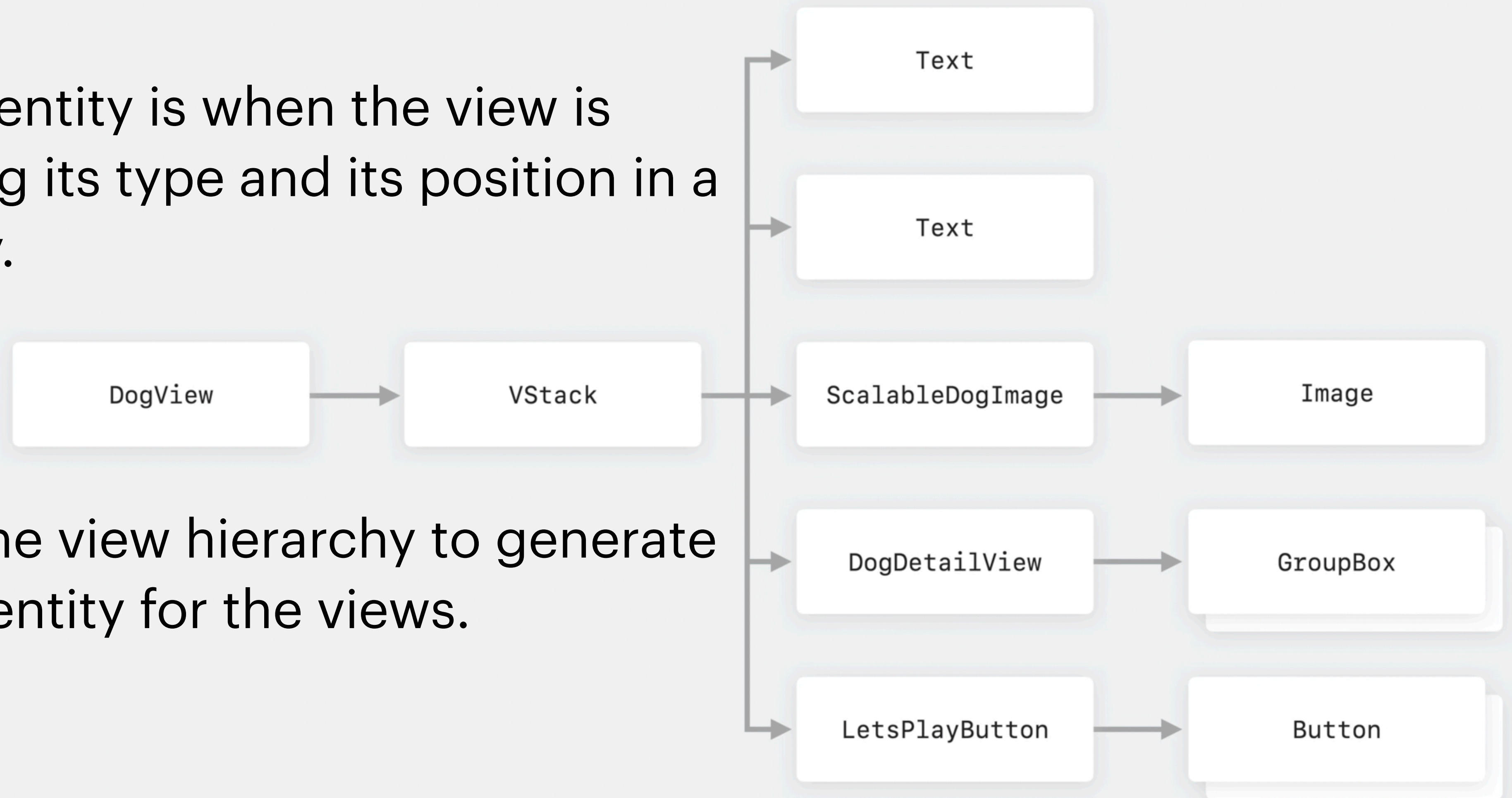
- ✓ An identifier shouldn't change over time
- ✓ Identifiers need to be unique.

**Example**



# Structural Identity

- A structural identity is when the view is identified using its type and its position in a view hierarchy.



- SwiftUI uses the view hierarchy to generate the implicit identity for the views.

**Example**

# Conditional View Modifiers

## if statement

## switch

- ⚠ Broke Animations
- ⚠ Reset @State @StateObject to its initial value
- ⚠ Reduce performance
- ⚠ Remember that you should use branching via if or switch statement only when you need to present different views.

# Inert modifiers

✅ SwiftUI modifiers are cheap, so there is little inherent cost with this pattern.

```
.opacity(isEnabled ? 1 : 0)  
.padding(isEnabled ? 8 : 0)
```

**What type of identity do Lists use?**

**What type of identity do Lists use?**

**Both Explicit and Structural**

**Example**

# There are a few things to keep in mind to achieve a better performance:

- ✓ Maintain the view's identity. If you can, don't use conditional statements to preserve the identity.
- ✓ Use stable identifiers for your view if they are explicitly provided.
- ✓ Avoid using AnyView if possible



**Q & A**

# Links

[Demystify SwiftUI](#)

[Demystify SwiftUI Performance](#)

[How the SwiftUI View Lifecycle and Identity work](#)

[Why Conditional View Modifiers are a Bad Idea](#)

[Avoiding SwiftUI's AnyView](#)

[SwiftUI: Understanding identity via transitions](#)