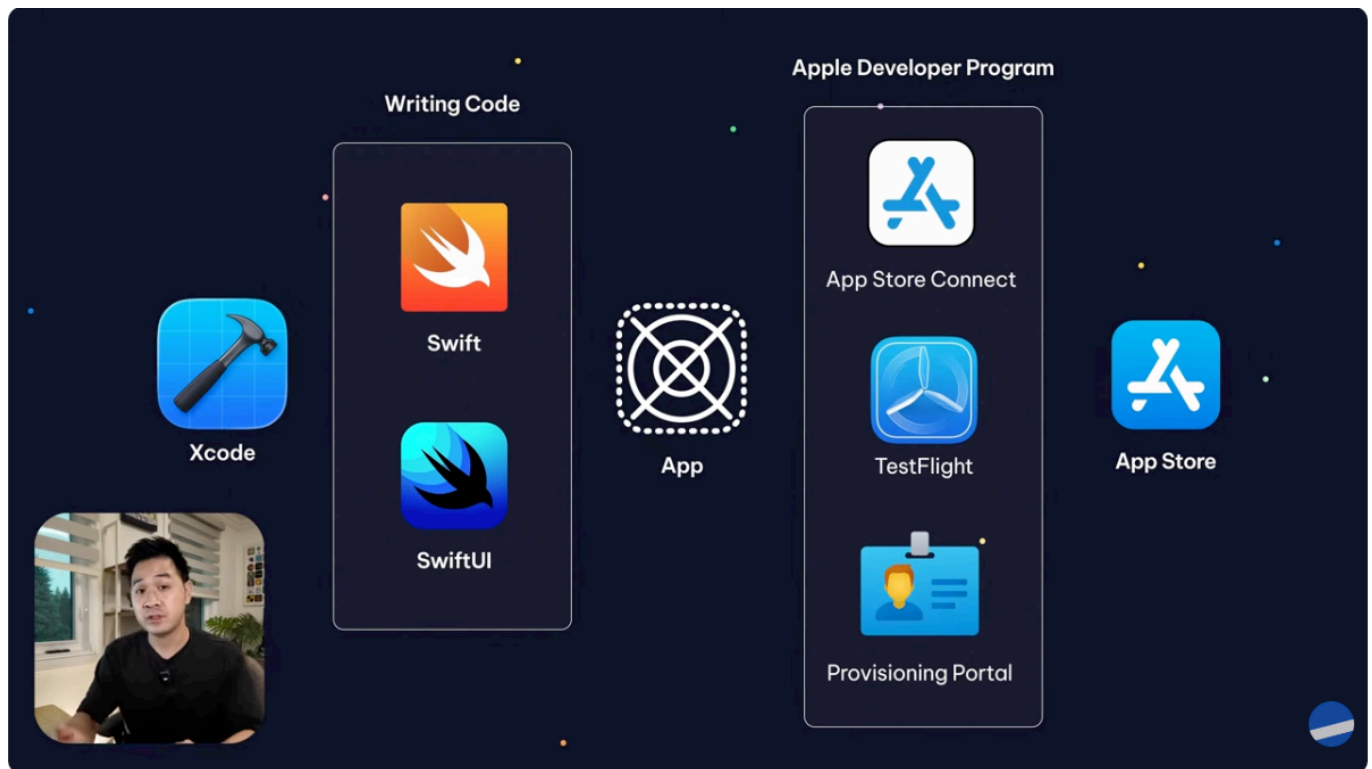


What this course provides



What is the _2_Xcode26App is

Great question! Here's an explanation of what the _2_Xcode26App file is and what it does in your project.

What is _2_Xcode26App.swift?

This file is the main entry point for your SwiftUI app. It's automatically generated when you create a new SwiftUI project in Xcode.

Here is the relevant code from that file:

```
import SwiftUI

@main
struct _2_Xcode26App: App {
    var body: some Scene {
        WindowGroup {
            ContentView()
        }
    }
}
```

Key Points:

- @main: This attribute tells Swift that this is the app's entry point (the equivalent of a main() function in other programming languages).
- struct _2_Xcode26App: App: This struct conforms to the App protocol, which is required for all SwiftUI apps.
- The body contains a WindowGroup, which defines the main scene for your app.
- Inside the WindowGroup, it presents your ContentView as the main user interface.

In summary: _2_Xcode26App is the root of your app. It's where the app launches, and it's responsible for displaying your first screen (ContentView). Nearly every SwiftUI app has a file like this, named with the app's name.

Let me know if you'd like to see more details or if you want to explore how this connects to other parts of your app!

Git

How to I commit the project to git repository and push it to the remote git repository, my case Forgejo

Here's how you can commit your project to git and push it to a remote Forgejo repository:

-
1. Initialize the Repository (if you haven't already) Open Terminal and navigate to your project directory:

```
cd /path/to/your/project
git init
```

2. Add Files to Staging Area

```
git add .
```

This will add all files in the project directory to the staging area.

3. Commit Your Changes

```
git commit -m "Initial commit"
```

Replace "Initial commit" with your own commit message if desired.

4. Add the Forgejo Remote You'll need the remote repository URL from Forgejo (it usually ends in .git). For example:

```
git remote add origin https://forgejo.example.com/your-username/your-repo.git
```

5. Push to the Remote Repository If this is your first push:

```
git branch -M main
git push -u origin main
```

If the branch already exists, just use: git push

Summary

- Initialize (if needed): `git init`
- Add files: `git add .`
- Commit: `git commit -m "Your message"`
- Add Forgejo remote: `git remote add origin`
- Push: `git push -u origin main`

If you use Xcode's built-in Source Control, you can also do this via the GUI:

- Go to Source Control in the menu bar.
- Select Commit... to stage and commit files.
- Use Push to send your changes to Forgejo (you may need to add the remote under "Source Control" > "Repositories").

If you have a specific error or question about any step, let me know!