

# User interaction

update view graph

mutate state

events

update view graph

mutate state

binding observing etc

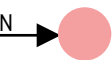
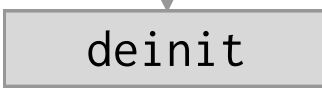
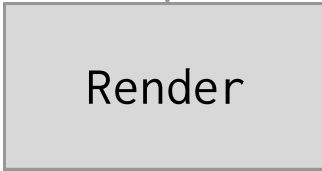
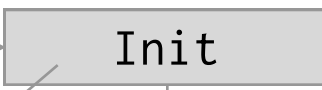
subscription

generate complex Generic type

```
ModifiedContent<VStack<TupleView<(Button<Text>, Optional<Text>)>>, _FrameLayout>
```

Some Text  
Counter 1

example



dependency - value to view

optimized and efficient diff  
> AnyView reduce efficiency

render diff only

dynamic viewTree change

cleanUp view graph

onAppear

onDissappear

N

Y

