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Build Skeleton Loading SwiftUI

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1 Shimmer

```
struct Shimmer: ViewModifier {
    @State private var phase: CGFloat = -100

    func body(content: Content) -> some View {
        content
            .overlay(
                LinearGradient(
                    gradient: Gradient(colors: [Color.gray.opacity(0.3),
                        Color.gray.opacity(0.1), Color.gray.opacity(0.3)]),
                    startPoint: .leading,
                    endPoint: .trailing
                )
                .rotationEffect(.degrees(30))
                .offset(x: phase)
                .mask(content)
            )
            .onAppear {
                withAnimation(.linear(duration: 1).repeatForever(autoreverses: false)) {
                    phase = 200
                }
            }
    }
}

extension View {
    func shimmer() -> some View {
        modifier(Shimmer())
    }
}
```

Add a shimmer effect using a LinearGradient with animation to simulate movement.

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2 SkeletonRowView

```
struct SkeletonRow: View {
    var body: some View {
        HStack(spacing: 12) {
            RoundedRectangle(cornerRadius: 8)
                .fill(Color.gray.opacity(0.3))
                .frame(width: 50, height: 50)
                .shimmer()

            VStack(alignment: .leading, spacing: 8) {
                RoundedRectangle(cornerRadius: 4)
                    .fill(Color.gray.opacity(0.3))
                    .frame(height: 20)
                    .shimmer()

                RoundedRectangle(cornerRadius: 4)
                    .fill(Color.gray.opacity(0.3))
                    .frame(height: 16)
                    .frame(maxWidth: 200)
                    .shimmer()
            }
        }
        .padding(.vertical, 8)
    }
}
```

Create a view that mimics our actual content layout but with gray rectangles and the shimmer effect applied.

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3 Actual Content Row

```
struct ItemRow: View {
    let item: Item

    var body: some View {
        HStack(spacing: 12) {
            Image(systemName: item.iconName)
                .font(.title2)
                .foregroundColor(.blue)
                .frame(width: 50, height: 50)
                .background(Color.blue.opacity(0.1))
                .cornerRadius(8)

            VStack(alignment: .leading, spacing: 4) {
                Text(item.title)
                    .font(.headline)

                Text(item.subtitle)
                    .font(.subheadline)
                    .foregroundColor(.secondary)
            }
        }
        .padding(.vertical, 8)
    }
}
```

Define the view that shows your real data when loaded

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4 Toggle Views

```
struct ParallaxView: View {
    @State private var isLoading = true

    var body: some View {
        NavigationView {
            List {
                // Show 6 placeholders while loading
                if isLoading {
                    ForEach(0..<6) { _ in
                        SkeletonRow()
                    }
                } else {
                    // Show real content after loading
                    ForEach(sampleData) { item in
                        ItemRow(item: item)
                    }
                }
            }
            .navigationTitle("Siddharth Pillai")
            .onAppear {
                // Simulate loading delay
                DispatchQueue.main.asyncAfter(deadline: .now() + 2) {
                    withAnimation {
                        isLoading = false
                    }
```

Build the main view with a @State flag to toggle between showing shimmering skeleton rows while loading and real item rows after a simulated delay, all wrapped in a NavigationView with a title.

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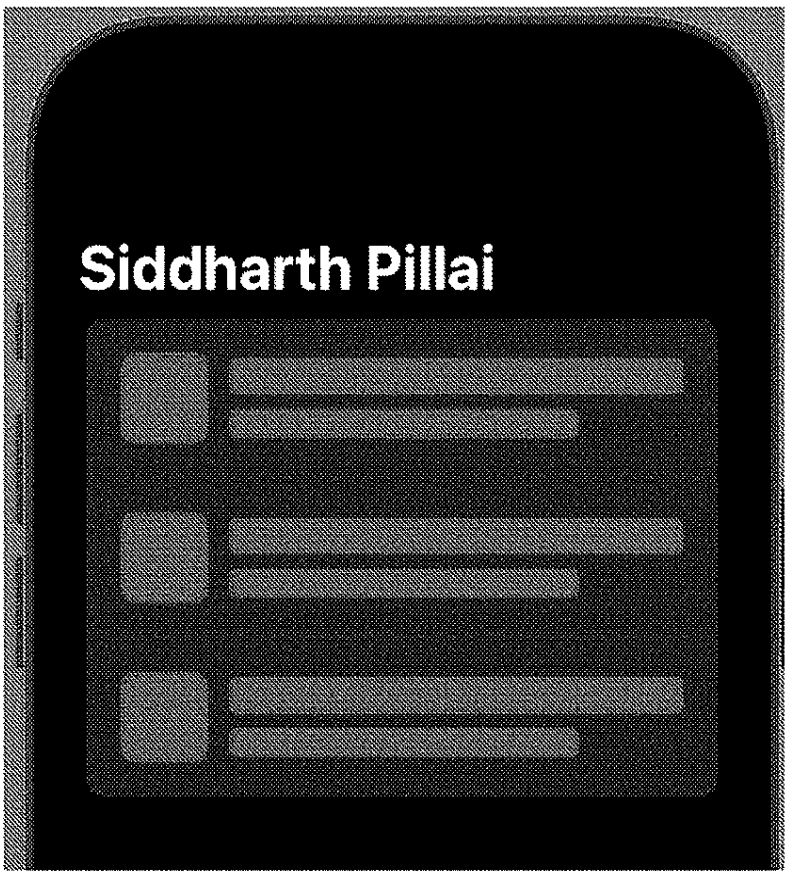
Siddharth Pillai


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SwiftUI Basics
Learn fundamentals
Animations
Make UI lively
Networking
Fetch remote data

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Skeleton Loading & Shimmering Effect for your App

And that's it! 🎉 Follow these steps, and you'll have skeleton loading with shimmering effect working seamlessly in your iOS app. Let me know if you have any questions!

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