# Video Transcript

[TechWithTyler intro music]

Tyler: Hi! My name is Tyler Sheft. Today, I want to show you how to use VoiceOver to find and fix issues that might come up in your Swift Playgrounds code.

[iPad “screen recording started” beep]

Tyler: When writing code, issues might come up that will prevent the code from running. These are called compile-time issues. VoiceOver will speak the number of new issues as they come up while writing code.

VoiceOver: D Delta Actions available

VoiceOver: = Space L 1 new issue

VoiceOver: Return L “

VoiceOver: “”

VoiceOver deleting text: “

Tyler: Move your finger until you hear “Show issues on next line,” and double-tap to reveal the issue.

VoiceOver: Show issues on next line Button

VoiceOver: Hide issues on next line

Tyler: Each time you encounter “Show issues on next line,” it’s a good idea to move your finger slightly to the right to hear the line of code with the issues. VoiceOver announces “has issues” when encountering a line with an issue.

VoiceOver: Indent 4 Has issues @State var name: String = “ Text field Is ed-

Tyler: After double-tapping a “Show issues on next line” button, move your finger around to move to the issue. Move slightly up from the issue to focus on the page switcher, then swipe up and down to reveal other issues or suggestions for the issues on the line.

VoiceOver: Error ‘=’ must have consistent whitespace on both sides

VoiceOver: Suggestion Insert “ “

VoiceOver: Issues Page 1 of 2 Adjustable

VoiceOver: Page 2 of 2

Tyler: In some playgrounds, you can see all of the issues in it by moving to the “Show issues” button in the top bar and double-tapping. Then you can move between all your issues easily.

VoiceOver: Show issues Button Show- Issues (2)

Tyler: Issues are organized by file. “Main” refers to the main file in a playground, and is the only editable file in most cases. Once selecting an issue here, it opens in the code area.

VoiceOver: = must have consistent whitespace on both sides

VoiceOver: Sele- import SwiftUI Text field

Tyler: If a fix is available, you can move to the Fix button and double-tap to fix the issue.

VoiceOver: Issues Pa- Page 2- Page 1 of 2 Sugge- Fix Button

VoiceOver: Fix

Tyler: In some playgrounds, the errors begin with a friendly message, and the errors themselves are often made clearer.

Tyler: Once you find and fix all known issues, try running your code again.

VoiceOver: Run my Code Button Run my Code import SwiftUI

Tyler: In some cases, an issue may come up while your code is running. This is called a runtime issue, and can be found in the same way as compile-time issues.

Tyler: I hope this has made it easier for you to find and fix issues in your Swift Playgrounds code while using VoiceOver.

[TechWithTyler outro music]