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//  
// ContentView.swift  
// ARHomeDesigner  
//  
// Purpose:  
// The main UI View that compiles the AR View and other SwiftUI views  
// of my app which make up the user interface  
//  
// Created by Kyle McFadden on 2/21/25.  
//
```

```
import SwiftUI
```

```
struct ContentView: View {  
    @StateObject var arView = ARViewController()  
    @State private var showOptions: Bool = false  
  
    var body: some View {  
        VStack(spacing: 15) {  
            ARViewContainer(arView: arView)  
                .ignoresSafeArea(edges: .all)  
            HStack(spacing: 30) {  
                ColorSelector(bgColor: $arView.userColor)  
                Button(action: {  
                    showOptions.toggle()  
                }) {  
                    Text("More Options")  
                }  
                Screenshot(takeSCRNShot: $arView.toggleSCRNShot)  
            }  
        }  
        .sheet(isPresented: $arView.toggleEditMode, content: {  
            EditView(arView: arView)  
                .presentationDetents([.height(350)])  
        })  
        .sheet(isPresented: $showOptions, content: {  
            OptionView(arView: arView)  
                .presentationDetents([.height(250)])  
        })  
    }  
}
```

```
#Preview {  
    ContentView()  
}
```