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APP DEVELOPMENT WITH SWIFT Certified User

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>> Apple App-Development-with-Swift-Certified-User考試題庫 <<

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問題 #17

Review the code snippet.

```
1 func getAgeCategory(_ age: Int = 20) -> Int {
2     if age > 64 {
3         return 1
4     } else if age > 19 {
5         return 2
6     } else if age > 12 {
7         return 3
8     } else {
9         return 4
10    }
11 }
12
13 print(getAgeCategory())
```

What value does the code output?

答案:

解題說明:

Answer the question by typing in the box.

2

Explanation:

This question belongs to Swift Programming Language , specifically the objectives covering functions , control flow , and default parameter values . The function is declared as `func getAgeCategory(_ age: Int = 20) -> Int`, which means if no argument is supplied, Swift uses the default value 20. Apple's Swift documentation explains that you can define a default value for any parameter, and that value is used when the caller omits that argument. Since the code calls `getAgeCategory()` with no parameter, the function executes using `age = 20`.

The conditional logic is then evaluated in order:

* `if age > 64` # false, because 20 is not greater than 64

* `else if age > 19` # true, because 20 is greater than 19

* so the function returns 2

Because Swift's `if/ else if` control flow stops at the first true condition, the later checks are never reached once `age > 19` succeeds. Apple describes Swift as supporting standard control flow including conditional branching, and this example is a direct use of that branching behavior.

Therefore, `print(getAgeCategory())` outputs 2 , which corresponds to option B .

問題 #18

You have a set of Views within a ZStack that produce the screen below:



Arrange the lines of code that will make up the ZStack so that the View appears as shown.

Lines of code

```

foregroundStyle(.white)
Image(systemName: "heart") .resizable()
.foregroundColor(.red) .frame(width: 200, height: 200)
Color.black
Circle()

```

Contents of ZStack

- 1
- 2
- 3
- 4
- 5

答案:

解題說明:

Lines of code

```

foregroundStyle(.white)
Image(systemName: "heart") .resizable()
.foregroundColor(.red) .frame(width: 200, height: 200)
Color.black
Circle()

```

Contents of ZStack

- 1 Color.black
- 2 Circle()
- 3 .foregroundColor(.white)
- 4 Image(systemName: "heart") .resizable()
- 5 .foregroundColor(.red) .frame(width: 200, height: 200)

Explanation:

Lines of code

Contents of ZStack

- 1 Color.black
- 2 Circle()
- 3 .foregroundColor(.white)
- 4 Image(systemName: "heart") .resizable()
- 5 .foregroundColor(.red) .frame(width: 200, height: 200)

This question belongs to View Building with SwiftUI, specifically stacking views and applying modifiers. A ZStack layers views from back to front, so the first item becomes the background and later items appear on top. To match the screenshot, the black background must be the back layer, so `Color.black` goes first. The large white circle sits above that, so `Circle()` followed by `.foregroundColor(.white)` comes next. Finally, the red heart image sits on top of the circle, so `Image(systemName: "heart") .resizable()` followed by

`foregroundColor(.red).frame(width: 200, height: 200)` must be last. SwiftUI's `Image.resizable()` allows the symbol image to scale to the frame you apply, and `foregroundColor` sets the visible color styling for the shape and symbol.

So the intended structure is:

```

ZStack {
Color.black
Circle()

```

```

.foregroundColor(.white)
Image(systemName: "heart ").resizable()
.foregroundColor(.red)
.frame(width: 200, height: 200)
}

```

This produces a black background, a white circular shape, and a centered red heart on top, exactly as shown.

問題 #19

Refer to this image to complete the code.



Note: You will receive partial credit for each correct answer

ANSWER AREA

```

import SwiftUI
struct ContentView: View {
    let names = ["Lisa", "Andrew", "Brittany"]
    let pets = ["Mollie", "Fiddo"]

    var body: some View {
        [
            Section {
                List {
                    ForEach(names, it: \.self) { name in Text(name) }
                }
            },
            Section {
                List {
                    ForEach(pets, id: \.self) { pet in Text(pet) }
                }
            }
        ]
    }
}

```

答案:

解題說明:

Answer Area

```
import SwiftUI
struct ContentView: View {
    let names = ["Lisa", "Andrew", "Brittany"]
    let pets = ["Mollie", "Fiddo"]

    var body: some View {
        [
            Section {
                List {
                    ForEach(names, it: \.self) { name in Text(name) }
                }
            }("My Friends")
            Section {
                List {
                    ForEach(pets, id: \.self) { pet in Text(pet) }
                }
            }("My Pets")
        ]
    }
}
```

The image shows a Swift code snippet for a SwiftUI view named `ContentView`. The code defines two arrays: `names` (["Lisa", "Andrew", "Brittany"]) and `pets` (["Mollie", "Fiddo"]). The `body` property is a list of two `Section` views. The first section has a header "My Friends" and a `List` of `Text` views for each name. The second section has a header "My Pets" and a `List` of `Text` views for each pet. The code is annotated with a large watermark "vcesoft.com" and a grey Apple logo.

Explanation:

ANSWER AREA

```
import SwiftUI
struct ContentView: View {
    let names = ["Liss", "Andrew", "Brittany"]
    let pets = ["Mollie", "Fiddo"]

    var body: some View {
        List {
            Section {
                ForEach(names, id: \.self) { name in Text(name) }
            } header: {
                Text("My Friends")
            }
            Section {
                ForEach(pets, id: \.self) { pet in Text(pet) }
            } header: {
                Text("My Pets")
            }
        }
    }
}
```

This question belongs to View Building with SwiftUI, especially the objectives for using List views to iterate through collections and structuring views with standard SwiftUI containers. The screenshot shows two grouped sets of rows: one headed MY FRIENDS and one headed MY PETS. In SwiftUI, the correct container for a scrollable table-style presentation of rows is List, and the correct way to divide that list into labeled groups is Section. Apple documents List as a container that presents data in a single-column row-based layout, and Section as a way to organize list content into grouped areas with headers and optional footers. That is exactly the structure shown in the image. (developer.apple.com, developer.apple.com) The ForEach(names, id: \.self) and ForEach(pets, id: \.self) lines are already iterating through the arrays, so each ForEach should be wrapped inside a Section. The section labels such as " My Friends " and " My Pets " are provided with the header: label. So the intended code structure is:

```
List {
    Section {
        ForEach(names, id: \.self) { name in Text(name) }
    } header: {
        Text( " My Friends ")
    }
    Section {
        ForEach(pets, id: \.self) { pet in Text(pet) }
    } header: {
        Text( " My Pets ")
    }
}
```

This matches the UI shown in the image and aligns directly with SwiftUI list and section composition patterns in App Development with Swift.

問題 #20

For each statement about Navigation in SwiftUI, select True or False.

Answer Area

	True	False
You can treat a <code>NavLink</code> like a button, and run some Swift code when it is pressed.	<input type="radio"/>	<input type="radio"/>
<code>NavigationSplitView</code> can be used to do navigation differently on different device sizes.	<input type="radio"/>	<input type="radio"/>
You can put a header on your present View in a <code>NavigationStack</code> using <code>.navigationTitle</code> .	<input type="radio"/>	<input type="radio"/>
If you have a <code>NavLink</code> that goes to another View with a <code>NavLink</code> , you need to declare a <code>NavigationStack</code> at each level.	<input type="radio"/>	<input type="radio"/>

答案:

解題說明:

Answer Area

	True	False
You can treat a <code>NavLink</code> like a button, and run some Swift code when it is pressed.	<input type="radio"/>	<input checked="" type="radio"/>
<code>NavigationSplitView</code> can be used to do navigation differently on different device sizes.	<input checked="" type="radio"/>	<input type="radio"/>
You can put a header on your present View in a <code>NavigationStack</code> using <code>.navigationTitle</code> .	<input checked="" type="radio"/>	<input type="radio"/>
If you have a <code>NavLink</code> that goes to another View with a <code>NavLink</code> , you need to declare a <code>NavigationStack</code> at each level.	<input type="radio"/>	<input checked="" type="radio"/>

Explanation:

* You can treat a `NavLink` like a button, and run some Swift code when it is pressed. - False

* `NavigationSplitView` can be used to do navigation differently on different device sizes. - True

* You can put a header on your present View in a `NavigationStack` using `.navigationTitle`. - True

* If you have a `NavLink` that goes to another View with a `NavLink`, you need to declare a `NavigationStack` at each level. - False This question belongs to View Building with SwiftUI , specifically the objective on creating a multi-view app with navigation stacks, links, and sheets . Statement 1 is False because `NavLink` is primarily a navigation control that pushes or presents a destination in a navigation container; Apple documents it as creating a navigation link that presents a destination, not as a general-purpose action control like `Button`.

Statement 2 is True because `NavigationSplitView` is designed for adaptive navigation and can present navigation in different ways depending on platform and available space. Apple documents `NavigationSplitView` as a container for navigation across multiple columns, and this adaptive behavior is exactly why it is used differently across device sizes.

Statement 3 is True because `.navigationTitle(...)` sets the navigation title for a view shown inside a navigation container. Apple explicitly describes a view's navigation title as something used to visually display the current navigation state of an interface.

Statement 4 is False because you do not need a separate `NavigationStack` at every level. Apple describes `NavigationStack` as the container that manages a stack of views, and `NavLink` pushes additional destinations onto that stack. Nested destinations can keep navigating within the same stack.

問題 #21

Which property wrapper allows you to read data from the system or device settings?

- A. `@StateObject`
- B. `@Binding`
- C. `@Environment`
- D. `@State`

答案: C

解題說明:

Comprehensive and Detailed Explanation From App Development with Swift domains:

This question belongs to View Building with SwiftUI , specifically the objective about using property wrappers such as `@State`, `@Binding`, and `@Environment` to manage and share data between views.

The correct answer is `@Environment` because it is used to read values provided by the system or the surrounding view environment. These values can include device-related or system-provided information such as size classes, color scheme, locale, and dismiss

actions. In SwiftUI, `@Environment` gives a view access to contextual information that it does not own directly, but which is supplied by the framework or ancestor views.

The other options are not correct for this purpose:

* `@State` is used for local mutable state owned by the current view.

* `@Binding` is used to create a two-way connection to state owned elsewhere, usually in a parent view.

* `@StateObject` is used to create and own an observable reference-type object for the lifetime of the view.

So if you want a SwiftUI view to read data coming from system or device settings, the correct property wrapper is `@Environment`.

問題 #22

.....

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