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Apple App-Development-with-Swift-Certified-User Exam Syllabus Topics:

Section	Objectives
Xcode Developer Tools	- Demonstrate how to build and run an app • 1. on the iOS simulator • 2. on the iOS device - Use debugging techniques including, but not limited to, breakpoints, watchpoints, and logging to resolve errors • 1. Set breakpoints and step through code line by line - Identify and use the features of the Xcode interface • 1. Demonstrate how to access documentation and help • 2. Navigate Xcode • 3. Create and modify views with Interface Builder

Swift Programming Language	- Evaluate variable scope and shadowing - Demonstrate the use of Optional types • 1. Apply Optional binding and Optional chaining (including but not limited to if let, guard let) • 2. Demonstrate how to unwrap Optionals safely - Know how and when to apply control flow and loops • 1. Use logical operators • 2. Use Guard • 3. Use range operators - Manage data using collection types • 1. Dictionaries • 2. Arrays - Demonstrate proper use of structs, classes • 1. Differentiate between various initializers • 2. Differentiate between structures and classes • 3. Define and use properties and methods • 4. Define and use property observers - Use functions • 1. Demonstrate how to use a function's return value • 2. Create and call a function • 3. Customize internal, external, and anonymous naming of parameters in functions • 4. Organize and structure code • 5. Implement default parameter values - Declare and use basic Swift types • 1. Interpret and use basic types • 2. Demonstrate when to use constants and variables • 3. Describe and use data types and operators • 4. Demonstrate the use of type casting in both safe and unsafe ways
View Building with SwiftUI	- Extract Subviews to simplify the structure of an overlarge View - Position and/or layout a single SwiftUI View with standard Views and modifiers - Use @State, @Binding, @Environment, and/or Observable to share data between Views - Use List Views to iterate through collections - Create multiple Views to implement app logic - Create a multi-view app with navigation Stacks, Links, and/or Sheets

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Apple App Development with Swift Certified User Exam Sample Questions (Q33-Q38):

NEW QUESTION # 33

Review the code snippet.

```
1 struct NewAppleProduct {  
2     var name: String  
3     var releaseDate: String?  
4 }  
5  
6 var lastReleaseDate = "2020-04-17"  
7 let nextApplePhone = NewAppleProduct(name: "iPhone 12", releaseDate: nil)  
   lastReleaseDate = nextApplePhone.releaseDate != nil ? _____
```

Which statement completes the code snippet so that:

- * The lastReleaseDate remains the same when nextApplePhone.releaseDate is nil.
- * The lastReleaseDate updates to the nextApplePhone.releaseDate when nextApplePhone.releaseDate is NOT nil.

- A. nextApplePhone.releaseDate! : lastReleaseDate
- B. lastReleaseDate : nextApplePhone.releaseDate
- C. nextApplePhone.releaseDate : lastReleaseDate
- D. lastReleaseDate : nextApplePhone.releaseDate!

Answer: A

Explanation:

This question is from Swift Programming Language , especially the domains for Optional types , safe and unsafe unwrapping , and control flow . The code uses the ternary conditional operator :

nextApplePhone.releaseDate != nil ? _____

In Swift, the ternary operator follows this structure:

condition ? valueIfTrue : valueIfFalse

So if nextApplePhone.releaseDate != nil is true, the expression must return the new release date. If it is false, it must keep lastReleaseDate unchanged. That means the missing part must be:

nextApplePhone.releaseDate! : lastReleaseDate

which is option D .

This works because nextApplePhone.releaseDate is declared as String?, so it is an optional. Once the condition confirms it is not nil, the code force-unwraps it with ! to access the underlying String value. If the optional is nil, the expression returns lastReleaseDate instead. Apple's Swift documentation describes the ternary conditional operator as a shortcut for choosing one of two expressions based on a condition, and it explains that force unwrapping with ! accesses an optional's wrapped value when you know it is not nil. The other options are incorrect because they reverse the true/false logic, omit the needed unwrap, or contain invalid identifiers. Therefore, the correct completion is D .

NEW QUESTION # 34

Drag the views on the left to the correct locations in the code on the right to match the shown canvas.

You may use each View once, more than once, or not at all.



Views

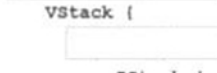
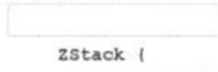
BlueSquareView()
GreenTriangleView()

RedCircleView()



Code

```
import SwiftUI

@main
struct MyApp: App {
    var body: some Scene {
        WindowGroup {
            HStack {
                
                
                VStack {
                    
                    ZStack {
                        
                        
                    }
                }
            }
        }
    }
}
```

Answer:

Explanation:

BlueSquareView()
RedCircleView()
GreenTriangleView()

```
import SwiftUI

@main
struct MyApp: App {
    var body: some Scene {
        WindowGroup {
            HStack {
                RedCircleView()
                GreenTriangleView()
                VStack {
                    BlueSquareView()
                    ZStack {
                        BlueSquareView()
                        GreenTriangleView()
                    }
                }
            }
        }
    }
}
```

Explanation:

- * RedCircleView()
- * GreenTriangleView()
- * BlueSquareView()
- * BlueSquareView()
- * GreenTriangleView()

This question belongs to View Building with SwiftUI, specifically arranging views with HStack, VStack, and ZStack. In SwiftUI, an HStack lays views out horizontally, a VStack lays them out vertically, and a ZStack overlays views front-to-back. Apple's stack layout guidance describes these three containers exactly this way.

To match the canvas, the main HStack must show three items from left to right: a red circle, a green triangle, and then a right-side vertical group. That means the first two blanks inside HStack are RedCircleView() and GreenTriangleView(). On the right side, the VStack shows a blue square on top, so the next blank is BlueSquareView(). Under that, the lower-right shape is made by layering a green triangle on top of a blue square, which means the ZStack must contain BlueSquareView() first as the background and GreenTriangleView() second as the foreground. SwiftUI's documentation notes that ZStack aligns and overlays its children in depth order, which is why the square goes before the triangle.

So the correct placement order is:

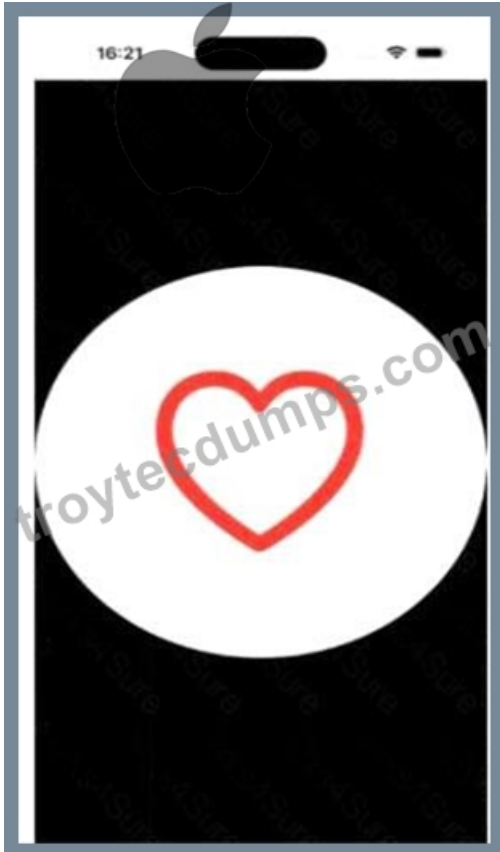
```
HStack {
    RedCircleView()
    GreenTriangleView()
    VStack {
        BlueSquareView()
        ZStack {
            BlueSquareView()
            GreenTriangleView()
        }
    }
}
```

}
}
}
}

That arrangement reproduces the exact layout shown in the canvas.

NEW QUESTION # 35

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

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

Contents of ZStack

1

2

3

4

5

Answer:

Explanation:

Lines of code

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

Contents of ZStack

1

2

3

4

5

Explanation:

Lines of code

Contents of ZStack

1

2

3

4

5

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 ")` followed by `.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.

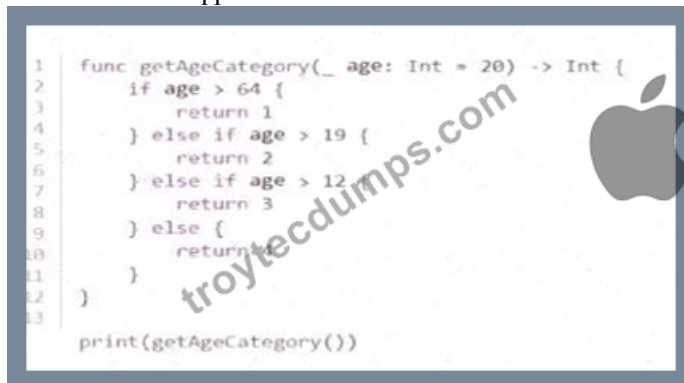
So the intended structure is:

```
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.

NEW QUESTION # 36

Review the code snippet.



What value does the code output?

Answer:

Explanation:

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

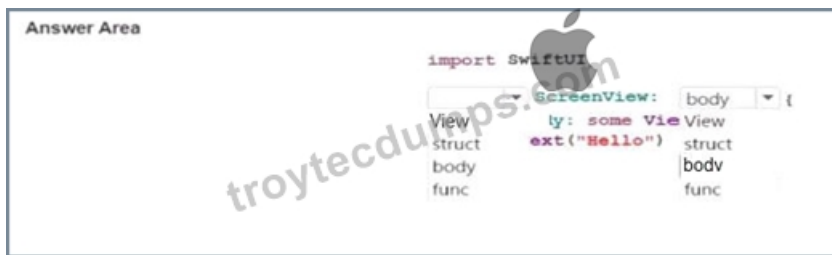
Because Swift's `if/ else if` control flow stops at the first true condition, the later checks are never reached once `age > 19` succeeds. Apple describes Swift as supporting standard control flow including conditional branching, and this example is a direct use of that branching behavior.

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

NEW QUESTION # 37

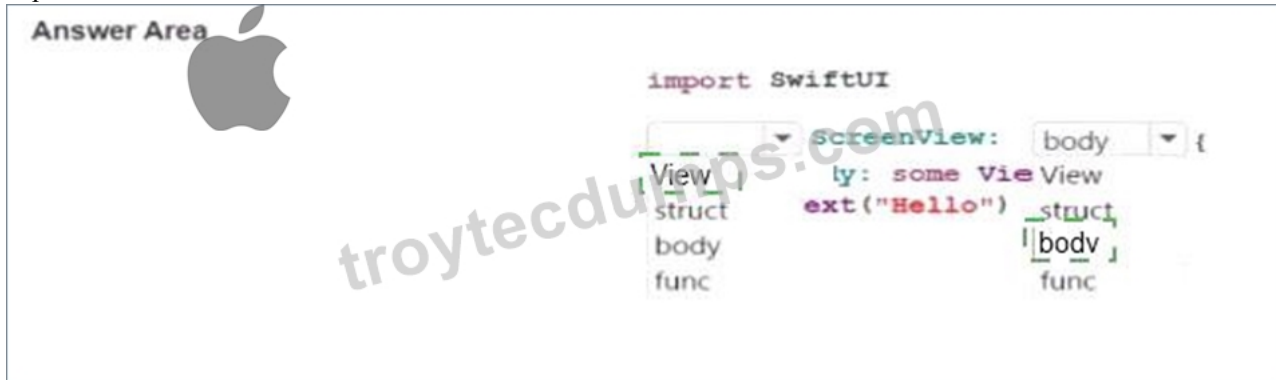
Complete the code that conforms to the View protocol by selecting the correct option from each drop-down list.

Note: You will receive partial credit for each correct answer.



Answer:

Explanation:



Explanation:



This question belongs to View Building with SwiftUI, especially the domain covering positioning and/or layout a single SwiftUI View with standard Views and modifiers and the foundational structure of a SwiftUI view. In SwiftUI, a custom screen is typically declared as a struct that conforms to the View protocol. Apple's SwiftUI documentation shows the standard pattern:

```
struct ScreenView: View {
    var body: some View {
        Text("Hello ")
    }
}
```

Here, struct is required because SwiftUI views are commonly defined as structures. View is required after the colon because the type must conform to the View protocol. body is the required computed property that returns the content of the view as some View. Apple documents that every conforming View type must provide a body property that describes its content.

So the completed code is:

```
import SwiftUI
struct ScreenView: View {
    var body: some View {
        Text("Hello ")
    }
}
```

This is the canonical SwiftUI view declaration pattern and is one of the most fundamental concepts in App Development with Swift.

NEW QUESTION # 38

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