

All-in-One Exam Guide App-Development-with-Swift-Certified-User Prep Guide

Exam Prep

Study Guide Template

1. Course Snapshot

Subject	Exam Date	Instructor	Exam Format

2. Weekly Study Plan

Week	Topics Covered	Study Hours	Notes
1			
2			
3			
4			

3. Key Concepts Summary

- **Topic 1:** Brief explanation or definition.
- **Topic 2:** Brief explanation or definition.
- **Topic 3:** Brief explanation or definition.
- (Add more as needed)

4. Practice Questions

Question	Answer	Confidence Level (1-5)

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Apple App Development with Swift Certified User Exam Sample Questions (Q40-Q45):

NEW QUESTION # 40

Select the area in Xcode that allows you to display the Preview Canvas.

Answer:

Explanation:

Explanation:

This question belongs to Xcode Developer Tools , specifically the objective domain on identifying and using the features of the Xcode interface . In the screenshot, the correct area is the upper-right corner of the editor toolbar , where Xcode provides the control for editor display options. Apple's documentation explains that to show previews, you can use the editor controls and specifically notes that you can click the Adjust Editor Options button and choose Preview , which displays the preview canvas to the right of the editor.

So, in hotspot terms, the correct selection is the editor options control near the top-right of the code editor , not the Run button, not the Inspector, and not the Project navigator. This aligns with Apple's preview workflow for SwiftUI in Xcode, where the canvas is shown from the editor display controls. Apple also describes the preview canvas as part of Xcode's interface for quickly visualizing UI changes while editing code.

NEW QUESTION # 41

Review the code:

Given a struct called Animal, what line of code should be added on line 5 in order to produce the output shown?

- A. Text(Animals[animal].name)
- B. Text(animal.name)
- C. Text(animals[animal].name)
- D. Text(Animal.name)

Answer: B

Explanation:

This question belongs to View Building with SwiftUI , especially the objective domain on using List views to iterate through collections and displaying model data in SwiftUI. In the code, animals is the data source passed into List(animals) { animal in ... }. That closure iterates through each element of the collection one at a time, and the parameter animal represents the current Animal instance for that row. To show the name of the current animal in the UI, the correct statement is Text(animal.name). SwiftUI's list documentation explains that each row inside a List must be a SwiftUI View, and a Text view is a standard way to display a string value for each item in the collection.

Option D is therefore correct because it accesses the name property of the current animal object being processed by the List closure. This is the standard SwiftUI pattern when iterating over identifiable model objects: pass the collection into List, receive each item in the closure, and build a row view from that item's properties. Apple's SwiftUI tutorials repeatedly use this collection-driven row-building pattern for lists and navigation.

The other options are incorrect for clear reasons. A incorrectly refers to the type name Animal instead of the current instance. B uses Animals with the wrong identifier and an invalid indexing approach. C also treats animal as an index rather than the current element object. Since the closure already gives you the current Animal, you directly access its property with animal.name.

NEW QUESTION # 42

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.

□

Answer:

Explanation:

□ 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 # 43

Review the code snippet.

□

What is the output from each print statement?

Answer:

Explanation:

Answer the question by typing in the box.

10

Explanation:

This question belongs to Swift Programming Language , specifically the domain covering structs, classes, properties, methods, and the difference between structures and classes .

The key point is that Printer is declared as a class :

```
class Printer {
  var copies: Int
  init(copies: Int) {
    self.copies = copies
  }
}
```

In Swift, classes are reference types . That means when you assign one class instance to another variable, both variables refer to the same object in memory rather than creating a separate copy. Apple's Swift language guide explains that classes are passed by reference, while structures are value types. So in this code:

```
var printer1 = Printer(copies: 2)
var printer2 = printer1
```

both printer1 and printer2 point to the same Printer instance.

Next, this line changes the shared object:

```
printer2.copies = 10
```

Because printer2 refers to the same instance as printer1, changing printer2.copies also changes printer1.copies. Therefore, when the code executes:

```
print(printer1.copies)
```

the output is 10 .

This question tests one of the most important Swift concepts: classes are reference types , while structs are value types . If Printer had been a struct instead of a class, the result would have been different because assignment would copy the value rather than share the same instance.

NEW QUESTION # 44

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 # 45

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