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APP DEVELOPMENT WITH SWIFT Certified User

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Apple App Development with Swift Certified User Exam Sample Questions (Q32-Q37):

NEW QUESTION # 32

Which code correctly creates a size 300 rectangular Image View with rounded corners that displays the entire image, regardless of size?

- A.
- B.
- C.
- D.

Answer: C

Explanation:

This question belongs to View Building with SwiftUI , specifically the objective on positioning and laying out a single SwiftUI view with standard views and modifiers.

The correct answer is D because it uses the right combination of SwiftUI image modifiers for all three requirements:

- * the image is made resizable with `.resizable()`
- * it is given rounded corners with `.clipShape(RoundedRectangle(cornerRadius: 50))`
- * it displays the entire image with `.aspectRatio(contentMode: .fit)`
- * it is sized with `.frame(width: 300)`

The key part is `.aspectRatio(contentMode: .fit)` . In SwiftUI, `.fit` scales the image so the whole image remains visible inside the available frame. That matches the requirement "displays the entire image, regardless of size." By contrast, `.fill` may crop part of the image, so options using `.fill` do not satisfy the requirement.

Why the others are wrong:

- * Option A uses `.fill`, so the full image may not remain visible.
- * Option B uses invalid modifiers such as `.sizeable()` and `.size(width: 300)`, and also uses `Rectangle (cornerRadius: 50)`, which is not the correct rounded-rectangle shape syntax.
- * Option C also uses invalid syntax and `.fill`, which can crop the image.
- * Option D uses valid SwiftUI syntax and the correct content mode.

So the correct choice is D , because it is the only option that correctly creates a 300-width image with rounded corners while ensuring the entire image is shown.

NEW QUESTION # 33

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.

Answer:

Explanation:

Explanation:

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:

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```
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 # 34

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 # 35

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: D

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 # 36

Match the Swift Property Wrapper names to the correct descriptions.

Answer:

Explanation:

Explanation:

* @AppStorage # This property wrapper reads and writes values from UserDefaults.

* @Environment # This property wrapper allows you to access data from the system, such as knowing the size class of the device, or dismissing a view.

* @Binding # When a variable is declared with this property wrapper, changes to its value will be returned to the calling view.

* @State # When a variable is declared with this property wrapper, it is used to store small amounts of data local to the view whose value may affect the appearance of the view.

This question belongs to View Building with SwiftUI, specifically the objective about using @State,

@Binding, @Environment, and related wrappers to share and manage data between views. @AppStorage is the wrapper that connects a SwiftUI value to UserDefaults, so it is the correct match for reading and writing persisted user defaults data. Apple documents AppStorage as a property wrapper type that reflects a value from UserDefaults and updates the view when that value changes.

@Environment is used to read values supplied by the system or ancestor views, including interface context like size classes and actions such as dismissing a presented view. Apple's environment documentation explains that SwiftUI automatically sets and updates many environment values for layout and behavior, and App Dev Training materials show environment values being used to dismiss a view.

@Binding represents a two-way connection to a value owned elsewhere, typically in a parent view, so changes made through the binding are reflected back in the source of truth. Apple's SwiftUI data-flow guidance describes bindings as the mechanism used when a child view needs shared control of state with another view.

@State is the correct wrapper for small, local, mutable view state. Apple describes State as the source of truth for data local to a view and recommends it for interface state that affects rendering.

NEW QUESTION # 37

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