

# Latest Updated Apple App-Development-with-Swift-Certified-User Best Preparation Materials: App Development with Swift Certified User Exam



## APP DEVELOPMENT WITH SWIFT Certified User

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## Apple App Development with Swift Certified User Exam Sample Questions (Q11-Q16):

### NEW QUESTION # 11

Review the code snippet.

□ The code snippet does not compile.

Which two actions will fix the errors? (Choose 2.)

- A. Change the initial value of totalCost from 0 to 0.0.
- B. Change the type of unitPrice from Double to Int.
- C. Change totalCost from let to var to make it mutable.
- D. Change the type of quantity from int to Double .
- E. Change shipping from let to var to make it mutable.

**Answer: C,D**

Explanation:

This question belongs to Swift Programming Language , especially the domains covering basic Swift types , operators , and constants versus variables .

There are two compile problems in the snippet. First, unitPrice and shipping are inferred as Double, while quantity is inferred as Int. In Swift, arithmetic operands must have compatible types; Swift does not automatically mix Int and Double in one arithmetic expression. So unitPrice \* quantity fails unless quantity is changed to Double or explicitly converted. That makes A a correct fix. Second, the line totalCost += ... uses the compound assignment operator +=, which stores a new value back into the left-hand side. Swift requires the left-hand side of += to be mutable, so totalCost must be declared with var, not let. That makes D the second correct fix.

The other choices do not solve the actual compile issues. B is unnecessary because totalCost is already explicitly declared as Double, so 0 is valid there. C would still leave shipping as Double, so the mixed-type arithmetic problem remains. E is irrelevant because shipping is never reassigned. Therefore, the two correct answers are A and D

### NEW QUESTION # 12

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 # 13

You are creating or updating human resource records for your employees. For each identifier, select whether it is a Constant or a Variable Note: You will receive partial credit for each correct answer.

□

#### Answer:

Explanation:

□

Explanation:

- \* age - Variable
- \* birthDate - Constant
- \* socialSecurityNumber - Constant
- \* salary - Variable
- \* currentDepartment - Variable

This question belongs to Swift Programming Language , specifically the objective on demonstrating when to use constants and variables . In Swift, a constant is declared with let and is used for values that should not change after they are set. A variable is declared with var and is used for values that may change over time.

Birth date is a constant because a person's date of birth does not change. Social security number is also a constant because it is intended to be a fixed identifier for that employee record. By contrast, age is a variable because it changes over time. Salary is a variable because compensation can be adjusted. Current department is also a variable because an employee may transfer to another department.

This matches Swift best practice: use let for fixed data and var for mutable data. So in a human resources record, identifiers that are permanent should be constants, while values that can change during employment should be variables.

### NEW QUESTION # 14

Refer to this image to complete the code.

□

Note: You will receive partial credit for each correct answer

□

#### Answer:

Explanation:

□

Explanation:

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.

### NEW QUESTION # 15

Review the code snippet.

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. `nextApplePhone.releaseDate : lastReleaseDate`
- C. `lastReleaseDate : nextApplePhone.releaseDate`
- 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 # 16

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