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Apple App Development with Swift Certified User Exam Sample Questions (Q30-Q35):

NEW QUESTION # 30

Review the code snippet.

```

1 class Printer {
2     var copies: Int
3     init(copies: Int) {
4         self.copies = copies
5     }
6 }
7
8
9 //class instances
10 var printer1 = Printer(copies: 2)
11 var printer2 = printer1
12 printer2.copies = 10
13
14 print(printer1.copies)

```

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 # 31

Complete the code by selecting the correct option from each drop-down list to create the following screen.



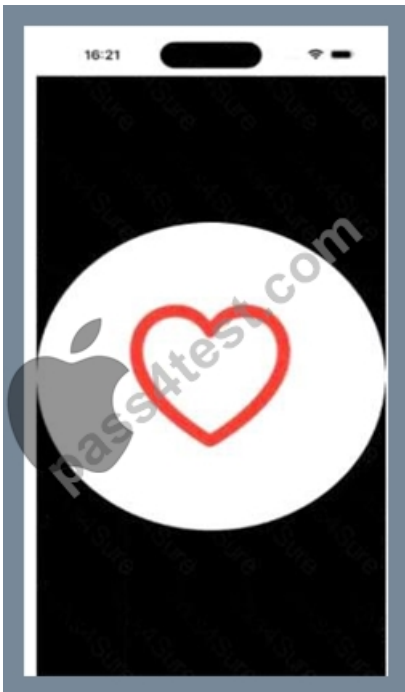
Answer Area

```
import SwiftUI

struct ContentView: View {
    var body: some View {
        VStack {
            Text("Press To Play")
            Button(action: {}, label: {
                Text("Ready, Set, Go!")
            })
            .font(.largeTitle)
            .foregroundColor(.blue)
            .padding(15)
            .border(.blue, width: 5)
            .background(.yellow)
        }
    }
}
```

NEW QUESTION # 32

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	Contents of ZStack
<code>.foregroundColor(.white)</code>	1
<code>Image(systemName: "heart").resizable()</code>	2
<code>.foregroundColor(.red).frame(width: 200, height: 200)</code>	3
<code>Color.black</code>	4
<code>Circle()</code>	5

Answer:

Explanation:

Lines of code

```

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

NEW QUESTION # 33

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", "Fido"]

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

Answer:

Explanation:

Answer Area

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

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

Explanation:

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

    var body: some View {
        List {
            Section {
                ForEach(names, it: \.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.

NEW QUESTION # 34

Review the code.

var capitalCities = ["USA " : " Washington D.C. ", " Spain " : " Madrid ", " Peru " : " Lima "] Which two statements add the capital city of " Italy " to the dictionary? (Choose 2.)

- A. capitalCities = capitalCities + [" Italy " : " Rome "]
- B. capitalCities.append([" Italy " : " Rome "])
- C. capitalCities.updateValue(" Rome " , forKey: " Italy ")
- D. capitalCities[" Italy "] = " Rome "
- E. capitalCities[" Rome "] = " Italy "

Answer: C,D

NEW QUESTION # 35

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