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## 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:

□ 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(animals[animal].name)`
- C. `Text(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 # 12

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 # 13

Which property wrapper allows you to read data from the system or device settings?

- A. `@Environment`
- B. `@State`
- C. `@Binding`
- D. `@StateObject`

**Answer: A**

Explanation:

Comprehensive and Detailed Explanation From App Development with Swift domains:

This question belongs to View Building with SwiftUI, specifically the objective about using property wrappers such as `@State`, `@Binding`, and `@Environment` to manage and share data between views.

The correct answer is `@Environment` because it is used to read values provided by the system or the surrounding view environment. These values can include device-related or system-provided information such as size classes, color scheme, locale, and dismiss actions. In SwiftUI, `@Environment` gives a view access to contextual information that it does not own directly, but which is supplied by the framework or ancestor views.

The other options are not correct for this purpose:

\* `@State` is used for local mutable state owned by the current view.

\* `@Binding` is used to create a two-way connection to state owned elsewhere, usually in a parent view.

\* `@StateObject` is used to create and own an observable reference-type object for the lifetime of the view.

So if you want a SwiftUI view to read data coming from system or device settings, the correct property wrapper is `@Environment`.

### NEW QUESTION # 14

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

**Answer: C**

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 # 15

Review the code.

You need to add the word "Great!" to the Capsule shape.

Complete the code by typing in the boxes.

## Answer:

Explanation:

overlay, Text

Explanation:

This question belongs to View Building with SwiftUI , particularly the domain involving positioning and/or laying out a single SwiftUI view with standard views and modifiers . To place text on top of a shape such as a Capsule, SwiftUI uses the overlay modifier.

Apple documents overlay as a view modifier that layers one view in front of another, which is exactly what is needed here: the text should appear on top of the blue capsule rather than beside or below it. The second blank must therefore be Text , because SwiftUI uses a Text view to display string content like " Great! " .

The completed code is:

```
struct ContentView: View {
    var body: some View {
        Capsule()
        .fill(.blue)
        .frame(width: 200.0, height: 100.0)
        .overlay(
            Text( " Great! " )
            .font(.largeTitle)
        )
    }
}
```

This works because Capsule() creates the shape, .fill(.blue) gives it the blue color, .frame(width:height:) sets its size, and .overlay(...) places the Text( " Great! " ) directly above that shape. This is a standard SwiftUI composition pattern: build a base view, then apply modifiers to style it and layer additional content. In App Development with Swift objectives, this aligns with understanding standard views, modifiers, and layout techniques in SwiftUI.

## NEW QUESTION # 16

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