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Apple App Development with Swift Certified User Exam Sample Questions

(Q24-Q29):

NEW QUESTION # 24

For each statement about Navigation in SwiftUI, select True or False.

Answer:

Explanation:

Explanation:

* You can treat a `NavigationLink` like a button, and run some Swift code when it is pressed. - False

* `NavigationSplitView` can be used to do navigation differently on different device sizes. - True

* You can put a header on your present View in a `NavigationStack` using `.navigationTitle`. - True

* If you have a `NavigationLink` that goes to another View with a `NavigationLink`, you need to declare a `NavigationStack` at each level. - False This question belongs to View Building with SwiftUI, specifically the objective on creating a multi-view app with navigation stacks, links, and sheets. Statement 1 is False because `NavigationLink` is primarily a navigation control that pushes or presents a destination in a navigation container; Apple documents it as creating a navigation link that presents a destination, not as a general-purpose action control like `Button`.

Statement 2 is True because `NavigationSplitView` is designed for adaptive navigation and can present navigation in different ways depending on platform and available space. Apple documents `NavigationSplitView` as a container for navigation across multiple columns, and this adaptive behavior is exactly why it is used differently across device sizes.

Statement 3 is True because `.navigationTitle(...)` sets the navigation title for a view shown inside a navigation container. Apple explicitly describes a view's navigation title as something used to visually display the current navigation state of an interface.

Statement 4 is False because you do not need a separate `NavigationStack` at every level. Apple describes `NavigationStack` as the container that manages a stack of views, and `NavigationLink` pushes additional destinations onto that stack. Nested destinations can keep navigating within the same stack.

NEW QUESTION # 25

Given the function definition, which two statements call the function correctly? (Choose 2.)

Based on the image provided, here is the text for each of the multiple-choice options:

- A. `D. schedule(name: "Jane Doe", starting: "9:30am", ending: "10:30am", place: "Office")`
- B. `schedule(who: "Jane Doe", from: "9:30am", to: "10:30am", place: "Office")`
- C. `E. schedule(who: "Jane Doe", from: "9:30am", to: "10:30am")`
- D. `schedule(who name: "Jane Doe", from starting: "9:30am", to ending: "10:30am")`
- E. `schedule(who: "Jane Doe", from: "9:30am", to: "10:30am", "Office")`

Answer: C,D

Explanation:

This question belongs to Swift Programming Language, specifically the objective on functions, including internal and external parameter names and default parameter values.

The function is defined as:

```
func schedule(who name: String, from starting: String, to ending: String, _ place: String = "Zoom") { print("Appointment: meeting \ (name) from \ (starting) to \ (ending) at \ (place) ") }
```

This means:

- * the external parameter names are `who`, `from`, and `to`
- * the internal parameter names are `name`, `starting`, and `ending`
- * the last parameter uses `_`, which means it has no external label
- * the last parameter also has a default value of `"Zoom"`

Now evaluate the options:

* A is incorrect because it uses `place:` as an external label, but `_place` means no external label is allowed.

* B is correct because it uses the required external names `who`, `from`, and `to`, and it omits the last parameter, which is allowed because it has a default value.

* C is incorrect because it uses `who:`, `from:`, and `to:` correctly, but this function's first three parameters are not declared that way in the provided option set; the valid matching call style from the choices is not this one because the function's labels are paired with internal names in the declaration syntax shown in the question.

* D is incorrect because it uses the internal names `name`, `starting`, and `ending` as if they were external labels.

* E is correct because it uses the external labels `who`, `from`, and `to`, and omits the final unlabeled parameter, letting Swift use the

default "Zoom".

So the two correct answers are B and E.

NEW QUESTION # 26

Review the code.

Note: You might need to scroll to see the entire block of code.

A breakpoint is set on line 3. When the application is run, it will stop at line 3. You need to debug the code.

Drag each debugging control from the left to the correct instruction on the right. You will receive partial credit for each correct answer.

Answer:

Explanation:

Explanation:

This question belongs to Xcode Developer Tools, especially the objective on using debugging techniques including breakpoints and stepping controls.

When execution stops at a breakpoint on line 3, Step Over runs that line without entering into another function call, so it is the correct action for moving past line 3 while staying in the current function. Step Into is used when execution reaches line 4 and you want to enter the `display(numbers)` function, which takes you into the function body starting at line 8. Once inside that function, Step Out continues execution until the current function returns, which is exactly what "step out from line 8" means.

Deactivate breakpoints turns breakpoint handling off so the debugger no longer stops on active breakpoints.

Continue program execution resumes the app until the next breakpoint or until the program finishes.

So the correct control order is:

1 = Continue

2 = Deactivate breakpoints

3 = Step Over

4 = Step Into

5 = Step Out

NEW QUESTION # 27

When you press 'Show Button' on your app, a modal View appears.

Complete the code 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, specifically the domain on creating a multi-view app with navigation stacks, links, and sheets.

To present a modal view in SwiftUI when a Boolean state changes, the correct modifier is `.sheet`. The matching sheet API for a Boolean binding is:

```
sheet(isPresented: $showInfo) {  
  // modal content  
}
```

So the first blank must be `.sheet`, and the second blank must be `(isPresented:)`.

The logic works like this:

* `@State` stores the local Boolean that controls presentation.

* Pressing the button calls `showInfo.toggle()`, changing the value from `false` to `true`.

* When that Boolean becomes `true`, the `.sheet(isPresented:)` modifier presents the modal view.

* When the modal is dismissed, SwiftUI updates the Boolean back as needed.

There is also a typing issue in the screenshot: the state variable appears as `ShowInfo`, while the button and binding use `showInfo`.

Swift is case-sensitive, so those names must match. The corrected code should use the same identifier consistently, such as:

```
@State var showInfo = false
```

Therefore, the correct dropdown selections are:

`sheet`

`(isPresented:`

NEW QUESTION # 28

Why does the initializer for the following struct need the keyword self?

- A. self is used to indicate to the reader that the parameter is being referenced.
- B. self is only needed when the property does not have a default value.
- **C. self is needed to distinguish between the property and the parameter with the same name.**
- D. self is always needed when you are setting properties in an initializer.

Answer: C

Explanation:

This question belongs to Swift Programming Language , specifically the objective covering structs, properties, and initializers .

In the struct, both the property and the initializer parameter are named age:

```
struct person {  
    var age: Int  
    init(age: Int) {  
        self.age = age  
    }  
}
```

Here, age inside the initializer could refer to either the property of the struct or the parameter passed into the initializer. Swift uses self.age to clearly mean the property that belongs to the current instance , while plain age refers to the initializer parameter . So self.age = age means: assign the parameter value to the instance property.

That is why C is correct. The keyword self is required here to remove ambiguity between two identifiers with the same name.

The other options are incorrect:

* A is wrong because self here is not pointing to the parameter; it points to the instance property.

* B is wrong because self is not always required in every initializer assignment. It is specifically needed here because of the naming conflict.

* D is wrong because whether the property has a default value is not the reason self is needed in this example.

So the correct answer is C. self is needed to distinguish between the property and the parameter with the same name.

NEW QUESTION # 29

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