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Section	Weight	Objectives
Topic 1: Data Handling and Logic	15%	- Basic data processing • 1. Working with strings and numbers - Error handling • 1. Do-catch and optional handling

Topic 2: Swift Programming Fundamentals	30%	- Structures and classes • 1. Properties, methods and initializers - Control flow • 1. Conditional statements and loops • 2. Switch statements and pattern matching - Collection types • 1. Arrays, dictionaries and sets - Functions • 1. Parameter customization and default values • 2. Definition, parameters and return values - Basic types and operators • 1. Constants and variables • 2. Data types, type inference and casting
Topic 3: SwiftUI Basics	25%	- Layout and navigation • 1. Stacks, grids and alignment • 2. Navigation patterns and presentation - State management • 1. Data flow between views • 2. Basic state properties - Views and controls • 1. Built-in UI components • 2. Modifiers and styling
Topic 4: Development Environment	15%	- Building and running apps • 1. Deploying to physical devices • 2. iOS Simulator usage - Xcode interface and tools • 1. Using documentation and help resources • 2. Navigating project structure - Debugging techniques • 1. Logging and error resolution • 2. Breakpoints and step-through execution
Topic 5: App Design and Best Practices	15%	- User experience principles • 1. Human Interface Guidelines - Code organization • 1. Readability and maintainability

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Apple App Development with Swift Certified User Exam Sample Questions (Q13-Q18):

NEW QUESTION # 13

If View A calls View B, which Swift Property Wrapper would you use in View B in order to return the value of a state to View A?

- A. @State
- B. @Observable
- C. @Environment
- D. @Binding

Answer: D

Explanation:

Comprehensive and Detailed Explanation From App Development with Swift domains:

This question belongs to View Building with SwiftUI , specifically the objective on using @State, @Binding, @Environment, and observable data to share data between views.

The correct answer is @Binding because @Binding creates a two-way connection to a value that is owned by another view. In this scenario, View A owns the state, and View B needs to read and modify that value so the change is reflected back in View A.

Apple's SwiftUI documentation describes a binding as a reference to a mutable value that is owned elsewhere, which is exactly the pattern used when a child view needs to update a parent view's state. (developer.apple.com)

@State is not correct for View B here because @State is used for local state owned by that specific view. If View B used @State, it would manage its own separate copy rather than updating the parent's value.

@Environment is used to access values provided by the system or ancestor views, not for directly returning a specific parent state value in this pattern. @Observable is related to observable model objects and is not the direct property wrapper used in a child view for two-way parent-child state passing. (developer.apple.com) So when View A passes a state value into View B and expects updates to flow back, View B should use

@Binding .

NEW QUESTION # 14

Review the code snippet.

```
1 | let even = 2
2 |
3 | for num in 1...10 {
4 |     let even = num * 2
5 | }
6 |
7 | print(even)
```

What will print after the final line of code is executed?

Answer:

Explanation:

Answer the question by typing in the box.

2

Explanation:

This question belongs to Swift Programming Language , specifically the objective on variable scope and shadowing .

The code first declares:

```
let even = 2
```

This creates a constant named `even` in the outer scope with the value 2.

Inside the for loop, the code declares another constant with the same name:

```
let even = num * 2
```

This inner even exists only inside the loop body. It shadows the outer even, which means that within the loop, the name `even` refers to the loop's local constant, not the original one. However, that inner constant goes out of scope at the end of each loop iteration.

After the loop finishes, the inner even no longer exists. So when the final line runs:

```
print(even)
```

Swift uses the original outer constant, which is still 2.

So the output is:

2

This question tests two important Swift concepts:

* Scope : where a variable or constant can be accessed

* Shadowing : when a local declaration temporarily hides another declaration with the same name Therefore, the correct answer is 2

NEW QUESTION # 15

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 Area

```
import SwiftUI

struct ContentView: View {
    @State var ShowInfo = false
    var body: some View {
        Button("Press Me") {
            showInfo.toggle()
        }
        .sheet(isPresented: $showInfo) {
            // ...
        }
    }
}
```

Answer:

Explanation:



Explanation:

Answer Area



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 # 16

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

Answer Area

	True	False
You can treat a NavigationLink like a button, and run some Swift code when it is pressed.	☐	☐
NavigationSplitView can be used to do navigation differently on different device sizes.	☐	☐
You can put a header on your present View in a NavigationStack using .navigationTitle.	☐	☐
If you have a NavigationLink that goes to another View with a Navigation Link, you need to declare a NavigationStack at each level.	☐	☐

Answer:

Explanation:

Answer Area

	True	False
You can treat a NavigationLink like a button, and run some Swift code when it is pressed.	☐	☐
NavigationSplitView can be used to do navigation differently on different device sizes.	☐	☐
You can put a header on your present View in a NavigationStack using .navigationTitle.	☐	☐
If you have a NavigationLink that goes to another View with a Navigation Link, you need to declare a NavigationStack at each level.	☐	☐

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 # 17

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

```
1 Image("MyImage")
2 .sizeable()
3 .clipShape(Rectangle(cornerRadius: 50))
4 .aspectRatio(contentMode: .fit)
5 .size(width: 300)
```

- A.

• B.

```
1 Image("MyImage")
2   .resizable()
3   .clipShape(RoundedRectangle(cornerRadius: 50))
4   .aspectRatio(contentMode: .fill)
5   .frame(width: 300)
```

• C.

```
1 Image("MyImage")
2   .sizable()
3   .clipShape(Rectangle(cornerRadius: 50))
4   .aspectRatio(contentMode: .fill)
5   .size(width: 300)
```

• D.

```
1 Image("MyImage")
2   .resizable()
3   .clipShape(RoundedRectangle(cornerRadius: 50))
4   .aspectRatio(contentMode: .fit)
5   .frame(width: 300)
```

Answer: D

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 `.sizable()` 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 # 18

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