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Apple App Development with Swift Certified User Exam Sample Questions (Q31-Q36):

NEW QUESTION # 31

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 # 32

Review the code snippet and then predict the output.

- A. Total count: 20
- B. Total count: 9
- C. Total count: 10
- D. Total count: 11

Answer: C

Explanation:

This question belongs to Swift Programming Language, especially the domains covering control flow, loops, logical operators, and guard. The loop runs through $0 \leq \text{num} < \text{max}$, and since $\text{max} = 101$, the values of num are 0 through 100. Inside the loop, the guard statement keeps only values that satisfy both conditions:

* $\text{num} \% 5 == 0$ # the number must be divisible by 5

* $\text{num} \% 2 != 0$ # the number must be odd

So the code counts numbers from 0 to 100 that are odd multiples of 5. Those values are:

5, 15, 25, 35, 45, 55, 65, 75, 85, 95

That gives a total of 10 numbers. Therefore count becomes 10, and the printed output is:

Total count: 10

The key Swift concept here is that guard ... else { continue } skips any loop iteration that does not meet the required condition. Only matching values reach count += 1. This is a standard use of guard for early exit and of the remainder operator % for divisibility checks. Therefore, the correct answer is B.

NEW QUESTION # 33

You have created a view which includes some formatted text:

□ You decide to extract this formatted text into a subview so that you can reuse the formatting for other texts.

You highlight the Text and choose Extract subview.

You refactor ExtractedView to BigGreenTextView.

You add the line let text: String to the extracted view above the body.

You replace "That ' s all folks " with a reference to text

How should you call this extracted View from the original View?

- A. BigGreenTextView(" That ' s all folks ")
- B. BigGreenTextView(text: text)
- C. BigGreenTextView(text: " That ' s all folks ")
- D. BigGreenTextView(text)

Answer: C

Explanation:

This question belongs to View Building with SwiftUI , specifically the domain on extracting subviews to simplify the structure of an overlarge View .

When you create a custom SwiftUI view and add a stored property like:

```
let text: String
```

that property becomes part of the view's initializer. Since the property name is text, Swift expects you to pass the value using the parameter label text: when creating the view. So the correct call is:

```
BigGreenTextView(text: " That ' s all folks " )
```

That makes B the correct answer.

Why the others are wrong:

* A is incorrect because this is not using the expected parameter label.

* C would only be correct if there were already another variable named text in the calling scope and you wanted to pass that variable instead of the literal string shown in the question.

* D is incorrect because it omits the parameter label.

This is a standard SwiftUI pattern: extract reusable formatting into a separate custom View, give it an input property, and then pass the needed value through the initializer using the property label.

NEW QUESTION # 34

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 # 35

Review the code snippet.

Move each item from the list on the left to the correct code segment on the right. You may use each item only once.

Note: You will receive partial credit for each correct response.

Answer:

Explanation:

Explanation:

This question belongs to Swift Programming Language , specifically the domain covering structs, properties, methods, and initializers

A computed property does not store a value directly. Instead, it returns a value calculated from other data.

That is why description is a computed property: it returns a string based on content.

A memberwise initializer is automatically provided by Swift for structs when their stored properties are initialized through parameters.

So Document(content: "Greetings! ") is using the struct's memberwise initializer.

A type property belongs to the type itself rather than to an instance. In Swift, static var docCount = 0 is a type property because it is declared with static.

An instance method is a function that belongs to an instance of the struct or class. The display() method uses the instance's content, so it is an instance method.

A type method is a method declared with static and belongs to the type itself. So static func increment() is a type method because it changes the shared type property docCount.

NEW QUESTION # 36

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