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

NEW QUESTION # 31

Review the code.

```
1 struct ContentView: View {
2     var body: some View {
3         Capsule()
4             .fill(.blue)
5             .frame(width: 200.0, height: 100.0)
6             .overlay(
7                 Text("Great!")
8                 .font(.largeTitle)
9             )
10    }
11 }
```

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.

```
1 struct ContentView: View {
2     var body: some View {
3         Capsule()
4             .fill(.blue)
5             .frame(width: 200.0, height: 100.0)
6             .overlay(
7                 Text("Great!")
8                 .font(.largeTitle)
9             )
10    }
11 }
```

NEW QUESTION # 32

Review the code.

```

1 struct FirstView: View {
2     @State var number: String = ""
3     var body: some View {
4         NavigationStack {
5             TextField("Enter a number", text: $number)
6             NavigationLink("Send The Number") {
7                 SecondView(passedNumber: Int(number) ?? 0)
8             }
9         }
10    }
11 }
12
13 struct SecondView: View {
14     @State var passedNumber: Int
15     var body: some View {
16         Color(passedNumber == 3 ? .blue : .red)
17     }
18 }

```

When entered into the TextField, which number will display a blue canvas on the SecondView?

- A. 0
- B. 1
- C. 2
- D. 3

Answer: C

Explanation:

This question belongs to View Building with SwiftUI, especially the domain on creating multiple views to implement app logic and sharing values between views. In FirstView, the value typed into the TextField is stored in number, which is a String. When the NavigationLink is tapped, the code passes `Int(number) ?? 0` into SecondView. In Swift, converting a string to an integer with `Int(...)` uses an optional initializer, which means it returns an optional value and will produce nil if the string cannot be converted. The `?? 0` nil-coalescing operator then supplies 0 if conversion fails.

Inside SecondView, the body is:

```
Color(passedNumber == 3 ? .blue : .red)
```

This uses the ternary conditional operator. If passedNumber equals 3, the displayed color is blue; otherwise, it is red. Therefore, entering 3 into the TextField causes `Int(number)` to become 3, which makes the condition `passedNumber == 3` true and displays a blue canvas. Any other listed number results in red.

So the correct answer is A. 3. This matches the SwiftUI pattern of taking user input, converting it to the needed type, passing it into another view, and rendering UI conditionally based on that value.

NEW QUESTION # 33

Review the code snippet and identify what happens when the program is executed.

```

1 var menuItems = ["Pizza", "Burger", "Chicken", "Pasta", "Salad", "Steak"]
2 for index in 1..< menuItems.count-1
3     print(menuItems[index])
4

```

- A. Only menu items including "Pizza", "Burger", "Chicken", "Pasta", "Salad" are printed.
- B. Only menu items including "Burger", "Chicken", "Pasta", "Salad" are printed.
- C. Only menu items including "Burger", "Chicken", "Pasta", "SaJad", "Steak" are printed.
- D. The for loop prints all the menu items in the array.

Answer: B

Explanation:

This question belongs to Swift Programming Language, specifically the objectives covering arrays, loops, and range operators. The array has 6 elements, so `menuItems.count` is 6. The loop uses the half-open range operator:

```
for index in 1.. < (menuItems.count - 1)
```

That becomes:

```
for index in 1.. < 5
```

In Swift, the half-open range operator `a.. < b` includes the lower bound but does not include the upper bound.

So this loop runs with index values 1, 2, 3, 4, not 0 and not 5.

Array subscripting uses those indexes to print:

```
* menuItems[1] # "Burger "
```

```
* menuItems[2] # "Chicken "
```

```
* menuItems[3] # "Pasta "
```

```
* menuItems[4] # "Salad "
```

That means "Pizza " at index 0 is skipped, and "Steak " at index 5 is also skipped. Swift arrays use zero- based indexing, and `count` returns the number of elements in the array.

Therefore, the program prints only "Burger ", "Chicken ", "Pasta ", and "Salad ", so the correct answer is A .

NEW QUESTION # 34

Review the code.

```
struct ContentView: View {
let fruits = [ "Apple ", "Banana ", "Kiwi " ]
var body: some View {
List(fruits, id: \.self) { fruit in
Text(fruit)
.font(.headline)
.padding()
}
}
}
```

Which of the following statements is true about the code?

- A. The List view is using the fruits array to display the contents as individual rows.
- B. KeyPaths are used here to extract the font and padding properties dynamically.
- C. The `id: \.self` in the List view is not necessary and may be omitted.
- D. The `id: \.self` in the List view should be rewritten as `id: /self`

Answer: A

Explanation:

Comprehensive and Detailed Explanation From App Development with Swift domains:

This question belongs to View Building with SwiftUI , especially the domain covering List Views to iterate through collections . In the code, `fruits` is an array of strings, and the `List` initializer is being used to create one row for each item in that collection. Apple's SwiftUI documentation explains that `List` can present rows from a collection of data, and when the data elements are not supplied through a type that already provides identity, you can provide an `id` key path so SwiftUI can uniquely identify each row. Here, `id: \.self` tells SwiftUI to use each string value itself as the identifier.

Option D is therefore the correct statement because the `List` is clearly rendering the contents of the `fruits` array as separate rows, and each row shows a `Text(fruit)` view. Apple's app development tutorials describe `List` as a container view that displays rows of data arranged in a single scrollable column, which matches exactly what this code is doing.

Option A is false because for an array of `String` values in this form, `id: \.self` is used to identify each row.

Option B is false because the key path is not related to `.font(.headline)` or `.padding()`; those are standard view modifiers, not dynamic property extraction in this example. Option C is false because Swift key-path syntax uses a backslash, as in `\.self`, not `/self`. Apple's `KeyPath` documentation shows that Swift key paths use the backslash form.

NEW QUESTION # 35

Review the code snippet.

```
1 var count = 0
2 var answer = 0
3
4 for index in 1...5 {
5     count = index
6 }
7
8 for index in 1.. {
9     answer = index
10 }
```

What is the value of answer after you run the code?

Answer:

Explanation:

4

Explanation:

This question belongs to Swift Programming Language , specifically the domains covering control flow , loops , and range operators

The code starts with:

```
var count = 0
```

```
var answer = 0
```

So both variables begin with the value 0.

In the first loop:

```
for index in 1...5 {
```

```
count = index
```

```
}
```

the closed range 1...5 includes 1, 2, 3, 4, and 5 . During each iteration, count is updated to the current value of index. After the loop finishes, the final value assigned to count is 5 .

Then the second loop runs:

```
for index in 1.. < count {
```

```
answer = index
```

```
}
```

Here, the half-open range 1.. < count means values starting at 1 up to, but not including , count. Since count is 5, this loop runs with index equal to 1, 2, 3, and 4 . Each time through the loop, answer is updated to the current index. After the last iteration, answer becomes 4 .

So the final value of answer is 4 . This question tests understanding of the difference between the closed range operator ... and the half-open range operator .. < , which is a key Swift control-flow concept.

NEW QUESTION # 36

.....

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