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has successfully completed the Apple certification requirements of

**App Development with Swift**  
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## Apple App-Development-with-Swift-Certified-User Exam Syllabus Topics:

| Section                    | Objectives                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| View Building with SwiftUI | <ul style="list-style-type: none"><li>- Create a multi-view app with navigation Stacks, Links, and/or Sheets</li><li>- Position and/or layout a single SwiftUI View with standard Views and modifiers</li><li>- Create multiple Views to implement app logic</li><li>- Use <code>@State</code>, <code>@Binding</code>, <code>@Environment</code>, and/or Observable to share data between Views</li><li>- Use List Views to iterate through collections</li><li>- Extract Subviews to simplify the structure of an overlarge View</li><li>- Identify and use the features of the Xcode interface<ul style="list-style-type: none"><li>• 1. Navigate Xcode</li><li>• 2. Demonstrate how to access documentation and help</li><li>• 3. Create and modify views with Interface Builder</li></ul></li></ul> |
| Xcode Developer Tools      | <ul style="list-style-type: none"><li>- Use debugging techniques including, but not limited to, breakpoints, watchpoints, and logging to resolve errors<ul style="list-style-type: none"><li>• 1. Set breakpoints and step through code line by line</li></ul></li><li>- Demonstrate how to build and run an app<ul style="list-style-type: none"><li>• 1. on the iOS simulator</li><li>• 2. on the iOS device</li></ul></li></ul>                                                                                                                                                                                                                                                                                                                                                                      |

## Swift Programming Language

- Demonstrate the use of Optional types
  - 1. Demonstrate how to unwrap Optionals safely
  - 2. Apply Optional binding and Optional chaining (including but not limited to if let, guard let)
- Manage data using collection types
  - 1. Arrays
  - 2. Dictionaries
- Use functions
  - 1. Demonstrate how to use a function's return value
  - 2. Implement default parameter values
  - 3. Create and call a function
  - 4. Organize and structure code
  - 5. Customize internal, external, and anonymous naming of parameters in functions
- Declare and use basic Swift types
  - 1. Demonstrate when to use constants and variables
  - 2. Interpret and use basic types
  - 3. Demonstrate the use of type casting in both safe and unsafe ways
  - 4. Describe and use data types and operators
- Know how and when to apply control flow and loops
  - 1. Use range operators
  - 2. Use logical operators
  - 3. Use Guard
- Evaluate variable scope and shadowing
- Demonstrate proper use of structs, classes
  - 1. Define and use properties and methods
  - 2. Differentiate between various initializers
  - 3. Differentiate between structures and classes
  - 4. Define and use property observers

>> App-Development-with-Swift-Certified-User Exam Exercise <<

## App-Development-with-Swift-Certified-User Certification Test Answers - Free App-Development-with-Swift-Certified-User Practice

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## Apple App Development with Swift Certified User Exam Sample Questions (Q23-Q28):

### NEW QUESTION # 23

Which two statements about building an app are true? (Choose 2.)

- A. You need a paid Apple Developer account in order to run your app on your phone.

- B. You can run your app in the simulator with Generic iOS Device chosen.
- C. You can preview a View in the Canvas without running your app.
- D. You can run an app on your phone and get debug information in Xcode.
- E. Your phone must always be physically attached to your Mac to run your apps from Xcode on it.

Answer: C,D

#### NEW QUESTION # 24

Refer to this image to complete the code.



Note: You will receive partial credit for each correct answer

Answer Area

```
import SwiftUI
struct ContentView: View {
    let names = ["Lisa", "Andrew", "Brittany"]
    let pets = ["Mollie", "Fido"]

    var body: some View {
        // Complete the code here
    }
}
```

The interface builder shows a SwiftUI view with two sections. The first section is titled 'My Friends' and contains a list of three items: 'Lisa', 'Andrew', and 'Brittany'. The second section is titled 'My Pets' and contains a list of two items: 'Mollie' and 'Fido'.

Answer:

Explanation:

## Answer Area

```
import SwiftUI
struct ContentView: View {
    let names = ["Lisa", "Andrew", "Brittany"]
    let pets = ["Mollie", "Fido"]

    var body: some View {
        [
            Array,
            Collection,
            List,
            Section
        ] {
            Array {
                it: \.self) { name in Text(name) }
            } {
                "My Friends"
            }
            Section {
                ForEach(names, it: \.self) { name in Text(name) }
            } {
                content: "Friends"
                footer:
                header:
                title:
            }
            Array {
                s, id: \.self) (pet in Text(pet) )
            } {
                content: "Pets"
                footer:
                header:
                title:
            }
        ]
    }
}
```

Explanation:

## Answer Area

```
import SwiftUI
struct ContentView: View {
    let names = ["Liss", "Andrew", "Brittany"]
    let pets = ["Mollie", "Fiddo"]

    var body: some View {
        List {
            Section {
                ForEach(names, id: \.self) { name in Text(name) }
            } header: {
                Text("My Friends")
            }
            Section {
                ForEach(pets, id: \.self) { pet in Text(pet) }
            } header: {
                Text("My Pets")
            }
        }
    }
}
```

This question belongs to View Building with SwiftUI, especially the objectives for using List views to iterate through collections and structuring views with standard SwiftUI containers. The screenshot shows two grouped sets of rows: one headed MY FRIENDS and one headed MY PETS. In SwiftUI, the correct container for a scrollable table-style presentation of rows is List, and the correct way to divide that list into labeled groups is Section. Apple documents List as a container that presents data in a single-column row-based layout, and Section as a way to organize list content into grouped areas with headers and optional footers. That is exactly the structure shown in the image. ( developer.apple.com , developer.apple.com ) The ForEach(names, id: \.self) and ForEach(pets, id: \.self) lines are already iterating through the arrays, so each ForEach should be wrapped inside a Section. The section labels such as "My Friends" and "My Pets" are provided with the header: label. So the intended code structure is:

```
List {
    Section {
        ForEach(names, id: \.self) { name in Text(name) }
    } header: {
        Text("My Friends")
    }
    Section {
        ForEach(pets, id: \.self) { pet in Text(pet) }
    } header: {
        Text("My Pets")
    }
}
```

This matches the UI shown in the image and aligns directly with SwiftUI list and section composition patterns in App Development with Swift.

## NEW QUESTION # 25

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

```
1 struct person {
2     var age: Int
3     init(age: Int){
4         self.age = age
5     }
6 }
```

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

**Answer: A**

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.

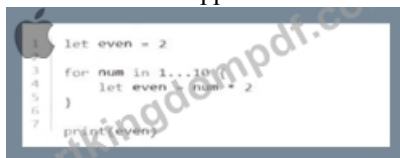
\* B is wrong because self is not always required in every initializer assignment. It is specifically needed here because of the naming conflict.

\* 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 # 26

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 # 27

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..
```

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 # 28

.....

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