App-Development-with-Swift-Certified-User難易度受験料 & App-Development-with-Swift-Certified-User勉強時間

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>> App-Development-with-Swift-Certified-User難易度受験料 <<

App-Development-with-Swift-Certified-User勉強時間、App-Development-with-Swift-Certified-User練習問題

私たち全員が知っているように、試験の準備プロセスは非常に面倒で時間がかかります。 App-Development-with-Swift-Certified-User試験の準備のために他のことをするために時間を割く必要があり、多くの重要なことが遅れました。この問題に直面した場合は、App-Development-with-Swift-Certified-Userの実際の試験を選択してください。教材を使用すると、試験に参加できるのは準備に約20〜30時間かかる場合のみです。残りの時間は、やりたいことを何でもできます。これにより、レビューのプレッシャーを完全に軽減できます。

Apple App Development with Swift Certified User Exam 認定 App-Development-with-Swift-Certified-User 試験問題 (Q12-Q17):

質問 # 12
Which property wrapper allows you to read data from the system or device settings?

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

正解：B

解説：
Comprehensive and Detailed Explanation From App Development with Swift domains:

This question belongs to View Building with SwiftUI , specifically the objective about using property wrappers such as @State, @Binding, and @Environment to manage and share data between views.
The correct answer is @Environment because it is used to read values provided by the system or the surrounding view environment. These values can include device-related or system-provided information such as size classes, color scheme, locale, and dismiss actions. In SwiftUI, @Environment gives a view access to contextual information that it does not own directly, but which is supplied by the framework or ancestor views.
The other options are not correct for this purpose:
* @State is used for local mutable state owned by the current view.
* @Binding is used to create a two-way connection to state owned elsewhere, usually in a parent view.
* @StateObject is used to create and own an observable reference-type object for the lifetime of the view.
So if you want a SwiftUI view to read data coming from system or device settings, the correct property wrapper is @Environment .

質問 # 13
For each statement about Navigation in SwiftUI. select True or False.
Answer Area

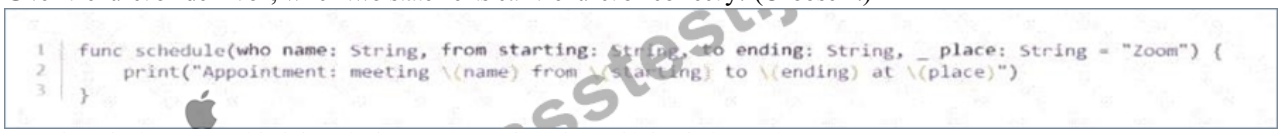
正解：

解説：

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.

質問 # 14

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



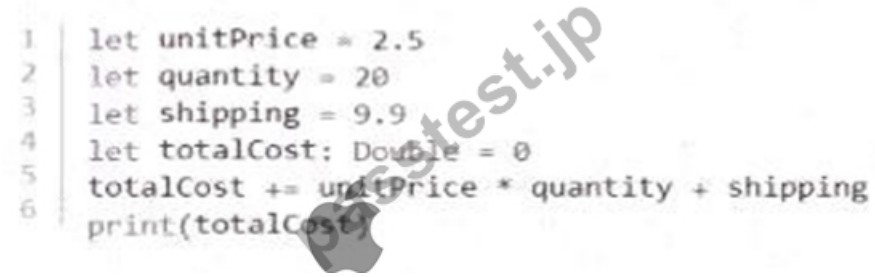
Based on the image provided, here is the text for each of the multiple-choice options:

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

正解：A、E

解説：
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 .

質問 # 15
Review the code snippet.



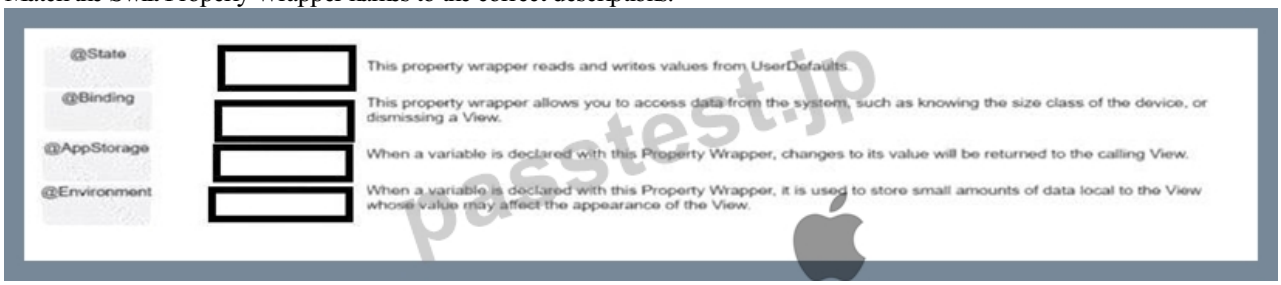
The code snippet does not compile.
Which two actions will fix the errors? (Choose 2.)

- A. Change shipping from let to var to make it mutable.
- B. Change the type of quantity from int to Double .
- C. Chang the type of unitPrice from Double to Int.
- D. Change totalCost from let to var to make it mutable.
- E. Change the initial value of totalCost from o to 0.0.

正解：B、D

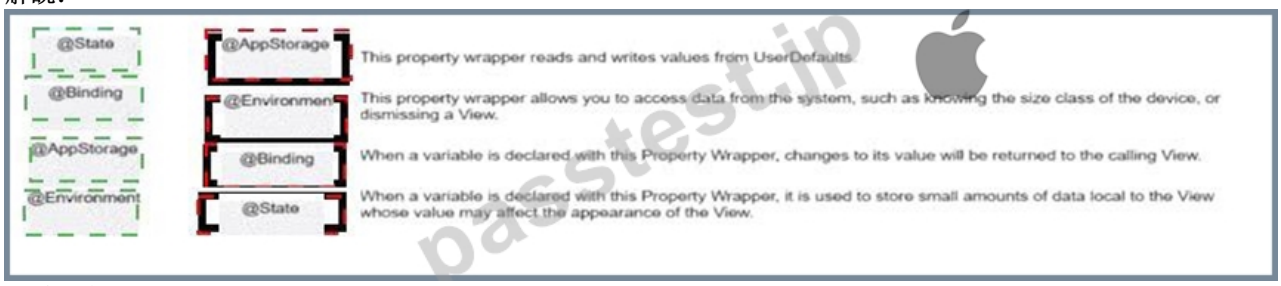
解説：
This question belongs to Swift Programming Language , especially the domains covering basic Swift types
, operators , and constants versus variables .
There are two compile problems in the snippet. First, unitPrice and shipping are inferred as Double, while quantity is inferred as Int. In Swift, arithmetic operands must have compatible types; Swift does not automatically mix Int and Double in one arithmetic expression. So unitPrice * quantity fails unless quantity is changed to Double or explicitly converted. That makes A a correct fix. Second, the line totalCost += ... uses the compound assignment operator +=, which stores a new value back into the left-hand side. Swift requires the left-hand side of += to be mutable, so totalCost must be declared with var, not let. That makes D the second correct fix.
The other choices do not solve the actual compile issues. B is unnecessary because totalCost is already explicitly declared as Double, so 0 is valid there. C would still leave shipping as Double, so the mixed-type arithmetic problem remains. E is irrelevant because shipping is never reassigned. Therefore, the two correct answers are A and D

質問 # 16
Match the Swift Properly Wrapper names to the correct descriptions.



正解：

解説：



Explanation:
* @AppStorage # This property wrapper reads and writes values from UserDefaults.
* @Environment # This property wrapper allows you to access data from the system, such as knowing the size class of the device, or dismissing a view.
* @Binding # When a variable is declared with this property wrapper, changes to its value will be returned to the calling view.
* @State # When a variable is declared with this property wrapper, it is used to store small amounts of data local to the view whose value may affect the appearance of the view.
This question belongs to View Building with SwiftUI , specifically the objective about using @State,
@Binding, @Environment, and related wrappers to share and manage data between views. @AppStorage is the wrapper that connects a SwiftUI value to UserDefaults, so it is the correct match for reading and writing persisted user defaults data. Apple documents AppStorage as a property wrapper type that reflects a value from UserDefaults and updates the view when that value changes.
@Environment is used to read values supplied by the system or ancestor views, including interface context like size classes and actions such as dismissing a presented view. Apple's environment documentation explains that SwiftUI automatically sets and updates many environment values for layout and behavior, and App Dev Training materials show environment values being used to dismiss a view.
@Binding represents a two-way connection to a value owned elsewhere, typically in a parent view, so changes made through the binding are reflected back in the source of truth. Apple's SwiftUI data-flow guidance describes bindings as the mechanism used when a child view needs shared control of state with another view.
@State is the correct wrapper for small, local, mutable view state. Apple describes State as the source of truth for data local to a view and recommends it for interface state that affects rendering.

質問 # 17
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中国でこのような諺があります。天がその人に大任を降さんとする時、必ず先ず困窮の中におきてその心志を苦しめ、その筋骨を労し、その体膚を餓やし、その身を貧困へと貶めるのである。この話は現在でも真です。しかし、成功には方法がありますよ。正確な選択をしたら、そんなに苦労しなくても成功することもできます。PassTestのAppleのApp-Development-with-Swift-Certified-User試験トレーニング資料はIT職員を対象とした特別に作成されたものですから、IT職員としてのあなたが首尾よく試験に合格することを助けます。もしあなたは試験に準備するために知識を詰め込み勉強していれば、間違い方法を選びましたよ。こうやってすれば、時間とエネルギーを無駄にするだけでなく、失敗になるかもしれません。でも、今方法を変えるチャンスがあります。早くPassTestのAppleのApp-Development-with-Swift-Certified-User試験トレーニング資料を買いに行きましょう。その資料を手に入れたら、異なる人生を取ることができます。運命は自分の手にあることを忘れないでください。

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