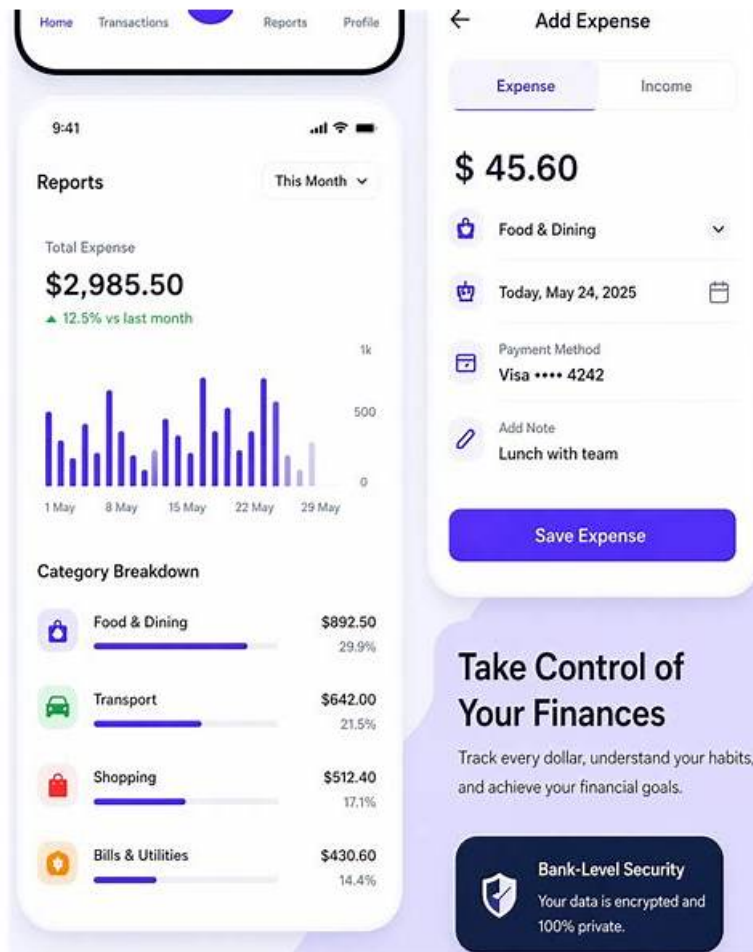


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Apple App Development with Swift Certified User Exam Sample Questions (Q13-Q18):

NEW QUESTION # 13

Review the code.

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

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

Answer: D

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 NavLink 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 # 14

Match the Swift Property Wrapper names to the correct descriptions.

Answer:

Explanation:

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.

NEW QUESTION # 15

Drag the views on the left to the correct locations in the code on the right to match the shown canvas.

You may use each View once, more than once, or not at all.

□

Answer:

Explanation:

□

Explanation:

* RedCircleView()

* GreenTriangleView()

* BlueSquareView()

* BlueSquareView()

* GreenTriangleView()

This question belongs to View Building with SwiftUI, specifically arranging views with HStack, VStack, and ZStack. In SwiftUI, an HStack lays views out horizontally, a VStack lays them out vertically, and a ZStack overlays views front-to-back. Apple's stack layout guidance describes these three containers exactly this way.

To match the canvas, the main HStack must show three items from left to right: a red circle, a green triangle, and then a right-side vertical group. That means the first two blanks inside HStack are RedCircleView() and GreenTriangleView(). On the right side, the VStack shows a blue square on top, so the next blank is BlueSquareView(). Under that, the lower-right shape is made by layering a green triangle on top of a blue square, which means the ZStack must contain BlueSquareView() first as the background and GreenTriangleView() second as the foreground. SwiftUI's documentation notes that ZStack aligns and overlays its children in depth order, which is why the square goes before the triangle.

So the correct placement order is:

```
HStack {  
  RedCircleView()  
  GreenTriangleView()  
  VStack {  
    BlueSquareView()  
    ZStack {  
      BlueSquareView()  
      GreenTriangleView()  
    }  
  }  
}
```

That arrangement reproduces the exact layout shown in the canvas.

NEW QUESTION # 16

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

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

Answer: D

Explanation:

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`.

NEW QUESTION # 17

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

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

Answer: A,D

NEW QUESTION # 18

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