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Apple App Development with Swift Certified User Exam Sample Questions (Q22-Q27):

NEW QUESTION # 22

You need to create a Watchpoint in Xcode. In which order should you complete the actions? Move all the actions to the answer

area and place them in the correct order.

Answer:

Explanation:

Explanation:

This question belongs to Xcode Developer Tools , specifically the objective on using debugging techniques including breakpoints, watchpoints, and logging to resolve errors . A watchpoint monitors a variable or memory location during a debugging session, so you first need the program to stop while being debugged.

That is why the correct order begins with setting a breakpoint and then running the code so execution pauses at a useful point. Apple's debugging guidance describes debugging as something done at runtime using the debugger, and LLDB's watchpoint documentation explains that watchpoints are part of the debugger workflow rather than something you set before the program is stopped.

Once execution is paused, you use the debug area to inspect the current variables. After locating the variable you want to monitor, you right-click the variable and select Watch to create the watchpoint. This sequence is consistent with how Xcode and LLDB expose watchpoint functionality during an active debug session.

LLDB also describes watchpoints as objects you create to stop execution when a watched value changes, which only makes sense after the debugger has access to the running program state.

NEW QUESTION # 23

Review the code.

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.

NEW QUESTION # 24

What is the code snippet an example of?

- A. Optional binding
- B. Optional chaining
- C. Force unwrapping

- D. Implicitly unwrapped optional

Answer: A

Explanation:

This question belongs to Swift Programming Language , specifically the objective domain on Optional types and safe unwrapping . The snippet uses `if let favoriteCol = favoriteColor { ... }`, which is Swift's standard syntax for optional binding . Apple's documentation explains that optional binding is used to conditionally bind the wrapped value of an optional to a new constant or variable if the optional contains a value. That is exactly what this code does: if `favoriteColor` is not nil, its unwrapped String value is assigned to `favoriteCol`, and the code inside the if block runs.

This is not force unwrapping , because force unwrapping uses the `!` operator, such as `favoriteColor!`. It is not optional chaining , because optional chaining uses `?` to safely access properties, methods, or subscripts on an optional value. It is also not an implicitly unwrapped optional , which would be declared with `String!` rather than `String?`.

So the correct answer is C. Optional binding . This pattern is one of the most important safe-handling techniques in Swift because it lets you work with optional values only when they actually contain data, avoiding runtime errors and keeping control flow explicit.

NEW QUESTION # 25

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: 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 # 26

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

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

Answer: C

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 # 27

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