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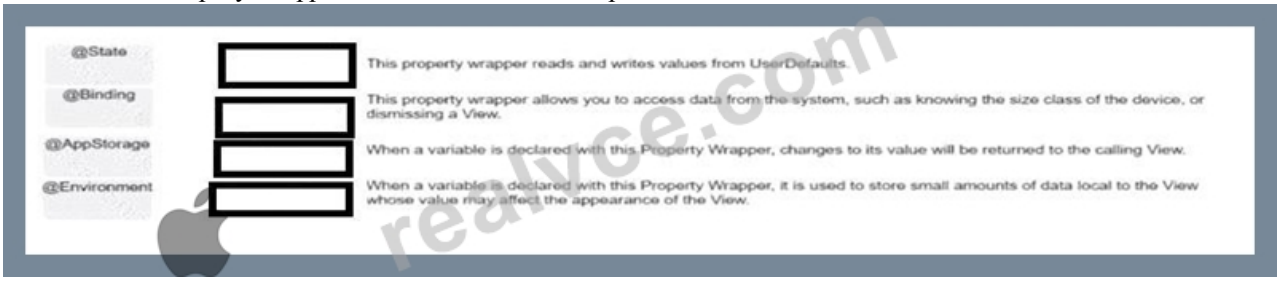
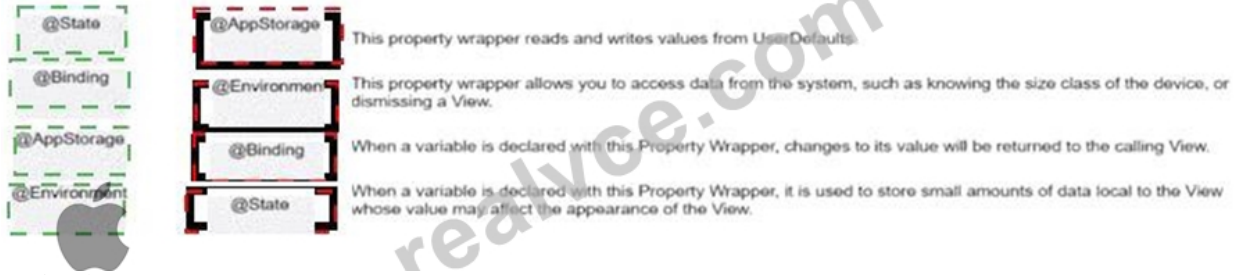
Apple App Development with Swift Certified User Exam Sample Questions (Q30-Q35):

NEW QUESTION # 30
Match the Swift Properly Wrapper names to the correct descriptions.



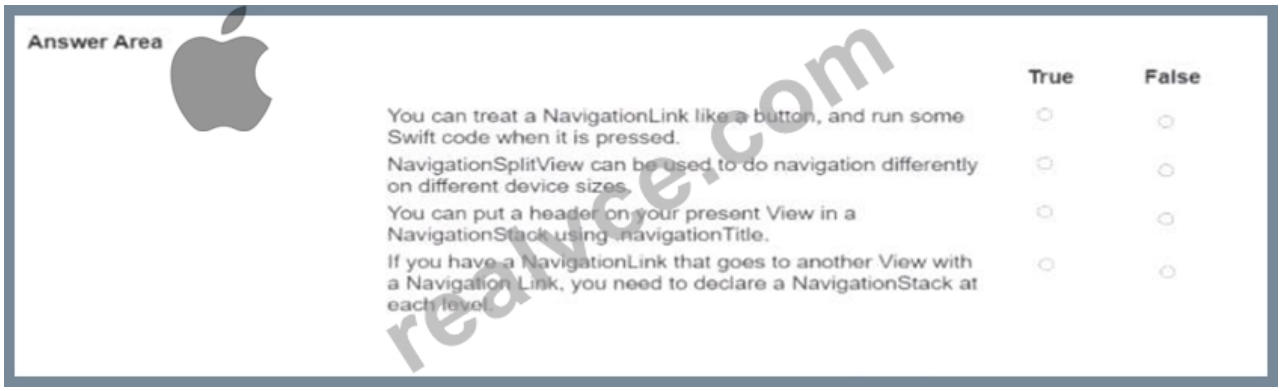
Answer:

Explanation:



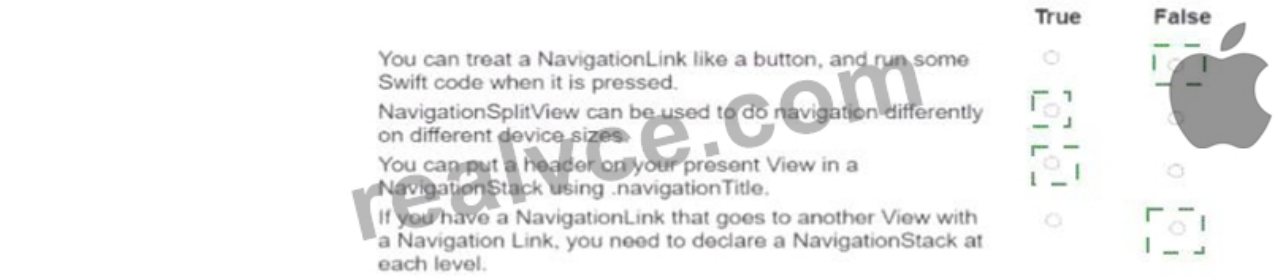
Explanation:
* @AppStorage # This property wrapper reads and writes values from UserDefaults.
* @Environment # This property wrapper allows you to access data from the system, such as knowing the size class of the device, or dismissing a view.
* @Binding # When a variable is declared with this property 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 # 31
For each statement about Navigation in SwiftUI. select True or False.



Answer:

Explanation:

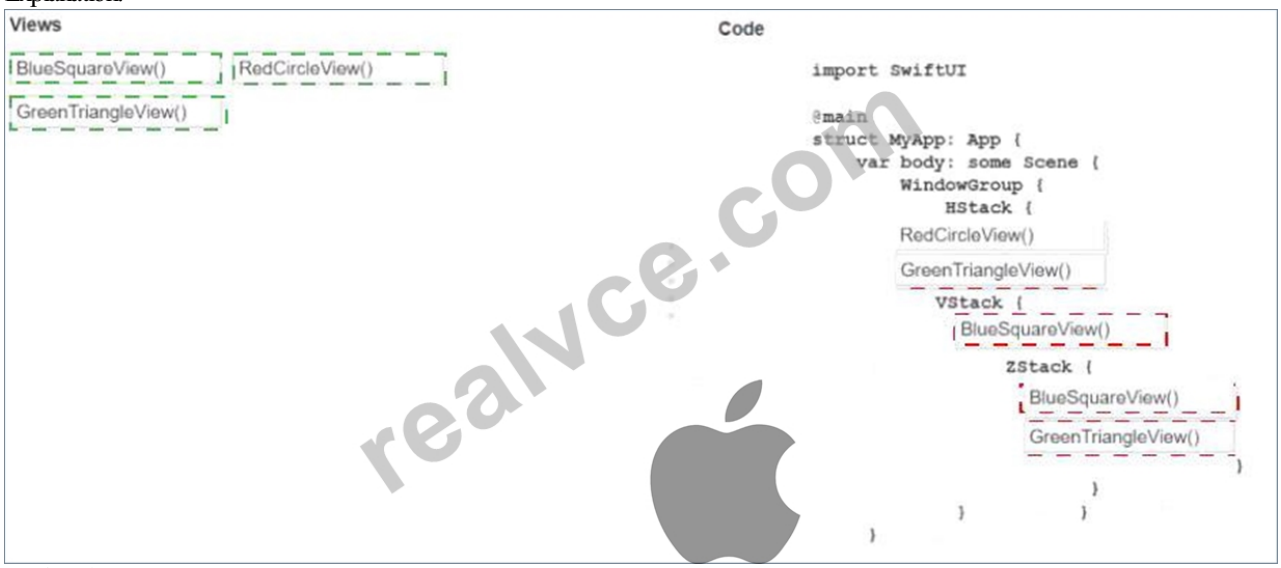


Explanation:
* You can treat a NavigationLink like a button, and run some Swift code when it is pressed. - False
* NavigationSplitView can be used to do navigation differently on different device sizes. - True
* You can put a header on your present View in a NavigationStack using .navigationTitle. - 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.

NEW QUESTION # 32
Drag the views on the left to the correct locations m the code on the fight 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 # 33
Select the location to set this app to run on an iPhone 14 in the simulator.

Answer:

Explanation:

Explanation:

Answer Area

This question belongs to Xcode Developer Tools , specifically the domain for building and running an app on the iOS simulator . In Xcode, the place where you choose whether the app runs on a simulator or a connected device is the run destination / scheme destination selector in the toolbar. This control appears near the top center of the Xcode window and displays the current destination, such as a simulator model or device target. To run the app on iPhone 14 , you click that selector and choose iPhone 14 from the available simulator list. Apple's Xcode documentation describes choosing a run destination before building and running the app in Simulator or on a device.
So, for the hotspot, the correct place is the device/simulator dropdown in the top toolbar , not the preview canvas controls, not the project navigator, and not the code editor. That selector determines where the app launches when you press Run.

NEW QUESTION # 34
Review the code snippet.

```
class Printer {
    var copies: Int
    init(copies: Int) {
        self.copies = copies
    }
}

//class instances
var printer1 = Printer(copies: 2)
var printer2 = printer1
printer2.copies = 10

print(printer1.copies)
```

What is the output from each print statement?

Answer:

Explanation:
Answer the question by typing in the box.
10
Explanation:
This question belongs to Swift Programming Language , specifically the domain covering structs, classes, properties, methods, and the difference between structures and classes .
The key point is that Printer is declared as a class :
class Printer {
var copies: Int
init(copies: Int) {
self.copies = copies
}
}
In Swift, classes are reference types . That means when you assign one class instance to another variable, both variables refer to the same object in memory rather than creating a separate copy. Apple's Swift language guide explains that classes are passed by

reference, while structures are value types. So in this code:
var printer1 = Printer(copies: 2)
var printer2 = printer1
both printer1 and printer2 point to the same Printer instance.
Next, this line changes the shared object:
printer2.copies = 10
Because printer2 refers to the same instance as printer1, changing printer2.copies also changes printer1.
copies. Therefore, when the code executes:
print(printer1.copies)
the output is 10 .
This question tests one of the most important Swift concepts: classes are reference types , while structs are value types . If Printer had been a struct instead of a class, the result would have been different because assignment would copy the value rather than share the same instance.

NEW QUESTION # 35
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