App-Development-with-Swift-Certified-User Übungsfragen: App Development with Swift Certified User Exam & App-Development-with-Swift-Certified-User Dateien Prüfungsunterlagen

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Sie können nur die Fragen und Antworten zur Apple App-Development-with-Swift-Certified-User (App Development with Swift Certified User Exam) Zertifizierungsprüfung von Pass4Test als Simulationsprüfung benutzen, dann können Sie einfach die Prüfung bestehen. Mit dem Apple App-Development-with-Swift-Certified-User Zertfikat steht Ihr professionelles Niveau höher als das der anderen. Sie bekommen deshalb große Beförderungschance. Fügen Sie Apple App-Development-with-Swift-Certified-User Fragen Und Antworten von Pass4Test in den Warenkorb hinzu. Pass4Test bietet Ihnen rund um die Uhr Online-Service.

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Apple App Development with Swift Certified User Exam App-Development-

with-Swift-Certified-User Prüfungsfragen mit Lösungen (Q18-Q23):

18. Frage
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. You can run your app in the simulator with Generic iOS Device chosen.
- C. Your phone must always be physically attached to your Mac to run your apps from Xcode on it.
- D. You can run an app on your phone and get debug information in Xcode.
- E. You need a paid Apple Developer account in order to run your app on your phone.

Antwort: A,D

Begründung:
Comprehensive and Detailed Explanation From App Development with Swift domains:
This question belongs to Xcode Developer Tools , especially the objectives about using the Xcode interface, building and running an app, and debugging. A is true because Xcode supports SwiftUI previews in the canvas, allowing you to see a view's interface directly in Xcode without fully launching the entire app in the normal run workflow. Apple's documentation states that Xcode can display a preview of a custom SwiftUI view in the preview canvas and keep it updated as you make code changes.
D is also true because when you run an app from Xcode on a device, Xcode opens a debugging session in the debug area. Apple explicitly documents that after a successful build, Xcode runs the app and opens a debugging session, which means you can view debug information while the app is running on the phone.
The other options are false. B is false because a phone does not have to be physically attached at all times; modern Xcode workflows support device pairing and wireless development after setup. C is false because Generic iOS Device is not an actual simulator run target for launching the app like a specific simulator device. E is false because you do not need a paid Apple Developer Program membership merely to run an app on your own device for development; Apple provides support for development testing on devices with the required setup such as pairing and Developer Mode.

19. Frage
Review the code.
struct ContentView: View {
let fruits = [" Apple " , " Banana " , " Kiwi "]
var body: some View {
List(fruits, id: \.self) { fruit in
Text(fruit)
.font(.headline)
.padding()
}
}
}
Which of the following statements is true about the code?

- A. The List view is using the fruits array to display the contents as individual rows.
- B. The id: \.self in the List view is not necessary and may be omitted.
- C. The id: \.self in the List view should be rewritten as id: /self
- D. KeyPaths are used here to extract the font and padding properties dynamically.

Antwort: A

Begründung:
Comprehensive and Detailed Explanation From App Development with Swift domains:
This question belongs to View Building with SwiftUI , especially the domain covering List Views to iterate through collections . In the code, fruits is an array of strings, and the List initializer is being used to create one row for each item in that collection. Apple's SwiftUI documentation explains that List can present rows from a collection of data, and when the data elements are not supplied through a type that already provides identity, you can provide an id key path so SwiftUI can uniquely identify each row. Here, id: \.self tells SwiftUI to use each string value itself as the identifier.
Option D is therefore the correct statement because the List is clearly rendering the contents of the fruits array as separate rows, and each row shows a Text(fruit) view. Apple's app development tutorials describe List as a container view that displays rows of data arranged in a single scrollable column, which matches exactly what this code is doing.
Option A is false because for an array of String values in this form, id: \.self is used to identify each row.

Option B is false because the key path is not related to .font(.headline) or .padding(); those are standard view modifiers, not dynamic property extraction in this example. Option C is false because Swift key-path syntax uses a backslash, as in \.self, not /self. Apple's KeyPath documentation shows that Swift key paths use the backslash form.

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

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

Antwort: C

Begründung:
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 .

21. Frage
Complete the code that will add the BlueView to the NavigationStack and present the RedView modally.
|Complete the code by typing in the boxes.

Antwort:

Begründung:
NavigationLink, .sheet
Explanation:
This question falls under View Building with SwiftUI , specifically the domain covering multi-view apps with navigation stacks, links, and sheets . The first blank must be NavigationLink because SwiftUI uses a navigation link inside a NavigationStack to push or present a destination view as part of the navigation hierarchy. Apple's documentation states that people tap or click a NavigationLink to present a view inside a NavigationStack or NavigationSplitView. That matches the first code section, where tapping " Show Blue View " should navigate to BlueView().
The second blank must be .sheet because the code uses isPresented: $showRedView, which is the standard SwiftUI sheet modifier for modal presentation controlled by a Boolean binding. Apple documents sheet (isPresented:onDismiss:content:) as the modifier to use when you want to present a modal view when a Boolean becomes true. Since the button toggles showRedView, SwiftUI presents RedView() modally as a sheet.
So the completed structure is effectively:
NavigationLink(" Show Blue View ") {
BlueView()
}
sheet(isPresented: $showRedView) {
RedView()
}
This directly aligns with SwiftUI navigation and modal presentation patterns in the App Development with Swift objective domains.

22. Frage
Refer to this image to complete the code.

Note: You will receive partial credit for each correct answer

Antwort:

Begründung:
Explanation:
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.

23. Frage
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Software App-Development-with-Swift-Certified-User Lernhilfe innerhalb und außerhalb verstehen, was zu einer höheren Benutzerakzeptanz führt und mehr Gewinne schafft.

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