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### Apple App Development with Swift Certified User Exam Sample Questions (Q39-Q44):

**NEW QUESTION # 39**

Complete the code that conforms to the View protocol by selecting the correct option from each drop-down list.

Note: You will receive partial credit for each correct answer.

Answer Area

```
import SwiftUI

ScreenView: body {
  ly: some View
  ext("Hello")
}
```

View  
Struct  
body  
func

body  
struct  
body  
func

**Answer:**

Explanation:

Answer Area

```
import SwiftUI

ScreenView: body {
  ly: some View
  ext("Hello")
}
```

View  
Struct  
body  
func

body  
struct  
body  
func

Explanation:

Answer Area

```
import SwiftUI

ScreenView: body {
  var body: some View {
    Text("Hello")
  }
}
```

This question belongs to View Building with SwiftUI, especially the domain covering positioning and/or layout a single SwiftUI View with standard Views and modifiers and the foundational structure of a SwiftUI view. In SwiftUI, a custom screen is typically declared as a struct that conforms to the View protocol. Apple's SwiftUI documentation shows the standard pattern:

```
struct ScreenView: View {
  var body: some View {
    Text("Hello")
  }
}
```

Here, struct is required because SwiftUI views are commonly defined as structures. View is required after the colon because the type must conform to the View protocol. body is the required computed property that returns the content of the view as some View. Apple documents that every conforming View type must provide a body property that describes its content.

So the completed code is:

```
import SwiftUI
struct ScreenView: View {
  var body: some View {
    Text("Hello")
  }
}
```

This is the canonical SwiftUI view declaration pattern and is one of the most fundamental concepts in App Development with Swift.

### NEW QUESTION # 40

In SwiftUI, how can you extract a subview from a main view to make the code more modular?

- A. Use @State to manage subview content and use a binding to create a two-way connection.
- B. Declare the subview as a variable inside the main view and call it directly.
- C. Add the subview's code directly into the main view's body.
- **D. Create a new SwiftUI view struct and call it in the main view.**

**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 extracting subviews to simplify the structure of an overlarge view . The correct answer is C because the standard SwiftUI approach to modularizing a large interface is to create a separate custom view, usually as a new struct conforming to View, and then use that view inside the main view. Apple's tutorials and documentation repeatedly show this pattern: move part of the UI into its own SwiftUI view type, then compose the main screen from smaller view components.

Option A is not the primary SwiftUI pattern for extracting a reusable subview. Option B does the opposite of modularization, because it keeps everything in the same large body. Option D is about state management and data flow, not about extracting a visual component into its own reusable subview. Apple's SwiftUI materials emphasize composition, where views are lightweight and can be split into smaller reusable pieces for clarity, maintainability, and reuse. WWDC guidance also shows Xcode's "Extract Subview" workflow, which creates a separate view structure from selected UI code.

### NEW QUESTION # 41

```
1 enum CompassPoint {
2     case north, south, east, west
3 }
4
5 var direction: CompassPoint
```

Which two assignments of a value to direction are allowed? (Choose 2.)

- **A. direction = .north**
- B. direction = direction.north
- **C. direction = CompassPoint.north**
- D. direction = north
- E. direction = CompassPoint(north)

**Answer: A,C**

Explanation:

This question belongs to Swift Programming Language , specifically the domain covering basic Swift types and how Swift handles enumerations . The code defines an enum named CompassPoint with the cases north, south, east, and west, and then declares direction as type CompassPoint. In Swift, an enum case can be assigned using the fully qualified form CompassPoint.north, so B is valid. Swift also allows the shorthand form .north when the compiler already knows the expected type is CompassPoint, so D is also valid. Apple's Swift language documentation explains that once a variable is known to be of a specific enumeration type, you can set its value using the shorter dot syntax.

The other options are not allowed. A is invalid because enum cases are not assigned using constructor-style syntax like CompassPoint(north). C is invalid because north by itself is not enough unless it is written with dot shorthand in a context with inferred enum type. E is invalid because north is a case of the enum type, not a member accessed from the variable instance as direction.north. Swift enum cases are referenced from the enum type or by shorthand dot syntax, not as instance properties.

### NEW QUESTION # 42

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

- **A. You can run an app on your phone and get debug information in Xcode.**
- B. You need a paid Apple Developer account in order to run your app on your phone.
- C. You can run your app in the simulator with Generic iOS Device chosen.
- **D. You can preview a View in the Canvas without running your app.**

- E. Your phone must always be physically attached to your Mac to run your apps from Xcode on it.

**Answer: A,D**

Explanation:

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.

### NEW QUESTION # 43

Review the code.

`var capitalCities = [ "USA " : " Washington D.C. ", " Spain " : " Madrid ", " Peru " : " Lima " ]` Which two statements add the capital city of " Italy " to the dictionary? (Choose 2.)

- **A. `capitalCities[ " Italy " ] = " Rome "`**
- `capitalCities = capitalCities + [ " Italy " : " Rome " ]`
- `capitalCities.append([ " Italy " : " Rome " ])`
- **D. `capitalCities.updateValue( " Rome ", forKey: " Italy " )`**
- `capitalCities[ " Rome " ] = " Italy "`

**Answer: A,D**

### NEW QUESTION # 44

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