Set Up Course Quiz (For Grades)

Total points 6
1.Question 1
To start practicing swift code, what would you select on the Xcode welcome screen?
 1 point Create a new Xcode project. Open a new swift editor. Get started with a new playground. Create a new app. Check out an existing project. 2.Question 2 In the playground setup lecture we opened a panel that shows the list of files included in
playground bundle by clicking a toolbar button. What's an alternative way open this view (You are encouraged to open Xcode and look around the menus and commands to find the answer.)
 Click Open on the File menu and browse to the file you want. Select the file from the Xcode Welcome Screen. Option-click on the import name in your code. Press Command+1 on the keyboard to open the project navigator. Search for the swift file in Spotlight.
3.Question 3
What details are required when you start a new iOS app? (Select all that apply.)
 1 point ✓ The type of device that will run the app. ✓ A programming language. ✓ An app icon. ✓ An organization name. ✓ A project name.
4.Question 4

As an integrated development environment, which of the following features does Xcode provide? (Select all the apply.)

1 point		
~	A source code editor.	
~	A project navigator.	
~	A debugger.	
	An image editor.	
~	A visual interface builder.	
~	A compiler.	
5.Question 5		

What is a breakpoint?

(You can find more on breakpoints in the document linked to in the "Further Reading" module of this course - look for the "Run and Debug" section in that document. You can also watch us play around with breakpoints in the optional "Debugging" lecture.)

1 point
A broken assertion in your code.
A line where your code will automatically pause.
A place where you stopped coding.
A line where your code will slow down.
A bug report.

6.Question 6

What version of Xcode are you using? You can see the version number under About Xcode. (eg. 7.1).



Your answer cannot be more than 10000 characters.