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Flashzilla

Which of these statements are true?

Click on any answer to show more detail.

1. **Correct**

Option 1: Several gestures have both **onChanged()** and **onEnded()** modifiers for us to use.

Option 2: **UINotificationFeedbackGenerator** is part of Core Haptics.

You selected Option 1.

2. **Correct**

Option 1: It's a good idea to add an **example** property to model data, for prototyping and previewing.

Option 2: All iOS devices support haptic feedback using Core Haptics.

You selected Option 1.

3. **Correct**

Option 1: The **sequenced(before:)** modifier lets us create chains of gestures.

Option 2: When Reduce Motion is enabled, we should disable all animations.

You selected Option 1.

4. **Correct**

Option 1: The Combine framework is built into SwiftUI.

Option 2: When **allowsHitTesting()** is false, a view cannot be tapped.

You selected Option 2.

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5. **Correct**

Option 1: Reading the `.accessibilityDifferentiateWithoutColor` key lets us add extra accessibility support for color blind users.

Option 2: By default, a `NavigationView` doesn't work in landscape.

You selected Option 1.

6. **Correct**

Option 1: We should create important images using the `Image(decorative:)` initializer, so that VoiceOver knows to read them extra loud.

Option 2: We can call `prepare()` on `UIFeedbackGenerator` subclasses as often as we need.

You selected Option 2.

7. **Correct**

Option 1: The `willResignActiveNotification` notification is sent when an app is moving to the background.

Option 2: The `willResignActiveNotification` notification is sent when an app is moving to the foreground.

You selected Option 1.

8. **Correct**

Option 1: Struct initializers can contain closures as parameters.

Option 2: Once a `Timer` has started, it can't be stopped.

You selected Option 1.

9. **Correct**

Option 1: In Xcode, projects and targets are the same thing.

Option 2: We can receive values from a Combine publisher using `onReceive()`.

You selected Option 2.

10. **Correct**

Option 1: `contentShape()` allows us to control the tap area for a view.

Option 2: Timers automatically pause as soon as our app moves to the background.

You selected Option 1.

11. **Correct**

Option 1: Timer tolerance allows iOS to delay a timer for better energy efficiency.

Option 2: The `abs()` function returns true if its input number is absolutely zero.

You selected Option 1.

12. **Correct**

Option 1: `init(repeating:count:)` repeats the same value many times to make an array.

Option 2: It's a good idea to attach haptics to every button in our app.

You selected Option 1.

Total score: 12/12

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