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Hot Prospects

Which of these statements are true?

Click on any answer to show more detail.

1. **Correct**

Option 1: We can display local notifications without asking permission, as long as they don't play sounds.

Option 2: Properties wrapped in `@EnvironmentObject` must have a value before the view is shown.

You selected Option 2.

2. **Correct**

Option 1: Local notifications can show alerts and play sounds

Option 2: Encapsulation means placing all our code into individual Swift modules.

You selected Option 1.

3. **Correct**

Option 1: One environment object can be shared in up to two views.

Option 2: The `map()` method transforms items in a sequence using a closure we specify.

You selected Option 2.

4. **Correct**

Option 1: `@EnvironmentObject` properties must conform to `ObservableObject`.

Option 2: Swift's `Result` type is designed for use with throwing functions.

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You selected Option 1.



5. **Correct**

Option 1: We can attach images to context view buttons, but they don't have any color.

Option 2: QR codes are just barcodes with more colors.

You selected Option 1.

6. **Correct**

Option 1: It's a good idea to attach a context menu to every view.

Option 2: Context menus are triggered when users long press on a view.

You selected Option 2.

7. **Correct**

Option 1: We can add one image and one text view to each tab bar item.

Option 2: The **filter()** method sorts a sequence based on a closure we specify.

You selected Option 1.

8. **Correct**

Option 1: Swift Package Dependencies let us easily import third-party code.

Option 2: We can queue up to three notifications at a time.

You selected Option 1.

9. **Correct**

Option 1: If we want to programmatically set the active tab for a **TabView**, we must set a tag on the views inside it.

Option 2: SwiftUI's lists cannot work with computed properties.

You selected Option 1.

10. **Correct**

Option 1: We can call `objectWillChange.send()` to notify SwiftUI that an observable object is about to change.

Option 2: We can call `objectDidChange.send()` to notify SwiftUI that an observable object has changed.

You selected Option 1.

11. **Correct**

Option 1: Swift's `Result` type can contain either success or failure, but not both.

Option 2: `@EnvironmentObject` only works with structs.

You selected Option 1.

12. **Correct**

Option 1: SwiftUI disables image interpolation by default.

Option 2: SwiftUI smooths out the pixels in an image if we stretch it larger than its original size.

You selected Option 2.

Total score: 12/12

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@twostraws



paul@hackingwithswift.com

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