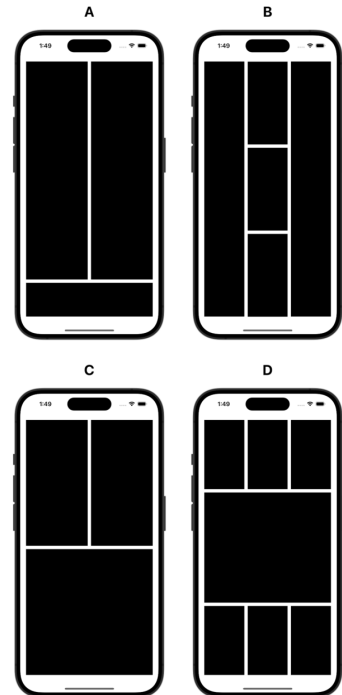


Quiz: User Interface Fundamentals

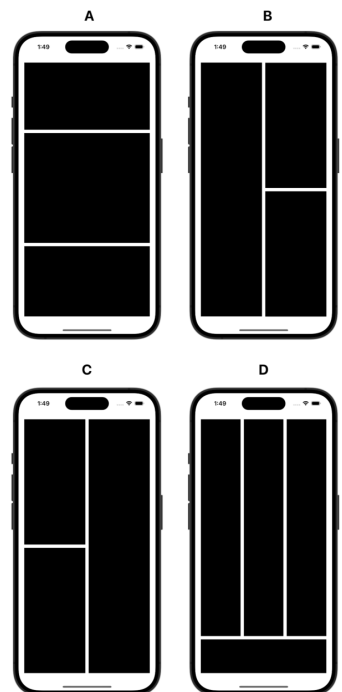
1. The following code will produce which layout shown at right? (circle one)

```
struct ContentView: View {
    var body: some View {
        VStack {
            HStack {
                Rectangle()
                Rectangle()
            }
            Rectangle()
        }
    }
}
```



2. The following code will produce which layout shown at right? (circle one)

```
struct ContentView: View {
    var body: some View {
        HStack {
            Rectangle()
            VStack {
                Rectangle()
                Rectangle()
            }
        }
    }
}
```

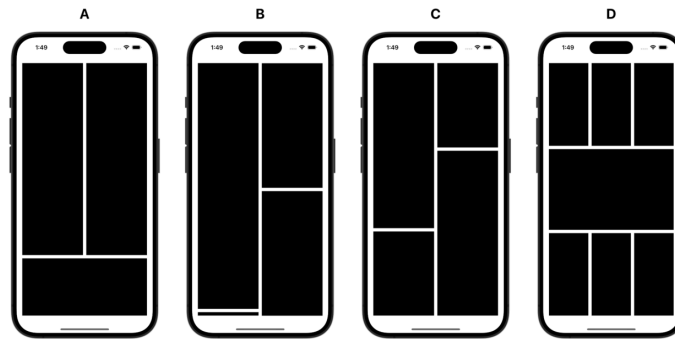


3. The following code will produce which layout shown below? (circle one)

```

struct ContentView: View {
    var body: some View {
        HStack {
            VStack {
                Rectangle()
                    .containerRelativeFrame(.vertical, count: 5, span: 3, spacing: 0)
                Rectangle()
                    .containerRelativeFrame(.vertical, count: 5, span: 2, spacing: 0)
            }
            VStack {
                Rectangle()
                    .containerRelativeFrame(.vertical, count: 5, span: 2, spacing: 0)
                Rectangle()
                    .containerRelativeFrame(.vertical, count: 5, span: 3, spacing: 0)
            }
        }
    }
}

```



4. In SwiftUI, explain what people mean by a “push-out” view and a “pull-in” view. Give one example of each, and describe what happens when two push-out views are placed inside the same VStack.

5. A SwiftUI view's body must return exactly one view. Explain how a view can still show multiple items on screen.