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A PEARSON VUE BUSINESS

App Development with Swift

Certified User

Swift. The language for first-time coders and full-time developers.

App Development with Swift Certified User

Accelerate your students' proficiency with Swift and SwiftUI to help them meet industry demand for app developers. Swift is a powerful programming language for building many of the world's most popular apps. With SwiftUI, developers have a way to build user interfaces for apps across all Apple platforms—with surprisingly little code.

Earning an App Development with Swift certification recognizes foundational knowledge of Swift, SwiftUI, and Xcode to prepare students for their future careers. Students who pass the certification exam will earn a digital badge they can place in a resume, portfolio, email, or share in professional networks.

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Help Students Get Certified in Swift

Build Knowledge of Swift and SwiftUI

- Discover, explore, and build fundamental iOS app development skills with Swift and SwiftUI
- Learn the core concepts and practices that Swift developers use consistently and build an understanding of Xcode

Build Knowledge of App Development Basics

- Learn the basics of the Apple Software Development Kit (SDK)
- Explore and use developer tools such as Xcode, Simulator, and Interface Builder
- Create iOS apps that adhere to standard practices, including the use of stock UI elements, layout techniques, and common navigation interfaces
- Explore and learn common tools, technologies, interface elements, and design patterns used to build iOS apps
- Learn to use common iOS frameworks in hands-on app projects

Develop in Swift Tutorials

Develop in Swift Tutorials are a great first step toward a career in app development using Xcode, Swift, and SwiftUI. They are great for anyone who is curious about learning how to develop apps for Apple platforms—no prior coding experience required.

Learn more >

Get Started Today

To purchase an App Development with Swift Certified User campus license or to learn more about how to access learning resources and certification materials, please contact a Certiport territory manager (In the U.S.), a Certiport partner (Outside the U.S) or visit us at 1-888-222-7890 // www.certiport.com/apple

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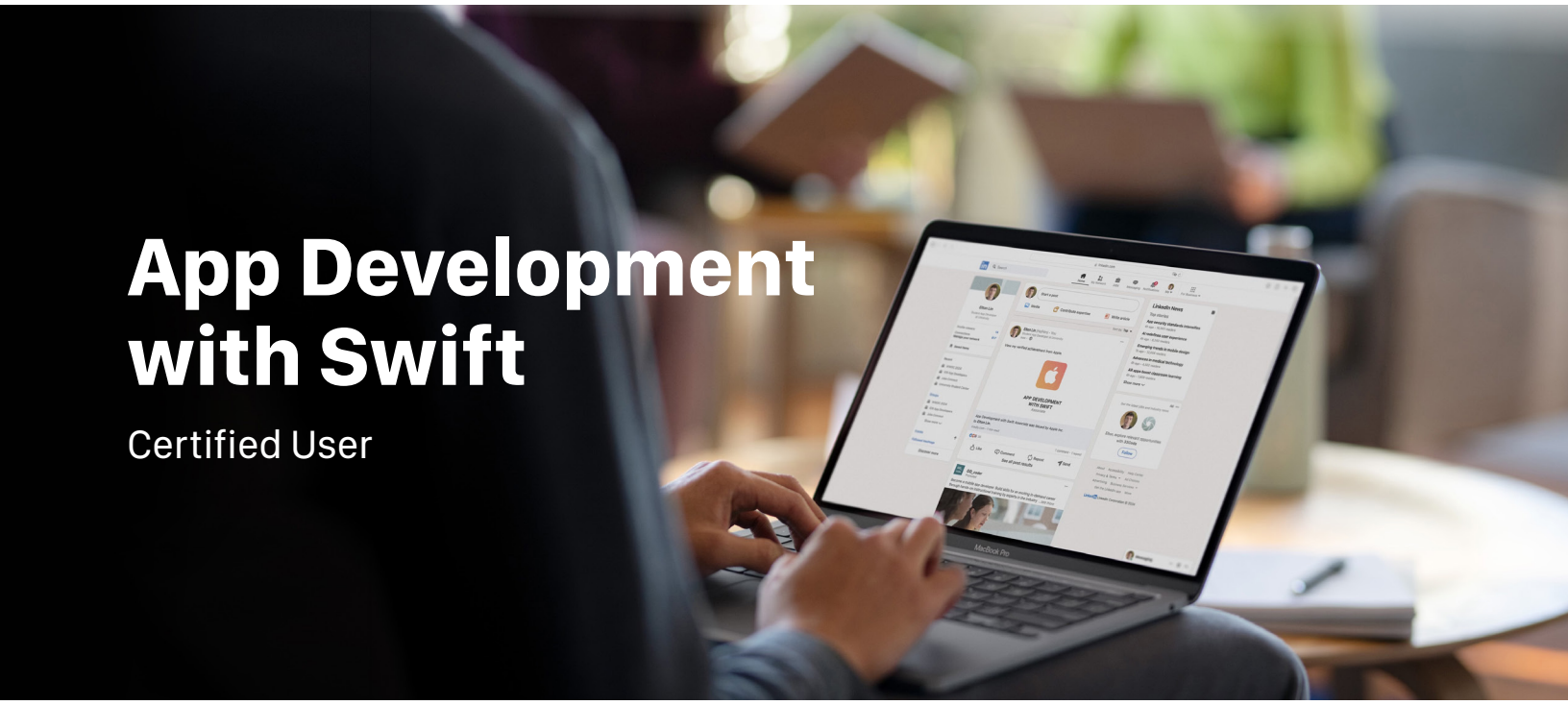

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Objective Domains

Earning the App Development with Swift Certified User certification demonstrates knowledge of common concepts and practices that Swift developers use while building basic fluency in Xcode source and UI editors. Students will be able to create iOS apps that adhere to standard practices, including the use of stock UI elements, layout techniques, and common navigation interfaces.

Xcode Developer Tools

1.1. Identify and use the features of the Xcode interface

- 1.1.1. Navigate Xcode
- 1.1.2. Create and modify views with Interface Builder
- 1.1.3. Demonstrate how to access documentation and help

1.2. Demonstrate how to build and run an app

- 1.2.1. on the iOS simulator
- 1.2.2. on the iOS device

1.3. Use debugging techniques including, but not limited to, breakpoints, watchpoints, and logging to resolve errors

- 1.3.1. Set breakpoints and step through code line by line

Swift Programming Language

2.1. Declare and use basic Swift types

- 2.1.1. Describe and use data types and operators
- 2.1.2. Demonstrate the use of type casting in both safe and unsafe ways
- 2.1.3. Demonstrate when to use constants and variables
- 2.1.4. Interpret and use basic types

2.2. Manage data using collection types

- 2.2.1. Arrays
- 2.2.2. Dictionaries

2.3. Know how and when to apply control flow and loops

- 2.3.1. Use logical operators
- 2.3.2. Use Guard
- 2.3.3. Use range operators

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Swift Programming Language (Continued)

2.4. Use functions

- 2.4.1 Organize and structure code
- 2.4.2 Create and call a function
- 2.4.3 Demonstrate how to use a function's return value
- 2.4.4 Customize internal, external, and anonymous naming of parameters in functions
- 2.4.5 Implement default parameter values

2.5. Demonstrate proper use of structs, classes

- 2.5.1. Define and use properties and methods
- 2.5.2. Differentiate between structures and classes
- 2.5.3. Differentiate between various initializers
- 2.5.4. Define and use property observers

2.6. Demonstrate the use of Optional types

- 2.6.1. Demonstrate how to unwrap Optionals safely
- 2.6.2. Apply Optional binding and Optional chaining (including but not limited to if let, guard let)

2.7. Evaluate variable scope and shadowing

View Building with SwiftUI

3.1. Position and/or layout a single SwiftUI View with standard Views and modifiers

3.2. Create multiple Views to implement app logic

3.3. Use List Views to iterate through collections

3.4. Extract Subviews to simplify the structure of an overlarge View

3.5. Create a multi-view app with navigation Stacks, Links, and/or Sheets

3.6. Use @State, @Binding, @Environment, and/or Observable to share data between Views

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