1. **What is the name of the deinitializer in a Class declaration?**

deinit

dealloc

release

1. **What set of keywords is most commonly used to iterate over a collections of items?**

for each

switch case

do while

for in

1. **Which of these statements is a valid way to extend the capabilities of our theoretical class, MyClass to conform to protocol MyProtocol?**

extension MyClass(MyProtocol) { }

extension MyClass, prot MyProtocol { }

extension MyClass: MyProtocol { }

extension MyClass, MyProtocol { }

1. **What will be the output of the following code snippet?**

**var aryl = [1, 2, 3, 4]**

**var ary2 = aryl**

**ary2.append(5)**

**var result = aryl.count**

4

5

6

3

1. **Execute below code and tell what can be problem?**

**import UIKit**

**let fm = NSFileManager.defaultManager()**

**fm.removeItemAtPath (“file.old”)**

it will work

If it cannot find file, exception would be occurred, we need exception handling

If it cannot find file, exception would be occurred, but we need not exception handling because Swift itself can process it internally

We cannot use NSFileManager object because it’s Objective C language

1. **An \_\_ defines a common type for a group of related values and enables you to work with those values in a type—safe way within your code?**

enumeration

structures

classes

function

1. **If the following code is**
2. **executed what can be problem?**

**import UIKit**

**func MinMax(array: [Int]) —> (min: Int, max: Int) {**

**var min = array[O]**

**var max = array[O]**

**for val in array[1..<array.count] {**

**if val < min {**

**min = val**

**} else if val > max {**

**max = val  
}**

**}**

**return (min, max)**

**}**

Function has no problem

min and max variables were re—defined inside the function

min and max variables should be defined as optional variables

array. count should be placed with array.count()

1. **What is the type of Swift Enumerations?**

Class type

Collection type

Value type

None of the above

1. **What is the return type in the following declaration:**

**func potteryBarn (name: String, score: Int) —> String { return “Hello (name)! Your score**

**is (score).” }**

Integer

String

Function

Constant

1. **What is a trailing closure?**

A closure expression that is called directly after another closure expression.

A closure expression that is written outside of (and after) the parentheses of the function call it supports.

A closure expression that is declared within the scope of another closure expression.

A closure expression that is declared as the property of an object.

1. **Which one of the below functions definitions is wrong considering Swift language?**

func havechar(#string: String, character: Character) —> (Bool)

func mean(numbers: Double...) —> Double

func minMax(array: [Int]) —> (min: Int, max: Int)?

func minMax(array: [Int]) —> (min: Int?, max: Int?)

1. **What is used to import Objective—C files into Swift?**

Objective—C classes are automatically imported.

Objective—C classes are imported in the Swift file using the class.

Objective—C classes are imported via a Bridging Header.

Objective—C classes import themselves by declare @SwiftImportable.

1. **Which of following expressions can be used to rewrite the following UITableView instantiation in Swift?**

**<UITableView \*myTableView = [[UITableView alloc] initWithFrame:CGRectZero**

**style: UITableViewStyleGrouped];>“**

let myTableView: UITableView = new UITableView(frame: CGRectZero, style: .Grouped);

let myTableView: UITableView = UITableView.alloc().init(frame: CGRectZero, style: .Grouped);

let myTableView: UITableView = UITableView(frame: CGRectZero, style: .Grouped);

let myTableView: UITableView = UITableView(frame: CGRectZero,

style :UlTableViewstyleGrouped)

1. **Which is not a control transfer statement in Swift?**

goto

break

fallthrough

return

continue

1. **What aspect of iOS development requires the use of NSOperation and/or Grand Central Dispatch (GCD)?**

Multithreading

serial task

None

Message Sending

1. **How to enumerate an enum with String type, using the following code?**

enum ProductCategory : String {

case Washers = “washers”, Dryers = “dryers”, Toasters = “toasters”

static let allValues = [Washers, Dryers, Toasters]

}

for category in ProductCategory.allValues{

//Do something

}

1. **What does a retainCount represent in ARC?**

The current number of strong references to an object. //???

The current number of instances of an object.

The total number of objects currently being retained in memory.

The total number of tines an object has been allocated.

1. **ARC tracks how many , , and variables?**

properties

constants

functions

All of the above

1. **How to connect UI in Swift Language?**

Same as like c—objective. There is no change in binding process only core level has been changed. You can choose button/label on xib file and binding as is it.

Same as like Java. There is no change in binding process only core level has been changed. You can choose button/label on xib file and binding as is it.

Same as like Perl. There is no change in binding process only core level has been changed. You can choose button/label on xib file and binding as is it.

All of the above

1. **Swift can compile alongside what other language?**

Objective C

Ruby

Scala

Erlang

1. **How do closures capture references to variables by default ?**

By weak reference

By strong reference

By unowned reference

By copy

1. **Which of the following is not a valid data type in Swift?**

Float

Bool

String

MovieClip

1. **Which one is the correct keyword for defining a constant in Swift?**

const

costant

final

let

def

1. **What is the name of the Swift language feature that Objective—C Blocks are translated into?**

Lambda

Callback

Closure

Selector

1. **What is used in Swift to represent any kind of object?**

Ob

id

AnyObject

Nothing

1. **Compare the below code and what will result?**

import UlKit

var rank:Dictionary = [l:”First”, 2: “Second”, 3: “Third”]

rank.updateValue (“Forth”, forKey: 4)

rank[5J “Fifth”

for i in rank {

print (i)

import UlKit

var rank:Dictionary = [2: “Second”, 1:”First”, 3: “Third”]

rank [S] “Fifth”

rank.updateValue (“Forth”, forKey: 4)

for i in rank {

print (i)

Output will be different in order

Output Result will be same

Nothing can be output

1. **Use the classes defined above to create a new Person instance, and try to access its numberOfRooms property as before?**

2.

let john = Person()

if let roomCount = john.residence?.numberOfRooms {

println(”John’s residence has \(roomCount) room(s).”)

)else{

println(”Unable to retrieve the number of rooms.”)

}

1. **Following code which is super class?**

**class X: Y {**

**let str:String**

**let val:Int?**

**init { … }**

**deinit(){ … }**

X is a superclass of Y

Y is a super class of X

it doesn’t use class

X and Y is parent class

1. **How to get local IP address in swift?**

GetAdapterInfo

getnameinfo

socket

getIP()

1. **What specifies custom infix operator?**

***it is a binary operator, taking a left and right hand argument***

it is a unary operator written before its operand

it is a unary operator written after its operand

it is a reserved word that must be preceded with \*\*

1. **In Swift, Variables consist define correct way?**

var > name > type > value

var > type > name > value

var > type > name > type

var > value > type > name

1. **Considering var index = UInt8.max, which of the following operation results to the value of zero for var index?**

index = index &- 1

index = index &+ 1

index = index &\* 1

index = index &/ 255

1. **Select the most proper answer?**

**import UIKit**

**import AVFoundation**

**let r:AVAudioRecorder?**

**do {**

**r = try AVAudioRecorder(URL: soundFileuRt, settings: rSettings)**

**r.delegate = self**

**r.meteringEnabled = true**

**r. prepareToRecord ()**

**: catch let error as NSError**

**print (error.localizedE-Eoription)**

It opens audio recording device and capture audio file as rSettings

It opens audio recording file, and prepares for the audio recording environment

It opens audio file and load audio device driver

It opens audio and save file on the server

1. **The example below defines two variables, movieCount and songCount, which count the number of Movie and Song instances in the library array?**

2

1. **Which keyword do you use to define a protocol?**

protocol

interface

struct

class

1. **How do you save local storage data in a swift application?**

2.

let defaults = NSuserDefaults . standarduserDefaults ()

defaults.setValue(”Some String Value”, forKey: defaultsKeys.keyOne)

defaults.setValue(”Another String Value”, forKey: defaultsKeys.lceyTwo)

defaults . synchronize ()

1. **Choose the answer that declares an optional closure.**

<var closureName: (parameterTypes) —> (returnType)>

<typealias closureType = (parameterTypes) -> (returnType)>

<var closureName: ((parameterTypes) —> (returnType))?>

<let closureName: closureType = { . . . }>

1. **When following code is executed and explain what it will do?**

**func func() {**

**let layer = UlApplication.sharedApplication() .keyWindow! .layer**

**let scale = UlScreen.xnainScreenO.scale**

**UlGraphicsBeginlmageContextWithOptions(layer.frane.size, false, scale);**

**layer. renderlnContext (UlGraphicsGetCurrentContext O!)**

**let s = UlGraphicsGetlmageFromCurrentlmageContext()**

**UlGraphicsEndlmageContext ()**

**UllmageWriteToSavedP’notosAlbum(s, nil, nil, nil)**

}

It gets handle of the application screen and save its screenshot

It gets full screenshot and will save it as JPG file in photo folder

It gets topmost app screenshot and save it in the temp folder

It gets load but won’t save

1. **Which of these is an appropriate syntax for dispatching a heavy operation to a background thread?**

Dispatch\_async (DISPATCH QUEUE PRIORITY BACKGROUND) , {

self. heavyOperation ()

))

Dispatch\_async (dispatch get global queue (DISPATCH QUEUE PRIORITY BACKGROUND, O), {

self. heavyOperation ()

))

DISPATCH QUEUE PRIORITY BACKGROUND ( {

self. heavyOperation ()

))

dispatch async ((

self. heavyOperation ()

))

1. **Consider the following code output when the file doesn’t exist?**

**import UlKit**

**let filenanie:String = “testfile”**

**var readdata:String = “test data”**

**let pathnasne = NSURL(fileURLWithPath: n..”)**

**URLßyAppendingPathCcmponent (filename)**

**do {**

**readdata = try NSstring(contentsOfURL: pathname, encoding:NStJTF8stringEncoding) as String**

**catch (**

**print (“read error”)**

**print (readdata)**

Note: There may be more than one right answer.

read error

test data

test file

None cf the above

1. **Which of is not a valid Access control in Swift?**

public

protected

private

All of the above

1. **AnyObject can represent:**

**an instance of any class type.**

function types.

an instance of any type at all.

1. **What is Managing Memory in Swift?**

In Swift with ARC we have no way to clean up the actual hardware rain. We can only make it possible for the 05 to do that for us. One part is using the right code (optionals and weak) the other part is creating time for the OS to do it’s job.

Imagine we have a function that runs on all threads indefinitely. It does one thing, load an image, convert to black/white and save. All images max at a couple of mb’s and the function creates no Software Memory Leaks. Because images don’t have a set size and might have different compression they don’t have the saine footprint. This function will always crash your app.

This “Hardware” Memory Leak is caused by the function always taking the next

available slot of memory.

The OS does not step in to “actually clean the memory” because there is no idle time.Putting a delay between each pass completely fixes this.

All of the above

1. **Which is correct for Enumerations?**

Enumerations can define initializers.

Enumerations cannot conform to protocols.

Enumerations cannot conform to protocols.

1. **Swift has built—in support for checking \_\_\_\_\_ which ensures that you don’t accidentally use APIs that are unavailable on a given deployment target?**

API availability

Land availability

Add availability

Block availability

1. **Protocols can be accessed as types in?**

Function, method or initialize as a parameter or return type.

Constant, variable or property.

Arrays, dictionaries or other containers as items.

All of the above

1. **The structure of a value or \_\_\_\_ value?**

Composite

default

pattern

struct

1. **How to get userinfo from NSNotification in swift 3?**

**1.**

func downloadProgress (notification:NSNotification) {

if let userlnfo = notification.userlnfo as NSDictionary

{

print(userlnfo) II [Anyliashable(”progressPercentage”): 0.82530790852915281]

if let progressValue = userlnfo[”progressPercentage”] as? Float {

if progressValue > 0.01{

)

).

1. **Tuples group multiple values into a single \_\_\_\_\_ value?**

structure

constant

compound

All of the above

1. **All Swift classes must inherit from which root class?**

Swift classes do not require a root class.

NSObject

@ObiC

Root

1. **If we have a class named MyClass with a nested enum called Status, declared like so:**

**class NyClass {**

**enum Status {**

**case On, Off**

**}**

**How would one indicate that a variable is an enun of type Status outside the context of MyClass?**

var status: MyClass.Status = .On

var status: Status = Mn

var status: MyClass<Status> = .On

var status: MyClass(Status) = .On

1. **How to convert string into integer value?**

**import UIKit**

**let str\_number = “320”**

let intl\_value = Int(strnuinber)

let int2 value = (strnuxnber as NSString) .integervalue

let int3 value = strnuxrtber.integerValue

let int4 value = atoi(str nuniber as String)

1. **Which keyword do you use to define a class?**

struct

class

interface

protocol

union

1. **What does Swift compile to?**

C

C++

Ruby

Machine code

Objective-C

1. **Execute below code and tell what can be problem?**

**import UlKit**

**let fm = NSFileManager.defaultManager()**

**fm. removeltemAtPath (”file.old”)**

it will work

If it cannot find file, exception would be occurred, we need exception handling

If it cannot find file, exception would be occurred, but we need not exception handling because Swift itself can process it internally

We cannot use NSFileManager object because it’s Objective C language

1. **Initialization is the process of preparing an instance of a \_\_\_ ?**

class

structure

enumeration

All of the above

1. **List out what are the control transfer statements used in Swift?**

Continue

Break

Fallthrough

Return

All of the above

1. **What are the available arithmetic overflow operators in Swift?**

op+, op—, op\*, op/, op%

&+, &—, &\*, &/, &%

+,-, \*, /,%

&, |, &&, ||

1. **What does the following code?**

**import UIKit**

**var str1:String?=”text1”**

**var str2:String=”text2”**

**var int1:Int?=111**

**var int2:Int=222**

**var array:String[] = [str1, str2, int1, int2]**

**array = []**

array cannot be initialized due to another data type variables.

Str1 and int1 cannot be initialized because they are optional variables.

Str2 and int2 cannot be initialized because they are not optional variables.

Array=[] is invalid command

1. **Which keyword in the context of a Switch statement is required to force the execution of a subsequent case?**

fallthrouqh

continue

break

return

1. **Which of these statements declares cityArray as a mutable array?**

let cityArray = [”Portland’, “San Francisco”, “Cupertino”]

let cityArray = [String]()

var cityArray = [“Portland”,”San Francisco”, “Cupertino”]

var cityArray = [“OR” : “Portland”, “CA” : “San Francisco”)

1. **Which of the following types can be used use as raw value types for an enumeration?**

Bool

Array

Int, String, Float

Dictionary

1. **Delegation is a design pattern that enables \_\_\_?**

Class

function

variable

1. **How can you use a nested type outside of its definition?**

Prefix its name with the name of the type it is nested within.

It’s impossible, nested types can’t be used outside of definition.

It can be used from anywhere in the same block.

Use generic type for definition.

1. **How could we declare a custom protocol that inherits from Equatable?**

protocol CustomEquatable: Equatable {. . .}

protocol CustomEquatable, Equatable {. . .}

protocol CustomEquatable extends Equatable {. . .}

protocol CustomEquatable <Equatable> {. . . }

1. **Which of the following is correct to cube Integer?**

extension Int (

mutating func cube() (

self = self \* self \* self

).

extension Int (

mutating func cube() (

return self \* self \* self

).

extension Int {

func cube() {

self = self \* self \* self

)

extension Int (

func cube()

return self \* self \* self

)

1. **How could the following closure be rewritten to use shorthand arguments? s2 } )>**

<reversed = sorted(names, { $0 ,$l in $0 > $1 } )>

<reversed = sorted(names, { $0 > $1 } )>

<reversed = sorted(names, { $0 ,$1 } )>

<reversed = sorted( { $0 > $1 } )>

1. **What keyword is used to indicate a custom operator that will appear in between two targets, similar to the addition operator in this example?**

**var sum = 10 + 10**

@inter

between

infix

@center

1. **What type of object are Swift Structures?**

R

1. **Which of the following statements are True about Tuple?**

Group multiple values of any type into a single compound value

Values can be accessed by index

Tuples can have named values

All of the above

1. **What is the most basic difference between Value and Reference types?**

Copying Value type creates an shared instance where Reference type creates  
independent instance

Value type instance share a single copy of the data where Reference type instances keeps a unique copy of its data

Assigning a Value type to a new variable copies its contents to a new instance, where Reference types do not.

1. **in Swift, Benefits of having Classes?**

Inheritance acquires the properties of one class to another class

Type casting enables the user to check class type at run time

Deinitializers take care of releasing memory resources

Reference counting allows the class instance to have more than one reference

All of the above

1. **In Swift, a function is defined by the “\_\_\_\_”?**

function

func

public function

All of the above

1. **Closure expressions in Swift language follow crisp, optimization, and lightweight syntax styles which includes?**

Inferring parameter and return value types from context.

Implicit returns from single—expression closures.

Shorthand argument names and

Trailing closure syntax

All of the them

1. **In Swift there are \_\_\_ kinds of types named and Compound?**

single

two

many

None of the above

1. **Which one creates a dictionary with a key type of Integer and value of String?**

var dict:[Int: String] = [“one”:1]

var dict:[Int: String] = [1:”one”]

var dict:[String: Int) = [1:”one”]

var dict = [“one”:1]

1. **Which is correct regarding optional form of the type cast operator (as?)?**

It will trigger a runtime error if you try to downcast to an incorrect class type.

This is used when you are sure that the downcast will always succeed.

Return value will be nil if the downcast was not possible.

1. **To which of these types does ARC apply?**

Class

Structure

Enumeration

Basic types (String, Int, Bool)

1. **Use func to declare a function. Call a function by following its name with a list of arguments in parentheses. Use —> to separate the parameter names and types from the function’s return type?**

func greet(name: String, day: String) —> array (  
return “Hello \(name), today is \(day).”

}  
greet (“Bob”, “Tuesday”)

func greet(name: String, day: String) -> String (  
return “Hello \ (name), today is \ (day) .“

}  
greet (“Bob”, “Tuesday”)

func greet(name: String, day: String) -> String {  
return “Hello \(name), today is \(day).”  
greet (“Bob”, “Tuesday”)

Ail of the above

1. **When following code is executed and explain what it will do?**

**func func() {**

**let layer = UlApplication.sharedApplication().keyWindow!.layer**

**let scale = Ulscreen.mainScreen().scale**

**UlGraphicsBeginlmagecontextWithOptions (layer.frame.size, false, scale);**

**layer.renderlnContext (UlGraphicsGetCurrentContext()!)**

**let s = UlGraphicsGetlmageFromCurrentlmageContext ()**

**UlGraphicsEndlmagecontext ()**

**UllmageWriteToSavedPhotosAlbum(s, nil, nil, nil)**

**}**

It gets handle of the application screen and save its screenshot

It gets full screenshot and will save it as JPG file in photo folder

It gets topmost app screenshot and save it in the temp folder

It gets load but won’t save

1. **Which of the following is not a valid data type in Swift?**

Float

Bool

String

MovieClip

1. **Need for having structures**

To encapsulate simple data values.

To copy the encapsulated data and its associated properties by ‘values’ rather than by ‘references’.

Structure to ‘Copy’ and ‘Reference’.

All of them

1. **Which of the following True statements of Closures?**

Note: There may be more than one right answer.

Closures are similar to blocks in C and Objective—C

Closures are enclosed in curly braces {}

Closures are first class type so it can be nested, return and passed as parameter

All of the above

1. **How could you call the following function that takes a closure as an argument using trailing closure syntax?**

**()) {**

**//function body goes here**

**}>**

<funcWithClosure ({  
// closure’s body goes here

})>

<func funcWithClosure ({

// closure’s body goes here  
})>

<funcWithClosure () {  
// closure’s body goes here  
}>

<funcWithClosure {  
// closure’s body goes here

}>

1. **What are the features of Swift Programming?**

It eliminates entire classes of unsafe code Variables are always initialized before use

Arrays and integers are checked for overflow

Memory is managed automatically

Instead of using “if” statement in conditional programming, swift has “switch”  
function

All of the above

1. **What is the output when following statement is executed?**

**import UlKit**

**let filenane:String = “test.dat”**

**let write\_data:String = “write data”**

**var read\_data:String = “read data”**

**if let directory =**

**NSSearchPathFcrDirectorieslnDcmains (NSSearchPathDirectory. DocunentDirectory,**

**NSSearchPathflcmainMask.AllDomainsMask, true) . first {**

**let pathname = NSURL (fileURLWithpath: directory) .URLByAppendingPathComponent (filename)**

**do {**

**try write data.writeToURL(pathnane, atomically: false, encoding: NStlTF8StringEncoding)**

**catch (**

**print (“write error”)**

**I/reading**

**do {**

**read\_data = try NSString(contentsOfuRL: pathname, encoding: NsUTFßstringEncoding) as**

**String**

**catch (**

**print (“read error”)**

**print (read\_data)**

Write error

write data

read data

read error

1. How to extract a string from URL data?

import UlKit

var un = “http://www.google.com/ss.js?id=l23456789”

var id = url.componentsSeparatedByString(”id=”)

print (id[l])

var un = “http://www.google.coxn/ss.js?idl23456789”

let bd = “http://www.google.com/ss.js?”

let ln = hd.text.characters.count

let id: String = url.startlndex.advancedßy(ln)

print Cid)

var url:Stning = “http:f/www.google.com/ss.js?id123456789”

let bd = “http:/Iwww.google.com/ss.js?”

let ln = bd. lengthOfBytesUsingEncoding (NSUTFl6StningEncoding)

let id: String = url.startlndex.advancedBy(ln)

print (íd)

All of the above

1. **Explain what will do the following code?**

**import UlKit**

**import AVFoimdation**

**var p: AVAudioPlayer?**

**func func(filenane:String) {**

**let url = NsBundle.mainBundlefl.URLForResource(filenane, withExtension: “caf”)!**

**do {**

**p = try AVAudioPlayer(contentsOfURL: url)**

**guard let p = p else { return J**

**p. prepareTo Play ()**

**p.play()**

**J catch let error as NsError {**

**print (error. description)**

Plays audio file given as parameter in current folder

Plays audio caf file in the resource folder of the bundle

Plays audio mp3 file in the Contents folder of the bundle

Function cannot be run and will output exception error.

1. **Which is correct regarding Swift enumeration members when they are defined?**

Members are assigned a default integer value.

Members are assigned a random default integer value.

Members are not assigned default integer values.