Getting started with iOS,Swift:ASSIGNMENT

Q1. Explain what is Xcode?

Ans:- Xcode is an integrated developement environment(IDE) for macOS containing a suite of software developement tools developed by Apple for developing software for macOS,iOS,iPadOS, and tvOS,

Q2. Explain how you can add frameworks in Xcode project?

Ans:-
1.Select the project file from the project navigator on the left side of the project window.
2.Select the target for where you want to add frameworks in the project settings editor.
3.Select the "Build Phases" tab and click the small triangle next to "Link Binary with Libraries" to view all of the frameworks in our application.
4.To add frameworks, click the "+" below the list of frameworks.

Q3. Explain What is The difference between Xcode,Cocoa and Objective C?

Ans:- Xcode is the tool,specifically Intgrated Development Environment, that we use to write our code and it into actual application.

Cocoa is the library of code we use to write applications. Cocoa usually refers to user interface code, such as windows and menu bars, but it also refers to code that lets us work with various data types ,such as arrays .

Objective C is a programming language which is most exclusively used to develop application for iOS and OS X.

Q4. what is the shortcut to open the "Code Snippet Library" in Xcode?

Ans:- Control + Option + Command + 1

Q5.Mention What are build phases available in Xcode?

Ans:- 1.Copy File Phase
        2.Headers Phase
        3.Copy Bundle Resource Phase
        4.Compile Sources phase
        5.Link Binary With Libraries Phase
        6. Buid Carbon Resources Phase

Q6.Explain How app delegate is declared by Xcode project templates?

Ans:- App delegate is defined as a sub-class of UIResponder by Xcode project templates.

Q7. Explain how you define variables in swift?

Ans:- Two ways to define variable in swift.

var variable_name:Type = somevalue

let variable_name:Type = somevalue

Eg:- var num:Int = 5
        let num1:Int = 8

Q8. What is Interface Builder?
Ans:- The Interface Builder editor within Xcode makes it simple to design a full user interface without writing any code. Simply drag and drop windows, buttons, text fields, and other objects onto the design canvas to create a functioning user interface.

Q10. List devices and their resolutions, screen size has iOS as their OS.

Ans:-1.iPhone 4,4s- 640 X 960- 3.5"

2. iPhone 5s, 5c, 5, SE - 640 X 1136- 4"

3. iPhone 8,7,6s,6 - 750 X 1334 - 4.7"

4.iPhone 8+, 6+,6s+, 7+ - 1242 X 2208 - 5.5"

5.iPhone 11,XR - 828 X 1792 - 6.1"

6.iPhone 11 pro,X,XS - 1125 X 2436 - 5,8"

7.iPhone 11 pro max,XS max - 1242 X 2688 - 6.5"

8. iPad Air - 1536 x 2048 - 9.7"

9.iPad Pro - 2048 x 2732 - 12.9"

10.iPad pro - 1668 x 2388 - 11"

11.iPad pro(1st gen) - 1668 x 2224 - 10.5"

12. iPad mini - 1536 x 2048 - 7.9