Basics

1. Properties, iVars, global variables, method parameters
2. Strong, retain, weak, unsafe_unretained, assign, copy, atomic, nonatomic, readonly, readwrite
3. Change value of readonly property
4. Deep copy, shallow copy:-
    - Internal working
    - Memory impact
5. @synthesize, @dynamic:-
    - Where to use which one
6. Deep linking:-
    - Key Value Observer
    - Key Value Compliant
7. Class methods & instance methods
8. Inheritance
9. Category & extension:-
    - Significance and requirement

Memory Management

1. ARC, MRR:-
    - Internal working
    - How to use both types of files in a single project
    - Significance of “-fno-objc-arc”
    - Retain count (In depth understanding for both ARC and MRR)
    - NSAutoreleasePool, @autoreleasepool, autorelease
2. Significance of dealloc method (When and why to use)

Method Call-back implementations

1. Delegates & datasources:-
    - @protocol, @optional, @required
2. Blocks:-
    - Syntax and working
    - Why to use weak references inside block
    - Change value of an object inside block
    - Pass parameters to block
    - Block as parameter
3. NSNotificationCenter
4. Difference between above 3
5. When and where to use which one

Multi-threading

1. GCD
2. NSThread
3. NSOperationQueue
4. Integrate NSOperationQueue in GCD
5. Difference between above 3
6. Usage of above 3
7. Pros. & Cons. of above 3

Networking

1. REST & SOAP services
2. JSON & XML parsing
3. Why “Transport Security Layer” is introduced
4. NSURLSession Vs. NSURLConnection:-
    - Pause request, resume request & cancel request etc
    - Upload & download files
    - Behavior when app goes to background or terminates
5. How to call a service when app is in background
6. AFNetworking library usage and working
7. Lazy Loading concept

Data Caching

1. Core Data:-
    - In depth architecture
    - Core stack
    - NSManagedObjectContext, NSPersistentStoreCoordinator, NSManagedObjectModel etc
    - Multiple NSManagedObjectContext, NSPersistentStoreCoordinator, NSManagedObjectModel (feasibility and requirements)
    - Threading concept for Core Data
    - Entities, attributes, relations
    - Fault code
    - DB file types for Core Data
    - Handling when app goes to background or terminates
    - Version updation
    - Changes in iOS 10

2. SQLite:-
    - Integration and working
    - Threading concept for SQLite
    - Handling when app goes to background or terminates
3. NSUserDefaults:-
    - Directory in which user defaults of an app gets saved
    - Internal working
4. Key Chain:-
    - Internal working
5. PList:-
    - Implementation
6. Other available options
7. When and where to use which one

Architecture

1. iOS Architecture
2. Application architectures:-
    - MVC
    - MVP
    - MVVM
    - Fassad
    - Any other
    - How to decide which one is better for your application

Life Cycle

1. State of execution
2. How many app delegates can be created in an application
3. How “main.m” class works
4. Background modes
5. Behavior in background

Coding Patterns

1. Singleton class:-
    - Multiple methods of instance return (Issues and requirements)
2. Other patterns

UI

1. UIResponder, UIApplicationMain
2. UIViewController:-
    - Life cycle
    - Awake from xib
    - Which method is invoked first
    - Various methods significance
3. UITableView:-
    - How many cells are created when using reusable cells
4. UITableViewCell:-
    - Which method is invoked first
5. UICollectionView:-
    - Flow layout
    - Create cyclic view
6. Containers & stacks:-
    - Working and examples
7. Autolayout:-
    - Compression & hugging
    - setNeedsLayout
    - layoutIfNeeded
    - layoutSubviews
    - Autolayout Vs. Autoresizing
    - Why autolayout is introduced
8. Size class

Testing

1. Unit testing
2. OCUnit
3. OCMock
4. XCTest

Other

1. Enumeration & fast enumration
2. NSCopying, NSCoding, NSCaching
3. AVFoundation, NSFoundation, CoreFoundation
4. CLLocationManager
5. Social media integration
6. Apple-Pay and other payment gateways (Eg: Paypal)

7. Local & Remote notification:-
    - Integration
    - Device token generation
    - Device token uniqueness
    - Device token updation
    - Delegate methods
    - APNS feedback
    - Payload
    - Responsive notification

Theoretical

1. Developer account:-
    - Types and significance
2. Certificates, App ID, provisioning profile
3. Reasons for app rejection
4. In app purchase:-
    - Types
    - Limitations
    - Sandbox User
5. Sandbox environment
6. Significance of “Enable Bit Code” in build settings
7. Xcode enhancements from Xcode 6 to Xcode 8
8. Change log from iOS 7 to iOS 10