

## 1. Explain what is Xcode?

Ans 1.:

**Xcode** is an integrated development environment (IDE) for macOS containing a suite of software development tools developed by Apple for developing software for macOS, iOS, watchOS, and tvOS.

## 2. Explain how you can add frameworks in Xcode project?

Ans 2.:

1. In the project navigator, select your project.
2. Select your target.
3. Select the "Build Phases" tab.
4. Open "Link Binaries With Libraries" expander.
5. Click the + button.
6. Select your framework.
7. (optional) Drag and drop the added framework to the "Frameworks" group.

## 3. Explain what is the difference between Xcode, Cocoa and Objective-C?

Ans 3.:

- **Objective-C** is the main language that developers write such software in. They may write bits of it in pure C, use C++ or combine it with Objective-C (producing Objective-C++), or write some or all of the program in another language entirely, such as MacRuby, Java (with j2objc), or C# (with MonoTouch).
- **Xcode** is the integrated development environment (IDE)—the application—that developers use to write software for iOS and/or OS X. It includes the editor, the build system (determining what to build to produce the desired target), and quite a few other things.

- **Cocoa and Cocoa Touch** are application frameworks. Each one is a suite of many individual frameworks.

#### **4. What is the short cut to open the “Code Snippet Library” in Xcode?**

Ans 4.:

Command+Shift+L

#### **5. Mention what are the build phases available in Xcode?**

Ans 5.:

- Target dependencies
- Compile sources
- Link Binary with libraries
- Copy bundle resources

#### **6. Explain how AppDelegate is declared by Xcode project templates?**

Ans 6.: App delegate is declared as a subclass of UIResponder by Xcode project templates.

#### **7. Explain how you define variables in Swift language?**

Ans 7.:

- Using **var** keyword:

```
var x : Int = 7
```

- Using **let** keyword:

```
let pi : Double = 3.1415
```

## 8. What is interface builder?

Interface builder is a part of Xcode which is used to design the interface of application using GUI

elements like dragging and dropping.

## 9. Create an app with a login interface which should have two text field for email, password where the password is a secure field and a button.

## 10. Add app icon to your app



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

Devices	Resolution	UI Kit Size
iPhone X	1125 x 2436	375 x 812
iPhone 8 Plus	1080 x 1920	414 x 736
iPhone 8	750 x 1334	375 x 667
iPhone 7 Plus	1080 x 1920	414 x 736
iPhone 6s Plus	1080 x 1920	375 x 667
iPhone 6 Plus	1080 x 1920	375 x 667
iPhone 7	750 x 1334	375 x 667
iPhone 6s	750 x 1334	375 x 667
iPhone 6	750 x 1334	375 x 667
iPhone SE	640 x 1136	320 x 568
iPad Pro 12.9-inch (2Gen)	2048 x 2732	1024 x 1366
iPad Pro 10.5-inch	2224 x 1668	1112 x 834
iPad Pro (12.9-inch)	2048 x 2732	1024 x 1366
iPad Pro (9.7-inch)	1536 x 2048	768 x 1024
iPad Air 2	1536 x 2048	768 x 1024
iPad Mini 4	1536 x 2048	768 x 1024