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iOS Interview questions and answers Part24

Sandeep Reddy Challa · Follow
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261.I didn't hear back immediately after my interview. Am I rejected?

No. There are a number of reasons why a company's decision might be delayed. A very simple explanation is that one of your interviewers hasn't provided their feedback yet. Very, very few companies have a policy of not responding to candidates they reject.

If you haven't heard back from a company within 3–5 business days after your interview, check in (politely) with your recruiter.

262.Can I re-apply to a company after getting rejected?

Almost always, but you typically have to wait a bit (6 months to a 1 year). Your first bad interview usually won't affect you too much when you re-interview. Lots of people get rejected from Google or Microsoft and later get offers from them.

263.Why do you want to work for Microsoft?

In this question, Microsoft wants to see that you're passionate about technology. A great answer might be, "I've been using Microsoft software as long as I can remember, and I'm really impressed at how Microsoft manages to create a product that is universally excellent. For example, I've been using Visual Studio recently to learn game programming, and its APls are excellent:' Note how this shows a passion for technology!

264.How you will store user info (username, password or token) securely in iOS?

You should always use Keychain to store usernames and passwords, and since it's stored securely and only accessible to your app, there is no need to delete it when app quits.

265. Difference between Instance methods forEach & forIn Loop?

Swift 3 provides a new way to iterate a for loop using ForEach. It works in similar way as for in loop does but there are some basic differences between the two.

Difference 1 : You cannot use break or continue statement to exit the current call of the closure in forEach loop, but you can do the same in forIn loop.

Difference 2: Using return statement ForEach loop exits only for the current call in the closure while ForIn loop exits all the next subsequent calls as well.

266.Identifiable vs. Hashable?

we described how Set and Dictionary use a calculated hash value to provide constant-time (O(1)) access to elements in a collection. Although the hash value used to bucket collection elements may bear a passing resemblance to identifiers, Hashable and Identifiable have some important distinctions in their underlying semantics:

- Unlike identifiers, hash values are typically state-dependent, changing when an object is mutated.
- Identifiers are stable across launches, whereas hash values are calculated by randomly generated hash seeds, making them unstable between launches.
- Identifiers are unique, whereas hash values may collide, requiring additional equality checks when fetched from a collection.
- Identifiers can be meaningful, whereas hash values are chaotic by virtue of their hashing functions.

In short, hash values are similar to but no replacement for identifiers.

267.Difference between Generics and Opaque?

Generic types are basically placeholders you can use when you want to declare functions that work with multiple types.

Generic types hide the actual type of a value within a function's implementation. From outside, where you call the function, you always know the type of the values you pass as parameters and you know the return type. (Even if you don't because you got all confused, the Swift compiler knows and infers the type according to the function signature. 😉)

Opaque Types

Opaque types are the reverse in that the outside world doesn't exactly know the type of a function's return value. But inside the function's implementation, you do know exactly what concrete types you're dealing with.

Theoretically, you could always return the concrete type of your view instead of using the opaque some View type. The following code will compile:

struct ContentView: View {

var body: Text {

Text("Hello World")

}

}

However, the power of SwiftUI lies in its composability. Usually, you would use stack views and other containers like lists to compose your layout from other views. These containers are all generic types and their concrete type changes every time you add, remove, move or replace a view.

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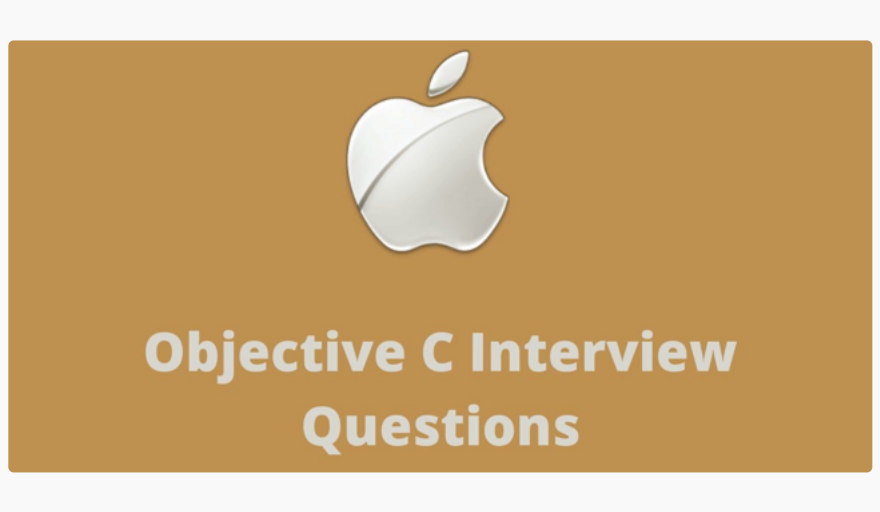

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