iOS Interview questions and answers Part19

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4 1

211.Why does SwiftUI use structs for views?

Suggested approach: Start with the easiest answer, then work your way up: structs are used because they are much simpler and much more efficient than classes. Once you've nailed the basics, go on to discuss why this matters — SwiftUI is free to recreate your view structs whenever and as often as it wants, so performance needs to be good.

212.Modifiers/Custom modifiers in SwiftUI?

SwiftUI gives us a range of built-in modifiers, such as font(), background(), and clipShape(). However, it's also possible to create custom modifiers that do something specific.

For example, we might say that all titles in our app should have a particular style, so first we need to create a custom ViewModifier struct that does what we want:

213. Containers in SwiftUI?

SwiftUI is designed to be composed right out of the box, which means you can place one view inside another as much as you need.

This is particularly useful when working with the major container views we are used to, such as navigation controllers and tab bar controllers. We can place any views we want right into another container view, and SwiftUI will adapt its layout automatically.

In this regard, SwiftUI's own containers — NavigationView, TabView, Group, and more — are no different from containers we make with our own view composition.

214.How to create stacks using VStack, HStack and ZStack?

Our SwiftUI content views must contain one or more views, which is the layout we want them to show. When we want more than one view on screen at a time you'll usually want to tell SwiftUI how to arrange them, and that's where stacks come in.

Stacks — equivalent to UIStackView in UIKit — come in three forms: horizontal (HStack), vertical (VStack) and depth-based (ZStack), with the latter being used when you want to place child views so they overlap.

215.What is trailing closure?

If you need to pass a closure expression to a function as the function's final argument and the closure expression is long, it can be useful to write it as a trailing closure instead. You write a trailing closure after the function call's parentheses, even though the trailing closure is still an argument to the function. When you use the trailing closure syntax, you don’t write the argument label for the first closure as part of the function call. A function call can include multiple trailing closures.

216.Differences between TCP and UDP?

Transmission control protocol (TCP)

User datagram protocol (UDP)

TCP is a connection-oriented protocol. Connection-orientation means that the communicating devices should establish a connection before transmitting data and should close the connection after transmitting the data.

UDP is the Datagram oriented protocol. This is because there is no overhead for opening a connection, maintaining a connection, and terminating a connection. UDP is efficient for broadcast and multicast type of network transmission.

TCP is reliable as it guarantees the delivery of data to the destination router.

The delivery of data to the destination cannot be guaranteed in UDP.

TCP provides extensive error checking mechanisms. It is because it provides flow control and acknowledgement of data.

UDP has only the basic error checking mechanism using checksums.

Sequencing of data is a feature of Transmission Control Protocol (TCP). this means that packets arrive in-order at the receiver.

There is no sequencing of data in UDP. If the order is required, it has to be managed by the application layer.

TCP is comparatively slower than UDP.

UDP is faster, simpler, and more efficient than TCP.

Retransmission of lost packets is possible in TCP, but not in UDP.

There is no retransmission of lost packets in the User Datagram Protocol (UDP).

TCP has a (20–60) bytes variable length header.

UDP has an 8 bytes fixed-length header.

TCP is heavy-weight.

UDP is lightweight.

TCP doesn’t support Broadcasting.

UDP supports Broadcasting.

TCP is used by HTTP, HTTPs, FTP, SMTP and Telnet.

UDP is used by DNS, DHCP, TFTP, SNMP, RIP, and VoIP.

A short example to understand the differences clearly :

Suppose there are two houses, H1 and H2 and a letter has to be sent from H1 to H2. But there is a river in between those two houses. Now how can we send the letter?

Solution 1: Make a bridge over the river and then it can be delivered.

Solution 2: Get it delivered through a pigeon.

Consider the first solution as TCP. A connection has to made (bridge) to get the data (letter) delivered.

The data is reliable because it will directly reach another end without loss in data or error.

And the second solution is UDP. No connection is required for sending the data.

The process is fast as compare to TCP, where we need to set up a connection(bridge). But the data is not reliable: we don’t know whether the pigeon will go in the right direction, or it will drop the letter on the way, or some issue is encountered in mid-travel. types

217.Write a program to find largest number in array [1,2,3,5,8,6,9,7]?

```
var arr1 = [1,2,3,5,8,6,9,7]

for i in 1…arr1.count-1 {

if (arr1[0] < arr1[i]) {

arr1[0] = arr1[i];

}

}

print( arr1[0])
```

218.What are the programming languages used for iOS development?

Programming languages used for iOS development are:

- HTML5
- .NET
- C
- Swift
- Javascript
- Objective-C

219.What is Operator Overloading?

Operator overloading is used to work on how existing operators perform with types that both already exist. Operators are those little symbols like +, *, and /.

220.How could you set up Live Rendering?

The attribute @IBDesignable lets Interface Builder perform live updates on a particular view. IBDesignable requires Init frame to be defined as well in

UIView class.

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4 1

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I have around 14 years of experience in iOS development and lead/senior developer

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