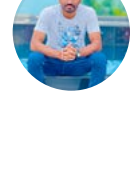


# iOS Interview questions and answers Part22



Sandeep Reddy Challa · Follow  
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241.What is the difference between the consumable and non-consumable type of in-app purchase?

- Consumable: Customer needs to buy consumable in-app purchase items every time for the following cases,
- If he deletes the old app and installs again.
- In case of a change in device. It's used for,
- Game currency
- Game Hints
- Extra health
- Extra experience points
- A package of exports to a new file format etc.
- Non-consumable: This type is commonly used in-app purchase. It's like a one-time purchase. Customer can use that feature with multiple devices using his Apple ID. Even if you delete and re-install application you can still restore your purchase features. It's used for:
- Upgrade to pro edition
- Remove Ads
- Full game unlock
- Unlimited hints
- Extra characters
- Extra accessories
- Bonus game levels
- City guide maps

242.Swift is a static language and Objective-C dynamic language. What does it mean?

- Swift is static: The compiler must have all information about all classes and functions at compile time. You can "extend" an existing class (with an extension), but even then you must define completely at compile time what that extension consists of.
- Objective-C is dynamic: Objective-C was extremely influenced by Smalltalk, which had demonstrated the benefits of duck typing. This is also known as late binding, runtime binding, or the late dispatch. It's dynamic because the responder of a message isn't baked in at compile time, but is deferred until the actual point of sending the message.

243.What is the output of the following Program? let numbers = [1, 2, 3, 4]?

let numberSum = numbers.reduce(0, { \$0 + \$1})

Ans:10

244.Structures can be inherited(True/False)?

False

245.What is the Output of Following Program var randomly Array: [AnyObject] = [1,1.2,"Hello"] print (randomArray)?

Compilation Error (1 is an Int not object)

246.What is the Output Of Following Program?

```
class FirstClass {  
  
func doFunction() {  
  
print("I am superclass")  
  
}  
  
class SecondClass: Firstclass {  
  
override func doFunction() {  
  
print("I am subclass")  
  
}  
  
let object = SecondClass()  
  
object.doFunction()
```

Ans:I am subclass

247.Is it possible to create multiple storyboards in single project. If yes how to switch from one storyboard to another?

Yes, By using segue and Storyboard Reference we can switch from one storyboard to another storyboard.

248.what are binaries required to install the app to device?

.ipa,

.app

249.How much will you rate yourself in iOS?

When you attend an interview, Interviewer may ask you to rate yourself in a specific Technology like iOS, So It's depend on your knowledge and work experience in iOS.

226.What challenges did you face while working on iOS?

This question may be specific to your technology and completely depends on your past work experience. So you need to just explain the challenges you faced related to iOS in your Project.

250.How much experience do you have in iOS?

Here you can tell about your overall work experience on iOS.

251.Have you done any iOS Certification or Training?

It depends on the candidate like you have done any iOS training or certification. Certifications or training are not essential but good to have.

iOS   Swift   SwiftUI   Xcode   Objective C

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Written by Sandeep Reddy Challa

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

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