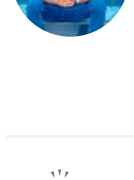


# iOS Interview questions and answers Part17



Sandeep Reddy Challa · Follow  
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## 181.Enlist different background modes?

There are different background modes provided from apple and we can see them under Signing & Capabilities > + Capability (New) > Background Mode

Switch on background mode and select which is required in our project.

1. Audio, AirPlay and Picture in Picture
2. Location updates
3. Void over IP
4. External accessory communication
5. Uses Bluetooth LE accessories
6. Acts as a Bluetooth LE accessory
7. Background fetch
8. Remote notifications
9. Background processing

## 182.How does CloudKit differ from Core Data?

Suggested approach: Although the two have many conceptual similarities, CloudKit is specifically designed to work remotely. Another key difference is that CloudKit lets you store data without worrying about your structure ahead of time, whereas Core Data requires that you define your structure up front.

## 183.What are the different ways of showing web content to users?

Suggested approach: You don't need to have named them all, but it certainly helps: UIWebView, WKWebView, SFSafariViewController, and calling openURL() on UIApplication. Don't just list them off, though: at least mention that UIWebView is deprecated, but if you can you should also compare and contrast WKWebView and SFSafariViewController.

## 184.How much experience do you have using iBeacons? Can you give examples?

Suggested approach: iBeacons were introduced way back in iOS 7, and have found mixed use — unless you're applying for an iBeacon development job this is one you can probably skip with "I haven't used them much, but I'm keen to learn!"

Of course, if you do have experience then this is your time to shine: talk about major and minor identifiers, talk about positioning beacons overhead to avoid interference from people and devices, talk about ranging, and more.

## 185.What are the advantages and disadvantages of SwiftUI compared to UIKit?

Suggested approach: Try to be thoughtful here — coming down hard on one side rather than the other isn't a good look, so instead try to think about what each framework does well and less well.

For example, UIKit gives us endless customizability, for example, as well as access to almost the full range of iOS UI tools, but takes a lot more code to use and you need to handle all the state changes properly. On the other hand, SwiftUI gives us access to fewer iOS components, but takes less than a fifth of the amount of code to write and does a huge amount of extra work for us.

## 186.Can you talk me through some interesting code you wrote recently?

Suggested approach: Hopefully you can go straight to GitHub and pick an interesting project. If not, why not? Your projects don't need to be amazing, clever, or even popular, but if you literally have nothing to show you're going to have a much harder job convincing companies to hire you.

## 187.Do you have any favorite Swift newsletters or websites you read often?

Suggested approach: Most employers will say it's important to be able to demonstrate that you're committed to learning more about your craft. I subscribe to iOS Dev Weekly, Swift Weekly Brief, and This Week in Swift — all are interesting. Obviously I would hope you mention Hacking with Swift too, but I'm biased!

## 188.How do you stay up to date with changes in Swift?

Suggested approach: We develop in a fast-changing world, not least because Apple bump all their major versions every year. Be prepared to talk about books you read, sites you visit, newsletters you subscribe to, conferences you attend, and more — the more specific the better, because it shows you're working hard to stay updated.

## 189.If you could have Apple add or improve one API, what would it be?

Suggested approach: This is a personal choice, and is asked to see how creative or interesting your answer is. If it were me, I'd love to see either a handwriting detection API so that we could add handwriting support everywhere, or a weather API so that apps could integrate weather information in all sorts of places — imagine having a calendar app with weather forecasts built right in!

## 190.What books would you recommend to someone who wants to learn Swift?

Suggested approach: Obviously I'd recommend the complete Hacking with Swift series, but the point is that it gives you a chance to talk about how you learned Swift. You can always list Apple's official Swift guide if you're desperate. Note: Saying "I didn't use any books, I just worked hard" is a valid answer, but you should at least be aware that such an approach doesn't work for many people.

## 191.What open source projects have you contributed to?

Suggested approach: This isn't a requirement — far from it! — but again shows an eagerness to learn and an ability to participate. Don't be afraid to list your own projects if they are public on GitHub.

For bonus points, being able to say you've contributed to Swift itself is always likely to make the interviewer impressed, at least a little!

## 192.Have you ever filed bugs with Apple? Can you walk me through some?

Suggested approach: This is about demonstrating you're a good citizen of the iOS community: you file bugs with Apple when you find them, and (just as important!) they are useful bugs with details and ideally a test case. If you file these properly, walking through shouldn't be hard. Keep in mind that if you file bad bugs with Apple it suggests you'd be pretty bad at filing internal bugs for your own company too.

## 193.What experience do you have working on macOS, tvOS, and watchOS?

Suggested approach: Keep in mind that many company have significant investments in Apple computers — being able to make macOS apps for internal use can be a real boost. I would also suggest that saying you've dabbled in something like watchOS demonstrates curiosity and an ability innovate. If you've moved apps to the Mac using something like Catalyst that's also worth discussing here, particularly if you're able to compare it to SwiftUI.

First, tvOS provides no browser support of any kind, nor is there any WebKit or other web-based rendering engine you can program against. This means your app can't link out to a web browser for anything, including web links, OAuth, or social media sites.

Second, tvOS apps cannot explicitly use local storage. At product launch, the devices ship with either 32 GB or 64 GB of hard drive space, but apps are not permitted to write directly to the onboard storage.

tvOS app bundle cannot exceed 4 GB.

## 194.What is the purpose of code signing in Xcode?

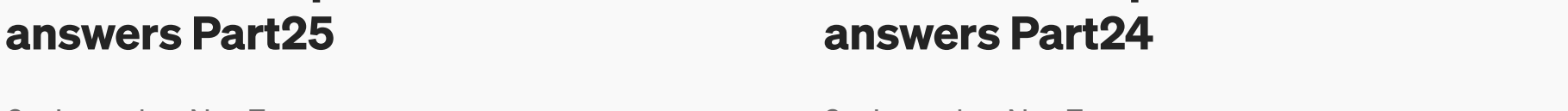
Suggested approach: I know code signing gets a lot of flak from developers because it can be quite annoying, but try to think about this from Apple's perspective, in terms of verifying a developer is who they say they are, and also how provisioning profiles enable functionality.

Once you're there, I would connect it to the importance of tight security on the App Store, because verifying developer identities is one of several steps towards shipping safe apps.

## 195.What steps do you take to identify and resolve battery life issues?

Suggested approach: This is something so many developers don't ever think about, so use this as your chance to shine: talk about optimizing drawing, batching network requests, and minimizing work when the user isn't interacting with the app.

Keep in mind that the battery settings app on iOS automatically shows which apps use the most battery life for a user, so having poor battery performance is very visible.



Written by Sandeep Reddy Challa [Follow](#) [+1](#)

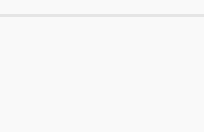
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I have around 14 years of experience in iOS development and lead/senior developer

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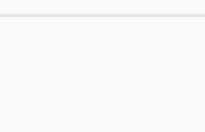
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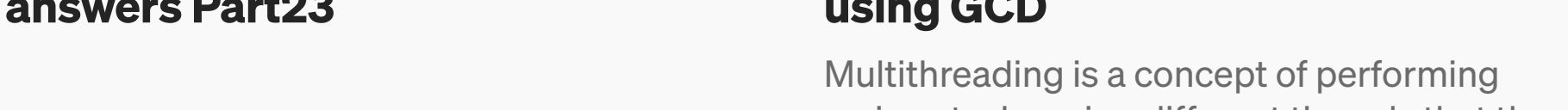
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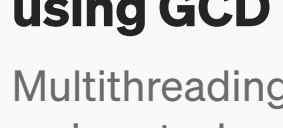
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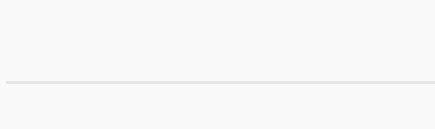
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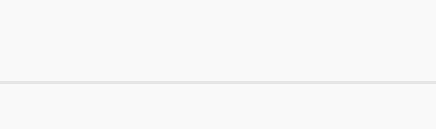
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