

Swiggy interview questions - 2018

Process took 4 rounds

1) Machine code

2) Explain the code which you did on Machine code and on top of some iOS Questions

3) Completely on iOS Based

4) Data structure and Algorithms

1) I will update the Question here later

2) explain the output and explain me about MVVM architecture and what it takes away from MVC

3)

- ☐ What is the difference between GCD vs NSOperationQueue
- ☐ How many ways we can create Thread?
- ☐ What is the difference on creating the thread using GCD and using NSThread
- ☐ What is the difference between NSOperation and OperationQueue
- ☐ And what NSOperationQueue takes away from NSOperation and why we are subclassing usually
- ☐ Have u used Multithreaded programming in iOS? Yeah i said I have used two difference Managed Object Context
- ☐ Then explain me how you done and write a code for this
- ☐ Then what is the difference between PerformLockAndWait and performAndWait
- ☐ Explain me Protocol oriented programming and what problem Apple is trying to solve in Object oriented programming using POP
- ☐ Value semantics like there is a var array and it has list of class objects and you are passing this to function and there when u try to append some value is it possible? And what if you are changing some property value of first object will it be possible?
- ☐ Explain me about NSBlockOperation and adding dependency
- ☐ What is Swizzling and do u know how it works
- ☐ What is dynamic dispatch?
- ☐ What is hash table and why do we need to @objc in the selector function.
- ☐ What is triple Equal operator and what is the use case here

☐ If Array is Struct then how Appending and Removing it works explain me the behind the scenes of How immutable struct is handling these operations

4)

1) there is two single linked list array but one of two number reaching point if I want to find the. How do u define the algorithm

2) in Linked list there is some unsorted Array and wants to find one value, how will u find? Can write an algorithm for this?

3) if u come up with something they are asking what is the time complexity on this and is there any way we can optimise in this?