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 IOS Development
Interview Questions

What is the difference between a struct and a class in Swift?

A struct is a value type, while a class is a reference type. Structs are typically used for simple data structures, while classes are used for more complex objects that require inheritance or other features.

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Interview Questions

What is ARC in iOS?

ARC stands for Automatic Reference Counting, which is a memory management system used in iOS to automatically manage the lifecycle of objects and memory allocation.

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🍎 **IOS Development**

Interview Questions

What is the purpose of a delegate in iOS?

A delegate is an object that can receive messages on behalf of another object. It is used to allow one object to communicate with another without needing to know the details of how the communication is implemented.
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🍎 IOS Development
Interview Questions

What is the difference between synchronous and asynchronous tasks in iOS?

Synchronous tasks are executed in a blocking manner, meaning the program waits until the task is complete before moving on to the next task. Asynchronous tasks, on the other hand, are executed in a non-blocking manner, allowing the program to continue executing other tasks while the asynchronous task runs in the background.

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IOS Development
Interview Questions

What is the difference between a weak and strong reference in Swift?

A strong reference keeps an object in memory as long as at least one strong reference exists to it, while a weak reference does not prevent an object from being deallocated when there are no strong references to it.

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IOS Development
Interview Questions

What is the difference between a frame and bounds in iOS?

The frame of a view refers to its position and size relative to its superview, while the bounds of a view refers to its position and size relative to its own coordinate system.

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IOS Development
Interview Questions

What is the difference between a view and a layer in iOS?

A view is a rectangular area on the screen that displays content, while a layer is an object that manages the visual content for a view.

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IOS Development
Interview Questions

What is the purpose of a storyboard in iOS?

A storyboard is a visual representation of the user interface for an iOS app. It allows developers to design the app's user interface by creating a series of interconnected screens and defining the interactions between them.

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 IOS Development
Interview Questions

What is the difference between a push and modal segue in iOS?

A push segue transitions the user to a new view controller while keeping the previous view controller in the navigation stack, while a modal segue presents the new view controller modally, temporarily replacing the current view controller.

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IOS Development
Interview Questions

What is the difference between a guard statement and an if statement in Swift?

A guard statement is used to check a condition and exit early if it is not met, while an if statement is used to conditionally execute code based on a condition. A guard statement is typically used for precondition checking and error handling.
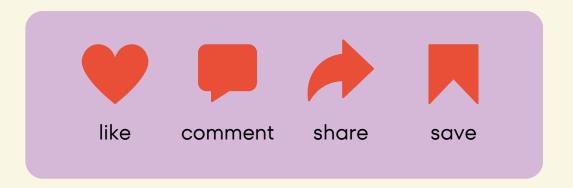
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