

iOS Design Patterns			
No.	Question		Priority
1	What are various design patterns in iOS?		
2	<p>Explain Cocoa design patterns-</p> <ol style="list-style-type: none"> 1. Creational: Singleton and Abstract Factory. 2. Structural: MVC, Decorator, Adapter, Facade and Composite. 3. Behavioral: Observer, Memento, Chain of Responsibility and Command. 		
3	<p>What is MVC?</p> <ol style="list-style-type: none"> 1. Explain MVC in terms of .h , .m and xib 2. Explain MVC in terms of Traffic Control System 3. Draw structure of MVC? 4. MVC Structure of small app. Where by entering the city name , an Api is being hit from where we get users data in json and displaying that data in tableview 		
4	<p>What is MVVM?</p> <ol style="list-style-type: none"> 1. Explain MVVM 2. Why iOS Developers prefers MVVM over MVC these days? 3. Which one is better for Unit testing MVC or MVVM? 		
5	What is Viper Design Pattern?		
6	What is MVP?		
7	<p>What is Singleton Pattern?</p> <ol style="list-style-type: none"> 1. Syntex of Singleton Class. 2. Advantages and disadvantages of singleton class 3. Can we make a UIViewController class a singleton? 4. Can we make AVMediaPlayer a singleton class? 5. Can we inherit a singleton class? 6. Is AppDelegate a singleton class? 7. How to ensure singleton pattern? Suppose Obj is Singleton class Obj *obj = [[Obj alloc] init]; And again initializing Obj *obj = [[Obj alloc] init]; If now obj follow singleton pattern or not 8. What issue you faced while working on singleton class in multithreaded environment? 		

8	<p>What is Delegation Pattern?</p> <ol style="list-style-type: none"> 1. Syntex of Delegate. 2. Advantages and disadvantages of delegate pattern. 3. Delegate vs Block, Which to use one? 4. Notification vs Delegation, And which to use when? 5. Delegation vs KVO. 6. If Delegate can be implemented in the same class. Where it is declared? 7. If we have two class. One is UIView class, one is download class. Write a code to notify UIView that download is complete. 8. By default the methods in protocol is optional or required? 9. If calling a optional method of protocol which is not defined. The app will crash or not? 10. Why weak is used in delegate property? 11. Can protocol be possible without delegate? 12. What are protocol in Objective C? 	
9	<p>What is Category Pattern?</p> <ol style="list-style-type: none"> 1. How to create a category. 2. Advantages and disadvantages of category pattern. 3. Category vs Class extension vs Subclass (inheritance). and which to use one? 4. If there are two Category of same name and different body. Whose function will be called. 5. Can we have same function name in interface and class extension? 6. Class extension vs Subclass 7. Why Category don't have variables? 	
10	<p>What is Notification Pattern?</p> <ol style="list-style-type: none"> 1. What is NotificationCenter? 2. NotificationCenter post is synchronous or asynchronous? 3. How to update six ViewController base on changes in one ViewController. 	
11	<p>What is KVO Pattern?</p> <ol style="list-style-type: none"> 1. Difference between KVO and KVC? 2. Can KVO be possible without KVC 	
12	What is KVC Pattern?	
13	What is Factory Design pattern?	
14	What is Adapter Design pattern?	
15	What is a Abstract Class? What is the benefit of using it?	