

# Wipro Interview - Feb, 2024

## Introduction and Experience

1. Can you introduce yourself?
2. What is your current role?
3. What is your total experience?
4. How many years of experience do you have in Swift, iOS, and SwiftUI respectively?
5. Have you worked in the capacity of an architect?
6. Are you currently working on SwiftUI projects?
7. Have you managed any teams before?
8. Do you have experience in team management, and if so, for how many years?

## Day-to-Day Work

9. What does your day-to-day activity look like or what do you do every day?
10. Are you familiar with Agile methodologies and the process of picking storyboards?
11. How do you conduct code reviews?
12. Do you have any experience working with a multi-team setup, including a backend team, product owner, business team, and technical team?
13. When coordinating within a team and writing requirements, what challenges have you experienced? What are typical tasks you perform in that role?

## Swift and SwiftUI

14. In your opinion, is SwiftUI faster than UIKit?
15. What are the benefits of SwiftUI?
16. Why is Swift considered a protocol-oriented language?
17. Why is it recommended to use more value types in Swift?
18. How are value types managed in memory compared to reference types?
19. What are Lazy properties?

20. Are lazy properties thread-safe?

## **Architecture and Design Patterns**

21. What architecture patterns have you worked with?

22. How do you decide which architecture pattern to use for a project and what parameters do you consider when choosing one?

23. Have you used MVVM? What are the demerits of the MVVM design pattern?

24. What is the coordinator design pattern?

25. How do you pass data to the UI in the MVVM design pattern?

## **Frameworks and Dependency Management**

26. Have you ever created a framework?

27. Have you worked with RxSwift?

28. What does Combine do?

29. Do you know about dependency injection?

30. What are the types of dependency injection?

## **Memory Management**

31. Which one is faster: weak or unowned references?

## **Testing**

32. How do you conduct unit testing?

33. Suppose you need to perform unit testing for data downloaded from the server. What would be your strategy?

34. Have you written UITestCases before?

## **Performance and Optimization**

35. Are you familiar with profiling tools like Instruments?

36. How do you typically test the performance of your apps, and have you used any third-party

frameworks for this purpose?

## **Concurrency**

37. What is the difference between Sync, Async, serial, and concurrent execution?

38. What is the difference between serial and concurrent execution in detail?

39. What are the differences between Dispatch.sync and Dispatch.async?

40. Is the main thread in Swift single-threaded?

41. What is the use of main.async if it is a single thread?

## **Swift Language Specifics**

42. What are closures?

43. What are access specifiers in Swift?

44. If I have two different classes in the same file and I define a property as file-private in one class, can I use it in another class in the same file?

45. Can I use a privately declared property in an extension?

46. Is it possible to write properties in a protocol?

47. Can I define a property like var = 'gagan' directly in a protocol?

48. Can properties be declared in extensions?

49. Why do we write mutating in front of a function?

## **App Store Deployment**

50. How much experience do you have with deployment processes, specifically related to the App Store?

51. If you have an app published on the App Store, and a backend team member changes the API such that integer parameters are now returned as strings and vice versa, how would you handle this? What would be your design parameters or strategy to address this issue?

## **Actors and Multithreading**

52. Do you have experience with actors?