

# Global Logic - May 2024 - Interview Questions

## Personal and Project-Related Questions

1. Could you tell me something about yourself and the projects you've worked on? What difficulties did you face?
2. Which framework did you use for the chat application?
3. If there's no network, how do you retry in an iOS chat application using XMPP?
4. Explain your car testing application.

## Language and Framework Concepts

5. What is the difference between Objective-C and Swift?
6. What are higher-order functions?
7. What is the difference between `compactMap`` and `flatMap``?

## Concurrency and Asynchronous Operations

8. What is the difference between GCD and operation queues?
9. If I'm calling the same API from two different view controllers, A and B, and if I navigate from A to B without the data being downloaded, how can I cancel that request in A and initiate it in B using GCD, operation queues, and `async/await`?

## App Lifecycle and Navigation

10. What's the difference between `AppDelegate` and `SceneDelegate`?
11. When you move from view controller A to view controller B in iOS, which functions are being called?

## UI Frameworks

12. What are the differences between UIKit and SwiftUI?
13. What is the difference between `@State` and `@StateObject` in SwiftUI?
14. What are observed objects?
15. If I'm using the `@Published` property wrapper, what does my class need to inherit from or conform to?

## **Concurrency and Combine**

16. What is the purpose of the `main actor` in Swift?
17. What is a Task in Swift?
18. What is Combine?
19. What is `.sink` in Combine?
20. How would you update 4 views when one service value updates?
21. What is `PassthroughSubject` in Combine?

## **Core Data**

22. In Core Data, if you need multiple items from the database, which concurrency would you use?

## **SOLID Principles and Architecture**

23. What is the Liskov Substitution Principle?
24. What is the Dependency Inversion Principle?
25. When do we use MVVM and when do we use VIPER?