## Memory Management:

* what is difference between **alloc**, **init** and **new**?
* What is difference between **dealloc** and **release**?
* What is **retainCount** method?
* What is difference between **copy** and **retain**?
* Explain the process of fixing **memory leaks**?
* What is difference between **release** and **autorelease**?
* What is **autorelease pool**?
  + How to return a reference to **a newly allocated object** in a method?
* What is **ARC**?

## Objective-C Language:

* How to define a **Class** in Objective-C?
* What is a **Protocol**?
* What is **Categories** in Objective-C?
  + Can we define **variables** in **Categories**?
* In declaring properties for a Class, What is **atomic** vs **non-atomic**?
* Talk about **Collections** in Objective-c? (**NSArray** vs **NSSet** vs **NSDictionary**)
* What is **Key-Value Coding**? have used before?
* What happens when you call a method on a **nil** pointer?
* What are **macros**, Why there are bad?
* What is forward declaration? (**@class** vs **#import**)
* What is difference between **NSString** and **NSSMutableString**, What is the relation between them?
* What is difference between **Foundation** and **Core Founcation** APIs? (NSString vs **CFStrignRef**)
* What is **typedef**?

## iOS Programming:

* What is the difference between **UIViewController** and **UITableViewController**?
* Can you use a **UITableView** in normal **ViewController**?
* What is the most famous **UIViewController** lifecycle methods?
* What is **UITableViewDataSource** and **UITableViewDelegate**?
* What is **UINavicationController**? can be used with **UITabBarController**?
* What is the control the is responsible for rendering **Date time Control**?
* How to handle **Retina** vs **non-Retina** displays in iPhone apps regarding app images?
* How to limit the **keyboard** of a **UITextField** to **numeric**?
* How to provide **localization** for your iOS app?
* What is the **AppDelegate**?
  + What is **lifecycle** methods in **AppDelegate**?
* What is **NIB** file (XIB)?
* What is difference between **XIB** file and **StoryBoard**?
* What is **PLists**?
* What is UILable.**frame**?