1. **Object lifecycle**
2. **AppDelegate Lifecycle**
3. **UIViewController Lifecycle**
4. **App States Lifecycle (Active / InActive / Background / Suspend / Not Running)**
5. **enum**
6. **deinitializer**
7. **Nil & Null**
8. **Generic**
9. **How to call Swift Code from Objective - C.**
10. **How to call Objective - C code from Swift.**
11. **Switch & If statement - which is better, why?**
12. **Trailing - Closure? & Block?**
13. **Protocol? Can I create an instance of protocol?**
14. **Double ?? mark? When do I need to use it?**
15. **Array - How to remove or get a unique value from an array?**
16. **Optional Chaining & Optional Binding Difference?**
17. **CoreData-NSManagedObject / NSManagedObjectContext / NSManagedObjectModel / NSPersistentContainer / NSPersistentStoreCoordinator**
18. **MVC**
19. **Inout / How to change function parameter values?**
20. **== & === difference**
21. **Payment Gateway - (**Strip, Paytm, ApplePay, In-app (subscription))
22. **PushNotification - Willset & Didset**
23. **.Pem file? Where & Why use?**
24. **Singleton Class in objective -c.**
25. **Pass data**
26. **Socket**
27. **Target -> Add Extension project Certificate?**
28. **Bounds & Frame**
29. **Ratio & Multiplier**
30. **GCD / Multithread?**
31. **Weak & Strong?**
32. **Delegate & Notification?**
33. **ViewDidload & ViewDidAppear?**
34. **UIWindow Object purpose? / App Bundle ?**
35. **NSObject?**
36. **CoreAnimation?**