#### Differences between let and var?

Let keyword is used for a declaration that cannot be changed and they usually have limited scopes. Var keyword is for declarations of any type and can be adjusted after.

### What are Optionals?

Similar to the declaration of null pointers in C++; optionals can either have a value (something to point to) or nothing. Helps with handling the absence of a value.

# What is optional chaining vs optional binding?

Optional binding is the process of checking whether a variable has a value, if not, assign a default value. On the other hand optional chaining refers to a process for calling specific properties or method for an optional that may be null (nil)

# How to unwrap optionals?

The exclamation mark (!) can unwrap an optional (without a value) by force, but it might produce a runtime error and crash the program. To prevent that, optional binding can be used.

### What are closures?

Closures are blocks of functional code that can be collectively used throughout.

#### Differ class and struct?

The main difference is that class is a reference type while structs (like enums) are value type. There are performance differences as well such as classes being slower than structs. However value types such as structs are thread-safe since they don't require any synchronization. Lastly, classes have more abilities such as Inheritance, type casting, deinitializers (memory deallocation) and reference count which structs don't.

## What is the '??' syntax for?

This syntax assists with optional binding by allowing us to check whether a variable has a value or it's nil. If it's nil we have the chance to assign a default value.