1) <u>What is URLSession?</u>
   - <u>URLSession is a singleton class along with other URL-Releted classes. It provides API's for downloading data from endpoint X and uploading it to endpoint Y as indicated by the url.</u>

2) <u>What is Codable?</u>
   - <u>Codable is a type alias for the Encodable and Decodable protocols. When Codable is used as a type or generic constraint, it will match any type that conforms to both protocols. (Encodable, Decodable).</u>

3) <u>Can you describe how the Result Type works?</u>
   - <u>The Result Type works by means of an embedded enum with two possible values: success or failure. By simplifying the possible outcomes to just two values, developers can reduce ambiguity when dealing with values/results of asynchronous operations.</u>

4) <u>How do delegates work in iOS?</u>
   - <u>A delegate allows one object to transmit messages to another object when an event happens. The delegates work by having the delegating object keep a reference to the delegate object and transmitting the message at the appropriate times. The delegating object and delegate object have a 1:1 relationship.</u>

5) <u>What is an escaping closure (how does it work)?</u>
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6) <u>Why do we use coding keys in iOS?</u>
7) <u>How would you make a network call in iOS?</u>
8) <u>What is GCD?</u>
9) <u>How do you add extra functionality to existing classes/protocols etc in Swift, why would you do that?</u>
10) <u>What is MVC?</u>