✓ What is the difference between var and let?

Var can be changed after it’s initialised and let is a constant and must be assigned only once.

✓ What is an optional?

An optional is a data type that returns Optional<Value> if there's a value in it, if not it returns null.

✓ What is optional chaining vs optional binding?

Optional chaining is used to call properties or methods of an optional that might be null. If one of the chained values is null the return value will be null as well.

Optional binding checks if an optional variable is not null, and if so, assign that value to a non optional variable.

✓ What are the different ways to unwrap an optional? How do they work? Are they safe?

They work either by checking if the value is not null or by assigning a non optional value.

The safe ways are using the guard statement, null coalescent operator, chaining, binding or testing existence (if statement).

https://www.programiz.com/swift-programming/optionals

✓ What is a closure?

A closure is a type of function without a name. It can be declared with variables, parameters or return types.

✓ What is the difference between a class and a struct?

Inheritance is class only, memberwise initialiser is struct only and class is reference type and struct is value type.

✓ What is the syntax '??' do?

It's called null coalescing operator and returns the result of its left most operand if it exists and its not null, otherwise it returns the right most operand.

✓ What is a tuple?

In maths a tuple is a finite sequence of objects (also known as ordered list).

In Computer Science is a data object that keeps different objects.

✓ What is Any vs AnyObject?

The main difference is Any represents an instance of any type, including functions and AnyObject represents an instance of any class type.

Since Swift 3 Any can be used for both value and reference types, such as structs, functions and closures and AnyObject can be used for reference types, such as classes.

✓ What is a protocol?

Protocols define a set of rules or requirements a certain class must conform to.

✓ What is Delegation

Delegation or delegate pattern enables a class to share some of its responsibilities with an instance of another class.