iOS Quiz -1 MCQ Questions

Question - 1: iOS Stands for?
A) Internetwork Operating System
B) iPhone Operating System
C) Internet Operating System
D) None Of Them

Question - 2: Which is the latest Version of iOS?
A) iOS 15
B) iOS 16
C) iOS 17
D) iOS 18

Question - 3: Which Apple devices will Support iOS?
A) iPhone & iPad
B) iMAC
C) MacBook Pro
D) MACBook Air

Question - 4: Which is the bottom layer in iOS Architecture?
A) COCOA TOUCH
B) Core OS
C) Core Services
D) Media

Question - 5: Apple's AppStore Opened on ____?
A) 10 July 2008
B) 9 August 2008
C) 12 March 2008
D) 10 Nov 2008

Question - 6: Apple allows ___ % of revenues from the store to instantly go to the seller of the application ?
A) 50
B) 60
C) 70
D) 75

Question - 7: MAC Operating System started early in 1979 with _____ ?
A) Mr. Steve Jobs
B) Mr. Jef Raskin
C) Mr. Bill Gates
D) Mr. Tim Cook

Question - 8: The most recent version of MACOS is based on ____?
A) CMOS
B) WINDOWS
C) LINUX
D) UNIX

Question - 9: Which is the first computer to use both the Desktop & Graphical User Interface?
A) XEROX ALTO
B) APPLE LISA
C) XEROX PARC
D) WINDOWS PC

Question - 10: MAC OS is Divided into How many Families ?
A) One
B) Two
C) Four
D) Five

Question - 11: MAC OS Classic gained cooperative Multitasking from which version onwards?
A) System 2
B) System 5

C) System 6
D) System 7

Question - 12: Which is the latest version of MAC OS X?
A) EI CAPTAIN
B) MOJAVE
C) VENTURA
D) BIGSUR

Question - 13: The IDE used in Swift is?
A) Swift C
B) Gas
C) XCode
D) LD

Question - 14: In iOS Architecture How many Layers are there?
A) 2
B) 3
C) 4
D) 5

Question - 15: How many Areas are there in the Xcode iOS Application window?
A) 5
B) 6
C) 7
D) 8

Question - 16: Which is the top most layer in iOS Architecture?
A) COCOA
B) COCOA TOUCH
C) MEDIA
D) CORE OS

Question - 17: Which programming language was introduced by Apple at the WorldWide Developers Conference (WWDC) in 2014?
A) Objective - C
B) Swift
C) Objective-C & Swift
D) JAVA

Question - 18: In which Swift feature can automatically deduce the type of a variable or constant, based on the initial value?
A) Generics
B) Optionals
C) Type Inference
D) Switch

Question - 19: To create Constant which Keyword is Used in Swift?
A) let
B) if
C) var
D) Switch

Question - 20: To create Mutable Object which keyword is Used in Swift?
A) let
B) var
C) String
D) Switch

Question - 21: What playgrounds are not?
A) used for performance testing
B) Support on-device execution
C) Only A
D) Both A & B

Question - 22: The latest Swift programming language Version is?
A) Swift 1.0
B) Swift 3.0
C) Swift 4.0
D) Swift 5.0

Question - 23: What is the syntax to import the header file of UIKit Framework in Swift?

A) import UIKit
B) #import UIKit
C) include "UIKit"
D) #include "UIKit"

Question - 24: Which new feature of Xcode that allows you to rapidly prototype Swift code?

A) Optionals
B) Generics
C) Play Grounds
D) Type Inference

Question - 25: In Swift Which method is used to find the number of characters in a string?

A) length
B) count
C) compare
D) equal

Question - 26: if you write below code in Playgrounds

let name = "Rick"
let age = 30
print("\(name) is \(age) years old")

What is the output?

A) Rick is 30 years old
B) Rick is 30 years
C) Rick is 30
D) 30 years old
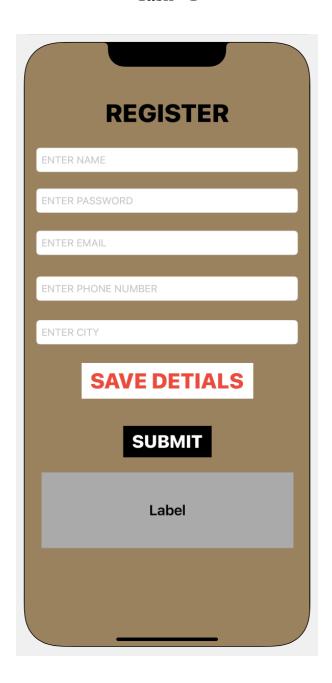
Question - 27: what is the prototype for Assignment operator in Swift?

A) varA = var B
B) varA != var B
C) varA > var B
D) varA < var B

Question - 28: if you write below code in Playgrounds

var x = 6
x *= 2
print("\x")
then what is the output?

A) 2
B) 6
C) 8
D) 12

Question - 29: What is the syntax to call a method in Swift?

A) Object.Method()
B) Method.Object()
C) Object.Object()
D) Method.Method()

Question - 30: What is the output for the following code?

import UIKit
class ViewController: UIViewController {

override func viewDidLoad() {
super.viewDidLoad()

var i = [Int]()
i.append(20)
i.append(30)
print("Result is: \(i)")

```
    }

}
```

A) Result is: [20, 30]
B) Result is: [20]
C) Result is: [30]
D) Error

Task - 1

Using Xcode,

1. Design the above View Controller User Interface in StoryBoard File

2. Provide the keyboard Hiding functionality for the TextFields in 2 different ways

3. In the Password TextField text should be in Secure Mode

4. After filling all the details in TextField's, when User clicks on Save Details Button then the TextFields data should be Saved and Retrieved Using UserDefaults Class.

5. When the user clicks on the Submit Button then all the Textfields data should be displayed in the Label.