What is the difference between var and let?

Var is to define a variable and let a constant

What is an optional?

A Type of data that handles the possible absence of values

What is optional chaining vs optional binding?

The process of querying, calling properties, subscripts and methods on an optional that may be nil

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

Using an if else block, asking if it has a value

Using Forced unwrapping, you access the optional value regardless of his value

Using Optional binding, Optional binding is similar to using an if-else block. The only subtle difference is that if the optional value is not nil, the unwrapped value is assigned to a new constant and further operations are performed on the constant.

Using Optional chaining, You use optional chaining in places where you're dealing with multiple optional values at once. You use it to access and mutate or assign far-fetched attributes whose value depends on other constraints.

What is a closure?

are self-contained blocks of functionality that can be passed around and used in your code. Closures in Swift are similar to blocks in C and Objective-C and to lambdas in other programming languages.

What is the difference between a class and a struct?

Struct are value types whereas Classes are reference types. Structs are stored on the stack whereas Classes are stored on the heap. Value types hold their value in memory where they are declared, but a reference type holds a reference to an object in memory.

What is the syntax '??' do?

Is a nil-coalescing operator. In plain terms, it is just a shorthand for saying != nil

What is a tuple?

is a group of different values. And, each value inside a tuple can be of different data types.

What is Any vs AnyObject?

Swift provides two special types for working with nonspecific types:

Any can represent an instance of any type at all, including function types.

AnyObject can represent an instance of any class type.

What is a protocol?

In Swift, a protocol defines a blueprint of methods or properties that can then be adopted by classes (or any other types)

What is Delegation

In Swift, a delegate is a controller object with a defined interface that can be used to control or modify the behavior of another object