

Q1. What is Xcode and what primary problem does it solve in the Developer Tools space?

Answer:

Q2. Explain the core architecture or components of Xcode and how they work together.

Answer:

Q3. What are the main alternatives to Xcode and when would you choose it over them?

Answer:

Q4. How do you install, configure, and get started with Xcode for a new project?

Answer:

Q5. What are the key configuration options or settings that affect Xcode's behavior in production?

Answer:

Q6. How does Xcode handle scalability, reliability, and high availability?

Answer:

Q7. What observability does Xcode provide: metrics, logs, traces, or health endpoints?

Answer:

Q8. What are the common performance bottlenecks in Xcode and how do you address them?

Answer:

Q9. What security best practices should you follow when deploying Xcode?

Answer:

Q10. What are the most common pitfalls or mistakes teams make when adopting Xcode?

Answer:
