iOS Development Training Syllabus

Start Up

- Understanding the Development Environment
- Installing the Tools
- Components of the SDK
- Understanding the Xcode and IB interface
- Understanding the advantages and Limitations of Simulator

Swift programming Language

- Basics of Swift/Objective C

Object-oriented Programming in Objective-C or Swift

- Classes and Objects
- Class Interface and Implementation
- Creating your first Objective-C class and swift class
- Properties Definitions and Attributes
- Creating a simple class in sift
- ClassCategories& Extension
- Protocols and Delegation

Memory Management

- Introduction to Memory Management
- Object Lifetime
- Cleaning Up
- Using Autorelease pools
- Automatic Reference Counting (ARC)
- Rules and limitations of ARC
- Update a Project to ARC

UI basic

- Application Life Cycle
- Creating User Interface
- Basic GUI Components
- UITextView
- Image View
- UITextField,
- Label
- UIScrollView
- UIButton
- Switch
- Actions, Outlets and Events
- Handling Basic Interactions
- The Human Interface Guidelines
- Understanding Delegation

Debugging and TroubleShooting

- Using NSLog for TroubleShooting and understanding App Flow
- Using the Debugger
- Creating breakpoints and Navigating through
- Checking and Changing the values of Variables at Breakpoints

Understanding UITableView

- Understanding UINavigationController
- Creating a Simple Table View
- Reusing TableViewCells
- Customising a TableView/Other controller
- Selecting and Navigation in TableViews