

# **Everyone Can Code**

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**<Laboratoria>**

**Syllabus**

Second Generation

2020

# <Course Syllabus - Swift>

## **1. Week 1**

- a. Basic Elements:
  - i. Constants, variables, data types, strings
  - ii. Tuples
  - iii. Basic Operators
- b. Collections
- c. Control Flow
- d. Functions
- e. Structures and Classes

## **2. Week 2**

- a. Closures
- b. Enumerations
- c. Properties
- d. Methods

## **3. Week 3**

- a. Extensions
- b. Protocols
- c. Inheritance

## **4. Week 4**

- a. Initialization
- b. Deinitialization
- c. Optional Chaining
- d. Type Casting

## **5. Week 5**

- a. Generics

## **6. Week 6**

- a. Opaque Types

## **7. Week 7**

- a. Automatic Reference Counting (ARC)

## **8. Week 8**

- a. Memory Safety

## **9. Week 9**

- a. Access Control

## **10. Week 10**

- a. Advanced Operators

# <Course Syllabus – App Development>

## **1. Getting Started with App Development**

- a. Xcode
- b. Building, Running and Debugging
- c. Documentation
- d. Interface Builder

## **2. Introduction to UIKit**

- a. UIKit
- b. Displaying Data
- c. Controls
- d. Auto Layout and Stack Views

## **3. Navigation and Workflows**

- a. Segues and Navigation Controllers
- b. Tab Bar Controllers
- c. View Controller Life Cycle
- d. Workflows

## **4. Tables and Persistence**

- a. App Anatomy and Life Cycle
- b. Model View Controller
- c. Table Views
- d. Intermediate Table Views
- e. Saving Data
- f. Complex Input Screens

## **5. Working with the Web**

- a. HTTP and URLSession
- b. Decoding JSON
- c. Concurrency

## **6. Prototyping and Project Planning**

- a. App Personality
- b. Design Cycle and Project Planning

## <Extra topics covered>

### **1. Working with Git and Github**

- a. Basic commands
- b. Branches

### **2. Project Management principles**

- a. Requirement analysis
- b. Software design
- c. Development and implementation
- d. Testing
- e. Software evolution

### **3. Computer Science principles**

- a. Formal Languages and Automata Theory
- b. Compilers
- c. Operating Systems
- d. Databases

### **4. Process to upload an app to the App Store**