Welcome to ineuron.ai

Complete iOS 16 Developer with Swift and 8 Apps

Description:

Learn iOS development with SwiftUI and building a lot of apps.

Start Date:

Doubt Clear Time:

Course Time:

Features:

Course material

Course resources

On demand recorded videos

Practical exercises

Quizzes

Assignments

Course completion certificate

What we learn:

Introduction to iOS development

Xcode

Operators and Range in Swift

String and interpolation

Array and methods in Array in swift

Dictionary in depth in swift

Sets in swift programming

Tuples in swift

Structs in swift

Structs Vs Class

Building Project 1 - Profile app

Project 2 - Custom shape and slots

Project 3 - Calculator with animation

Project 4 Splash screen

Project 5 - Shopping app with multi screen

Requirements:

System with Internet Connection

Interest to learn

Dedication

Instructor:

Name:

Hitesh Choudhary

Description:

I like to make videos related to code and tech in my free time. I also lead a few tech teams in startups, help in hiring talent for companies. I am also on a part time traveller, with 31 countries checked off so far!

>Introduction to iOS development:

>> Introduction to iOS development and prerequisites

>> A tour of XCode

>> Hello world in Swift

>> A bit of history of swift with Objective C

>Getting started with swift:

>> Variables and Constants in Swift

>> Operators and Range in Swift

>> String and interpolation

>> Methods in Strings

>> A caution in type conversion

>> Can user pay Logical Operators

>> Optional binding and forced unwrapping

>> We missed reading the docs

>More datatypes in swift:

>> Array and methods in Array in swift

>> Dictionary in depth in swift

>> Sets in swift programming

>> Tuples in swift

>Going all indepth of swift:

>> if else and optional unwrapping

>> Control flow statements

>> Functions in swift programming

>> Indepth of Closure 2C autoclosure and escaping

>> Enums and indirect enums

>> Structs in swift

>> Structs Vs Class

>> Classes and reference type

>> Properties in swift

>> Methods in swift

>Advance swift programming concept:

>> Inheritance in swift

>> init in depth in swift

>> Deinit in swift

>> Error handling in swift

>> Protocols in swift

>Building Project 1 - Profile app:

>> Zstack 2C HStack and VStack

>> Create a new app in XCode

>> Getting started with Zstack and VStack

>> Moving into VStack

>> Nested Stacks in swift UI

>> Finishing our first app

>Project 2 - Custom shape and slots:

>> Theory behind custom shapes in iOS

>> From figma to XCode shape

>> State 2C rawValue and Identifiable

>> More on State and HStack

>> Getting button in our app

>> Finishing up slot machine game

>Project 3 - Calculator with animation:

>> RawValue in swift

>> Starting a calculator project - assets

>> Defining Model for calculator

>> Getting keys sorted out for calculator

>> Animation in swift ui

>> Adding buttons for calculator

>> Learn to calculate element width and height

>> Loading up views on home screen

>> Finishing up the calculator logic part

>Project 4 Splash screen:

>> Getting started with Splash screen

>> Finishing up a splash screen

>Project 5 - Shopping app with multi screen:

>> Demo of Shopping app with Navigation

>> Importing all assets of fruits

>> Building on boarding screen with navigation

>> Models for fruit and near you

>> Handling the fruit card

>> Horizontal scroll view

>> Passing value from one screen to another

>> Design detail view part 1

>> Counter in detail screen

>> Vertical scroll view

>> Assemble fruit cart app

>> Resolving minor UI issue

>Project 6 - Building LinkedIn UI

clone:

>> What we will build - Linkedin

>> Search bar component

>> Models in linkedin UI

>> Each connection request

>> Building my Network screen

>> Making home cards

>> Home screen top view

>> Building Home Screen

>> Launch linkedin UI in simulator

>Project 7 - Todo App - Read the docs:

>> What are user defaults

>> What is Codable protocol

>> Model with Identifiable and Codable

>> What are ObservableObject and Published

>> UserDefaults with unique key

>> Get values from UserDefaults

>> CRUD operations in Todo list

>> DispatchQueue in depth

>> Navigation View and Link

>> State management in swift ui

>> Take user input and add it to Model

>> Adding Todo 27s on Home screen

>> Finishing up todo app with gesture implementation

>Project 8 - Handling API and building pokemon app:

>> What is API and formatting

>> Create a model for API response

>> Fetching data from API endpoint

>> List and async calls

>> Kingfisher - Third party packages

>> Install third party packages

>> What are extensions in swift

>> Issues in Data and API call

>> Creating a data extension

>> Using KFImage

>> Gridviews and LazyVStack

>> Debugging the pokemon app