



Complete iOS 16 Developer with SwiftUI 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 play 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 Todos 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