iOS Class Roadmap

|  |  |  |
| --- | --- | --- |
| Theme | Topics | Content |
| Introduction | * Short history introduction * About the environment * Platforms (macOS, iOS, watchOS, tvOS) and their amplitude * What we're gonna build? * XCode and Simulator | Slides presentation |
| Swift Introduction | * Let and Var * Types (Int, Float, String, Bool) * Collections (arrays and dictionaries) * Control Flow and Tuples * Functions and Closures * Enums * Optionals and nil, | Folder 01 - Playground content |
| Organization and Hello World | * Introduction to basic organization: Storyboards, ViewControllers, Navigation Controller flow * XCAssets, Plists. * Demonstrate UIWindow, Uiview hierarchy ViewController LifeCycle through simple *Hello World* logs. | Demonstrate it in a simple Xcode project |
| Layout Basics | * Information and Interactive elements * How to link elements with code * How to create actions * How change values programmatically (image sources for example) * Demonstrate how to use a Navigation controller * How to Push and Pop a screen and types of preseting (modally, push, popover ) | Folder 02 - Simple Cart screen, with product icon, name and quantity selector. That navigates to a Confirmation Screen after purchase. |
| Working with Tables or Collections | * Explain Delegate pattern * Show how to create default UITableViewCells * How to create a custom cell * How to create sections * Explain how to use different cells | Folder 03 - Start building Funday App, listing mock events |
| Dependency Manager | * Installing CocoaPods * Demonstrate usage of third-party libs | TODO: Slide teaching how to install Cocoapods  Folder 04 |
| Network Connection | * Connection and JSON Parsing * Updating UI with Information | Folder 04 |
| Advanced Layout | * Autolayout * MapKit * CollectionView * Animations |  |
| Conclusions | * What you have learned * What you suggest you to keep learning. |  |

* Founders [Steve Jobs](https://en.wikipedia.org/wiki/Steve_Jobs) and [Steve Wozniak](https://en.wikipedia.org/wiki/Steve_Wozniak) created Apple Computer on April 1, 1976
* 1985: Jobs leaves Apple - Jobs founds NeXT
* In 1988, [NeXT](https://en.wikipedia.org/wiki/NeXT) licensed Objective-C from StepStone
* 1996 - Apple acquires NeXT
* 1997 - Steve Jobs returns to Apple as CEO
* 2007 - Apple launches iPhone. Millions of apps are developed.
* 2014 - Apple introduces Swift during WWDC

Swift Definition by Apple:

"Swift is a powerful and intuitive programming language for macOS, iOS, watchOS and tvOS. Writing Swift code is interactive and fun, the syntax is concise yet expressive, and Swift includes modern features developers love. Swift code is safe by design, yet also produces software that runs lightning-fast."

Swift Current version 4

Number of apps at Apple AppStore is more than 2.200.000

Apple sold more than 1.2 billion iPhones over 10 years.

Developers received 20 Billion dollars from AppStore in 2016.

Environment: What do we need?

Mac and XCode

Which plataform can we build apps for?

iOS macOS watchOS tvOS

How to download XCode?

Go to Mac App Store and download it. After installed you will have everything you need.

What we're gonna build?

Funday app. In the end of this program you build an app that:

* Presents all the past and future fundays
* Shows the pictures from the last fundays
* Shows the location, time, food and theme of the future fundays.

Your app will be available for iPads and iPhones

https://developer.apple.com/library/content/referencelibrary/GettingStarted/DevelopiOSAppsSwift/BuildABasicUI.html