

# iOS Development Overview

## Basics

### Storyboards

- Dragging and Dropping View Controllers, buttons, other UI components View Controllers
- Each view controller maps to a screen on storyboard (most of the time)
- View controllers can be hooked to buttons on Storyboards

### View Controller Relationships

- Learn how to transfer data between view controllers
- Segues - done via Storyboard and overriding `prepareForSegue()`
- Programmatic - ie XIBs,
- Transferring data between view controllers (screens) is super important

### Example Projects

- Make a calculator app

## Intermediate

### Learn how to use these common UI Components

- UITableView - Used for displaying items in a list (Like a Facebook newsfeed)
- Navigation Controller - Way to establish a hierarchy of views and navigation
- Tab Bar Controller - Embed different View Controllers
- UICollectionView - Similar to UI tableview, but more configurable
- Presentation methods, ie modal, push, show, etc.

### Design Patterns (You have to understand these)

- MVC - Like seriously who does not know this ;)
- Dependency Injection - Way to give info to table views cells
- Delegation - What protocols are, This is important for TableViews, CollectionViews, and anything else you encounter in iOS development

### Example Projects

- Make a todo list app with a TableView

# **Advanced**

## **Multithreading and Concurrency**

- GCD - Learn about calling GCD and doing long running tasks in the background (ie downloading from a webservice)
- Learn about NSThread and NSLock, good to know, but since GCD was introduced you'll be rarely using this

## **Networking**

- Learn about NSURLRequest
- Libraries such as Alamofire abstract NSURLRequest and most companies use this

## **Projects**

- Make a weather app that pulls data from an online weather API. Do it using NSURL Request.