iOS Application Dev. Using SWIFT

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2	Introduction to X Code and iOS Simulator	1. X Code Overview 2. Apple Platforms 3. Application Template window 4. Create and Manage Project using X Code 5. Using iOS Simulator
3	Introduction to iOS app development languages	1. What is Objective-C? 2. What is SWIFT? 3. Differences : Objective-C Vs. SWIFT 4. Objective-C Programming Structure 5. Command line Application using Objective-C 6. SWIFT Programming Structure

4	Introducing SWIFT Playground	1. What is Playground?
		2. Working with Playground using SWIFT
		3. SWIFT Programming on Playground
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		    • let and var declaration
		    • String (Mutable / Immutable)
		    • Array (Mutable / Immutable)
		    • Dictionary (Mutable / Immutable)

5	Working with Core SWIFT	1. Introducing Command line application
		2. SWIFT Programming on Command line tool
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		    • String (Mutable / Immutable)
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		3. Object oriented programming with SWIFT
		4. Protocol oriented programming with SWIFT
		5. Exploring SWIFT file structure

6	iOS Application Architecture	1. What is Cocoa? 2. What is Cocoa Touch? 3. Exploring iOS Application Architecture 4. MVC design pattern 5. iOS application life cycle 6. Exploring other iOS Frameworks with X Code

7	iOS Application File Structure	1. Using MVC pattern
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		        ▪ Application state functions
		    • View Controller
		    • Storyboard
		    • Info.plist

8	Application development using Common Controls	1. IBOutlet 2. IBAction 3. Using Text field, Text View, Button 4. UISegment Control, Stepper, Switch, Slider, Progress bar, Image view 5. UIAlertview 6. UIActionsheet

9	Implementing Multiple Screen Navigation	1. Introducing multiscreen Storyboards
		2. UINavigation Control
		3. Navigation using Segue
		4. Navigation using Storuboard ID
		    • PUSH
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10	Implementing Bar application and Pickers	1. Toolbar application 2. Tabbar application 3. UIPickerview 4. UIDatePicker 5. UIImagePicker for accessing iPhone gallery 6. Custom selection using Pickers
11	Application Development Using Advance Controls	1. Tableview Application 2. Custom Cell implementation 3. Collectionview Application 4. Webview Application 5. Scroll Bar Application

12	Using Advance Touches and User Motion	1. iOS Gestures • Tap Gesture • Long Press Gesture • Pan Gesture • Swipe Gesture • Rotate Gesture • Pinch Gesture
13	iOS Application Using Database Storage	1. iOS application Data Storage 2. Data storage approaches 3. What is SQLite? 4. SQLite library 5. Working with SQLite Database 6. Read and Write data using SQLite 7. Introducing basic Core data application
14	Building Responsive User Interface	1. Responsive interfaces 2. Using Auto Layout / Size Class 3. Using Constraint
15	iOS Application Using Cloud Storage	1. What is XMl Parsing? 2. What is JSON Parsing? 3. Data parse on Server 4. Web APIs Integration • GET • POST
16	Working with Rich Media	1. Exploring Rich Media 2. Sharing app using UIActivityviewController
17	Working with Other X Code Frameworks	1. Addressbook / Contacts Framework 2. MessageUI Framework 3. Social Framework 4. MAPKit Framework 5. Core Location Framework 6. EventKit Framework 7. AVKit / AVFoundation
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		3. How to install / use Cocoa Pods?
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