# iOS Curriculum

This is a series of workshops designed to walk you through everystep in the iOS app development process; from installing Xcode oxn your mac, all the way through how to submit your app to the App Store.

Each workshop will build on the previous ones; if anyone missed a workshop or just wants to join in halfway through the series, all the material covered in each workshop can be found in the workshop folder.

## 0. Prelude: Installing Xcode on a macOS VM

This workshop will cover how to setup your own macOS Virtual Machine [VM], in case you don't have access to your own mac but you still want to develop iOS/macOS apps.

## 1. Getting Started

This workshop is about learning how to code in Swift, using Xcode Playgrounds.

Topics:

- data-types
- functions
- How to create a project in Xcode
- Building a super basic iOS app
- How to set up your iphone for app testing

## 2. Mastering the Basics

In this workshop, we will learn how to create apps with more than one View in the Storyboard, how to create UI elements, and create actions for when you press a button. Then we will learn about colour schemes, why they're important, and how to apply one to your app.

Topics:

- Xcode layout + shortcuts
- Creating buttons + textfields
- Creating outlets + actions
- Creating segues
- Applying a colour scheme

## 3. Next Level

This workshop is about how to create an app that uses the MapKit framework. We will create a basic app to save different places on a map.

Topics:

- Adding a MapView
- Showing user's location on map
- Saving locations from a long press on map

- Showing saved locations from segue

## 4. iOS Master

Here we will learn about CoreData and how use it to save data between sessions. Also we will learn how to add a settings menu where you can change the colour theme of your app.

Topics:

- Creating project with CoreData
- Adding CoreData to existing Project
- How to save custom class
- Implementing CoreData in Places App [from workshop 3]

## 5. The Finish Line

In this workshop we will learn how to submit apps to the App Store, and how to ensure your app gets approved.