

Video Tutorials

Note: Looking for list view by date? [Click Here!](#)



Several of our [subscribers](#) requested that we put together a recommended viewing order for our video tutorials, so we put this page together for you.

Our video tutorials are organized into several different series, such as “Objective-C Data Types” or “iOS 101”. Below, we list out each series in our recommended viewing order, and then the recommended viewing order per series.

Feel free to skip series if you like, but remember we believe in going beyond the surface of a subject, so you might learn something new even in the earlier series even if you have a little experience with the topic already.

Note that most of these tutorials are for [subscribers](#) only. However, a few of the tutorials we have made free so you can see what they’re like – I’ve marked them with a [Free] tag.

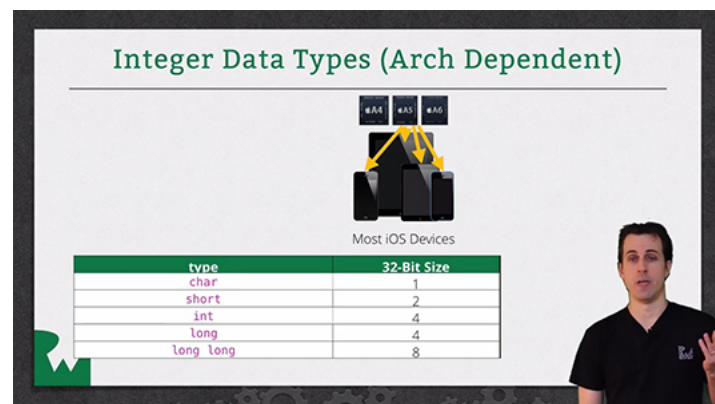
We hope this helps, and that you enjoy these video tutorials!

Objective-C Data Types Series

In our first series, we cover the most important data types in Objective-C: integers, floats, strings, enums, and bitmasks.

Specifically, you’ll learn some important things like what you need to know about 32 vs 64 bit architecture, floats and accuracy, how bitmasks work, best practices for syntax, and much more.

- [Objective-C Data Types: Integer \[Free\]](#)
- [Objective-C Data Types: Float](#)
- [Objective-C Data Types: Bool](#)
- [Objective-C Data Types: Enum & Bitmask](#)



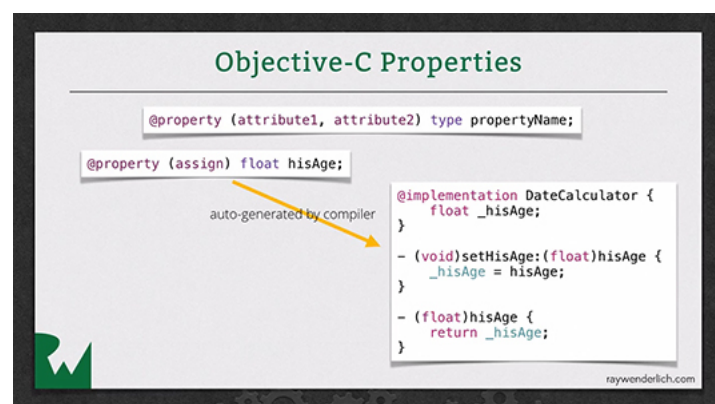
There's more to these data types than it seems!

Objective-C Crash Course

Our second series gives a quick crash course to Objective-C syntax, concepts, and techniques.

This series is primarily intended for those who have some prior programming experience and are looking to get up-to-speed quickly with Objective-C. It is also good for people who want to learn more about the more tricky areas of Objective-C, such as blocks or the Objective-C runtime.

If you are completely new to programming, this series may go



a bit too fast for you. If this is the case for you, I recommend going through part 1 of our iOS Apprentice series, which you can get for free by [signing up to our site newsletter](#).

Get up-to-speed quickly with Objective-C!

- [Objective-C Crash Course: Initializers](#)
- [Objective-C Crash Course: Classes and Methods](#)
- [Objective-C Crash Course: Properties](#)
- [Objective-C Crash Course: Memory Management \(Manual\)](#)
- [Objective-C Crash Course: Memory Management \(ARC\)](#)
- [Objective-C Crash Course: Protocols and Delegates](#)
- [Objective-C Crash Course: Blocks](#)
- [Objective-C Crash Course: Categories](#)
- [Objective-C Crash Course: Runtime \[Free\]](#)

Foundation Series

Our third series dives into some of the most important classes in the Foundation framework, that you will use in almost every iOS app.

In this series, you'll learn about some important concepts and techniques like the most important methods to know about each class, common gotchas, string encoding, using your own custom objects as keys to dictionaries, and much more.

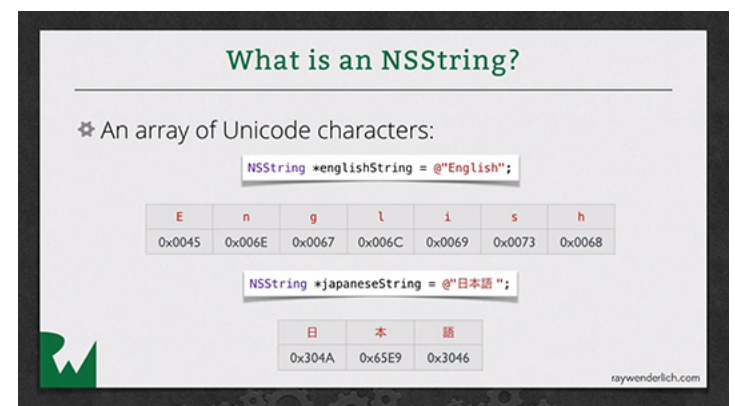
- [Foundation: NSString \[Free\]](#)
- [Foundation: NSArray](#)
- [Foundation: NSDictionary](#)

Debugging in iOS Series

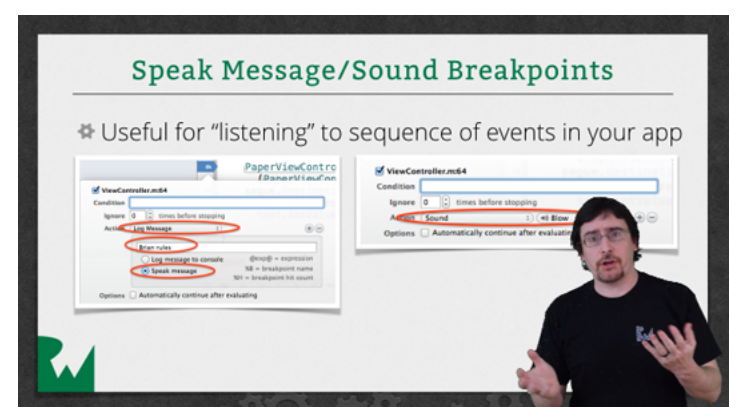
In this series, we'll teach you how to effectively debug your apps in Objective-C, from beginning to advanced.

You'll start by learning basic debugging, then advance into some particularly cool techniques like symbolic breakpoints, watchpoints, sound breakpoints, and much more.

- [Debugging in iOS: Beginning Breakpoints](#)
- [Debugging in iOS: Intermediate Breakpoints](#)
- [Debugging in iOS: Advanced Breakpoints](#)



String encoding, common methods and gotchas, and more!



Regular breakpoints, symbolic breakpoints, sound breakpoints – oh my!

iOS 101 Series

Once you know the basics of Objective-C, you're ready to start making iOS apps!

This series walks you through making your first few iOS apps, and covers the most important concepts you'll use in the video tutorials to come; things like Storyboards, Auto Layout, common UIKit controls, and more.

- [iOS 101: Hello, iPhone!](#)
- [iOS 101: Common UIKit Controls](#)
- [iOS 101: Beginning Auto Layout \[Free\]](#)
- [iOS 101: Storyboards and Segues](#)
- [iOS 101: Navigation Controllers](#)

Table View Series

One of the most important controls in iOS is the table view. In fact, it's hard to find any app that doesn't use them!

Table views are a very deep subject, and there's a lot to learn about them. In this series, you'll learn all about table views, from beginning to advanced topics.

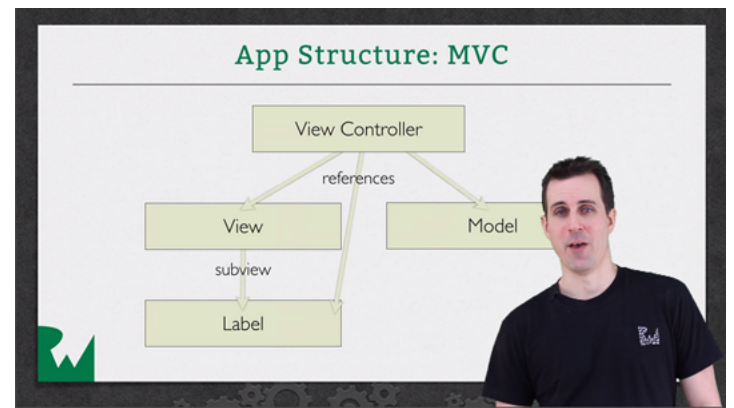
- [Table Views: Getting Started](#)
- [Table Views: Multiple Sections](#)
- [Table Views: Deleting Rows](#)
- [Table Views: Inserting Rows](#)
- [Table Views: Moving Rows](#)
- [Table Views: Custom Cells](#)
- [Table Views: Static Cells](#)
- [Table Views: Accessory Views](#)
- [Table Views: Search](#)
- [Table Views: Indexing \[Free\]](#)

How To Make a Game Like Flappy Bird Series

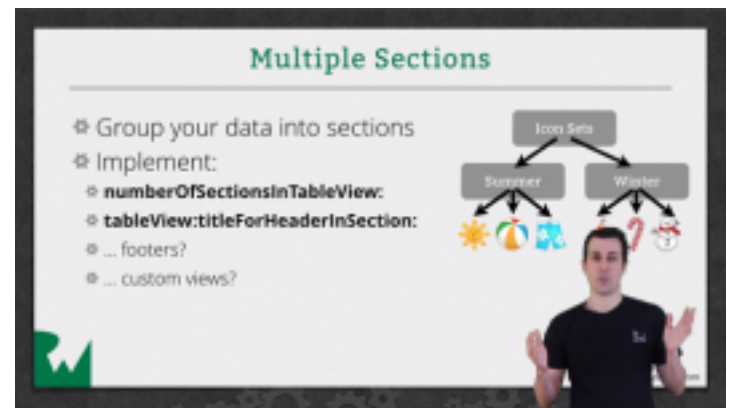
Have you ever played Flappy Bird and thought "I wish I could make a game like that?"

Well, now you can! In this series, you'll learn how to make a polished game called Flappy Felipe, about a happy pink Mexican bird. [\[App Store Link\]](#)

Your game will include a mini physics engine, collision detection, score tracking, polish and "juice", and much more. By



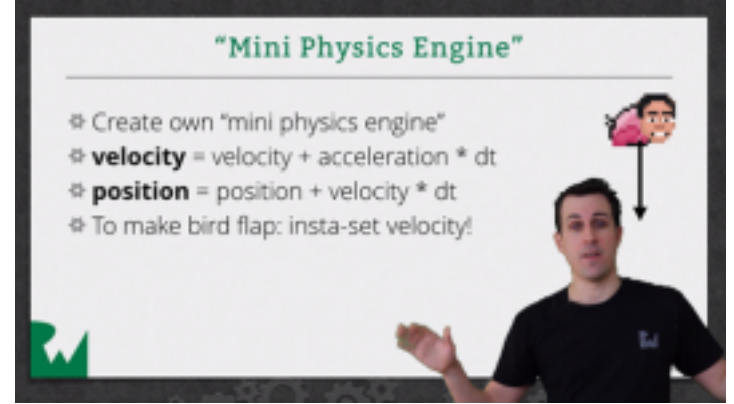
Learn the basics of making iOS Apps!



Learn everything you need to know about table views!

the time you're done, you'll have a game ready to submit to the App Store!

- [Part 1: Player Movement](#)
- [Part 2: Spawning Obstacles](#)
- [Part 3: Collision Detection](#)
- [Part 4: Keeping Score](#)
- [Part 5: Finishing Touches](#)



Learn how to make a game like Flappy Bird!

More Coming Soon!

More video tutorials will be coming out each and every week, so stay tuned!

- **If you are a subscriber:** If you have any special requests for future video tutorials, please [suggest your idea here](#).
- **If you are not a subscriber:** Please consider [subscribing today!](#)

We hope you enjoy these video tutorials!