

iOS Application Development

This workshop is designed for people who are curious to write applications for Mac OS X, iPhone, the iPod Touch, or the iPad. Participants will learn how to write iPhone / iPad Applications with the SDK .You will learn how to develop, and debug your programs using the Xcode development tool.

What is swift Xcode?

Swift is a multi-paradigm, compiled programming language created by Apple Inc. for iOS, OS X, and watch OS development. Swift is designed to work with Apple's Cocoa and Cocoa Touch frameworks and the large body of existing Objective-C code written for Apple products.

System Requirement:

1. Mac OS X 10.8 Or 10.9.3 / Windows 8.1/ 8/ 7.
2. Both are 64 bit (Mac / windows).
3. System RAM minimum 2GB with Mac / 4GB With Windows.
4. Mac Processor A8 or Intel Core i3, i5.
5. Windows Intel i3 4th gen , i5 ,i7.

Topics Covered:

Basic of iOS

1. History of iPhone
2. iPhone OS Frameworks.
3. What is a Framework?
4. Overview of iPhone SDK Frameworks.
5. What is Swift?
6. iPhone Application Development.
7. What is Xcode?
8. VMware installation.
9. Software(Xcode) installation.

Start Programming in iOS

1. Writing Your First iPhone Application
2. Outlets and Actions
3. Introduction to Interface Builder.



4. Using the iPhone Simulator.
5. Extending your Application.
6. Adding an Application Icon.
7. Auto layout in Xcode.
8. Building Blocks of Swift Programming.
9. Methods and Button Taps.
10. Tools and Process.
11. Using the iPhone Simulator.

Introduction of GUI

1. Objective C Compatibility with swift.
2. Property list, View.
3. Swift and foundation frameworks.
4. iPhone Protocols and Delegation.
5. Multiple MVCs in iPhone.
6. View Controller lifecycle.
7. Scroll View and Multithreading.
8. Screen Geometry.
9. The iPhone and iPad Coordinate System.
10. The frame, bounds, center, and origin.
11. Supporting Structures and Functions.

Image and Media

1. App IDs & Device IDs.
2. Provisioning Profiles.
3. XCode's Organizer Window.
4. View Animation Application.
5. Dynamic Animation and Core Motion.
6. Application Lifecycle.
7. Camera Application.
8. Internationalization and settings.



9. Understanding a View-Based Application.
10. Manipulating Views: Moving and Hiding.
11. UI Image View | Working with Images.

Fees: Rs. 1350/- per head inclusive of all taxes

