

1. Swift Programming Language _____
2. Objective-C Programming Language _____
3. Xcode (IDE) _____
4. iOS SDK
 - a. Views
 - i. Storyboards / References (Interface Builder) _____
 - ii. Xibs _____
 - iii. Auto Layout _____
 - iv. Frames _____
 - v. Programmatic Layouts _____
 - vi. @IBDesignable / @IBInspectable _____
 - vii. Segues / Unwind Segues _____
 - viii. UI Elements (Labels, Buttons, etc.) _____
 - ix. Implementing Table Views _____
 - x. Implementing Collection Views _____
 - xi. Custom Presentations / Transitions _____
 - b. Applications
 - i. Navigation Controllers _____
 - ii. Single View Application _____
 - iii. Tab Bar Application _____
 - iv. Universal Application _____
 - v. View Controller Life Cycle _____
 - vi. App Life Cycle _____
 - c. Data
 - i. User Defaults _____
 - ii. NSCoding _____
 - iii. Core Data _____
 - iv. KeyChain _____
 - v. File Manager _____
 - d. Networking
 - i. Accessing APIs _____
 - ii. Parsing JSON _____
 - e. Animations
 - i. Core Animation _____
 - ii. UIKit Dynamics _____

f. Other

- i. Core Graphics _____
- ii. Core Text _____
- iii. Assets _____
- iv. Storing Content with Plists _____
- v. Adding Sounds / Music to App _____
- vi. Media (Camera, Photos, Videos, Audio) _____
- vii. Passing Data (Segues, Protocols) _____
- viii. Notification Center _____
- ix. Key Value Observing _____
- x. User Notifications _____
- xi. App PList (Getting User Permission, HTTP, etc.) _____
- xii. Concurrency (Grand Central Dispatch) _____
- xiii. MVC Architecture Pattern _____
- xiv. Memory Management (ARC Knowledge) _____
- xv. Understanding Object Oriented Programming _____
- xvi. Unit Testing (XCTests) _____
- xvii. Instruments _____
- xviii. Debugging _____

5. App Store

- a. Submission Process _____
- b. Have an app in the App Store _____

6.

Extras

- a. Version Control _____
- b. Sketch / Adobe Experience Design _____
- c. Understanding Apple's Guidelines (UI / UX) _____
- d. Reactive Programming _____
- e. Agile Knowledge _____
- f. iCloud Sync _____
- g. MVVM Architecture Pattern _____
- h. Protocol Oriented Programming _____
- i. AppCode (IDE) _____
- j. Firebase _____
- k. iOS 10 APIs (Or recent iOS) _____
- l. Paint Code _____
- m. Custom Backend _____
- n. REST and SOAP Knowledge _____
- o. Custom Graphics _____
- p. Cocoapods _____
- q. Terminal _____