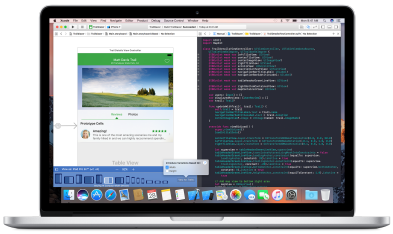
Syllabus

Introduction



- Introduction
- iOS / TvOS / MacOS
- Development Envrionments and Tools (Xcode)
- Swift

Introduction to Xcode

- What is Xcode?
- Create simple project
- Project structure
- Cocoapods

Git for iOS

- Git basics & Open Source
- Github

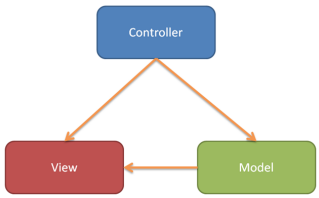
Swift Programming Language

- Swift Basics
- Operators
- Strings and Characters
- Collection Types
- Control Flows
- Closures

- Functions
- Classes and Structures
- Properties
- Initialisation / Denitialisation
- Inheritance
- Automatic Reference Counting
- Optional Chaining
- Error Handling
- Type Casting
- Nested Types
- Extensions
- Protocols

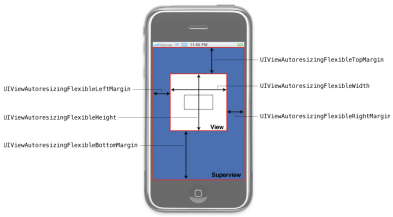
View Controllers

- Model - View - Controller Pattern
- Lifecycle
- Segues
- Navigation Controllers
- Building an app



Views, Gestures and Delegates

- Views
- Hand Gestures
- Delegates
- UI Components
- Animations



Storyboard & AutoLayout

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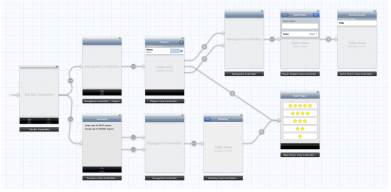
- Understanding Autolayout Constraints
- Working with constraints in storyboards
- Adaptive Layout



UITableView

- Understanding TableView
- Configuring TableView
- Delegates
- Create simple TableView

UICollectionView

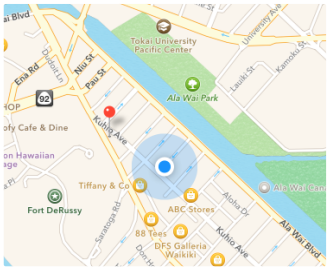
- Understanding CollectionView
- Configuring UICollectionView
- Delegates
- Create simple CollectionView

Camera

- Capture Photo / Video
- List and Choose Photo From Library

MapKit & CoreLocation

- MapKit Framework
- CoreLocation
- Location services and routing examples



SpriteKit

- Getting Started with SpriteKit Framework
- Create a First Game Scene
- Developing Games

Advanced Topics in iOS

- Networking
- Notifications

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