

iOS Application Development Using Swift

Course Contents:

1. Swift

- Introduction to Swift
- Introduction to Playground
- Variables and Constants
- Optional & Forced Unwrapping
- Class and Objects
- Playing with Methods

2. Introduction to iOS Application Development

- Introduction of iOS
- What's different about coding for iOS ?

3. iOS Stack and Setting development Environment

- A top down tour of the layers
- About UIKIT, Cocoa Touch
- Setting up your project in XCODE

4. Getting Familiar with XCODE (IDE)

- The XCODE workspace window
- The Toolbar
- The Navigator View
- Project Navigator
- Symbol Navigator
- Search Navigator
- Debug Navigator
- Break- Point Navigator
- Log Navigator
- The Jump Bar
- The Utility Pane
- Closer look to Project

5. MVC and User Interfaces

- View Controller
- Outlets and Actions
- Button and Action Methods
- Image View and Text Fields
- Closing Keypad
- Slider and Label
- Tags,

- Checkbox and Radio
- Alert Controller
- Switches and Segment Controls
- Web View
- More UI Components

6. Auto rotation, Auto sizing

- Mechanics of Autorotation
- Points, Pixels and Retina display
- Autorotation Approaches
- View Orientation
- Auto sizing with different apple devices

7. Multi view Application

- Architecture of Multi View Application
- Root controller
- Navigation Controller
- Tab Bar Controller
- Segues

8. Working with Pickers

- Date Picker
- Single Component picker
- Multi Component picker
- Custom picker with images
- Delegates and Data sources

9. Table view with Navigation Controllers

- Working with Table View
- Working with Table View Controller
- Grouped and Indexed Section
- Header and Footer
- Custom Table View
- Connecting View controller with Table View Controller

10. Basic Data Persistence

- Store data in file
- Core Data
- SQLite Databases
- Accessing remote database (Web Services)

11. Grand Central Dispatch

- Overview of Grand Central Dispatch
- Slow worker
- GCD: Playing with queues
- Background processing

12. Gestures

- Taps Gesture
- Pinch Gesture
- Rotation Gesture
- Swipe Gesture
- Pan Gesture
- Screen Edges Pan Gesture
- Long Press Gesture

13. Working with Maps

- iOS Core Location Framework
- iOS Map Kit Framework
- The Location Manager
- Getting Location Updates
- Visualizing your movement on a map
- Annotation
- Latitude & Longitude

14. Camera, Photo Library, Collection

- Image Picker Controllers
- Camera and Library
- UI Collection

15. Multimedia

- Playing video using URL
- Playing video using resource
- Working with Audio

16. Localization

- Localization Architecture
- Localize application

17. Deploy your application

- Overview on deployment of application
- Generating Certificate Request
- Provision Profile
- App ID Creation
- Deploy Application

