

Diplomado iOS

Módulo 1

Swift

Constants, variables and Data Types

Standard Types

- Basic arithmetic
- Name conventions
 - Camel case
- Constants
- Variables
- Declaration and assignment
- Secure your code
- Type inference
- Type annotation
- Literal assignment
- Instance concept
- String
 - Unicode and emoticons
 - Concatenation
 - Interpolation
 - Escape sequences
 - \n
 - \
 - Properties
 - isEmpty
 - count
 - Methods
 - removeAll()
 - hasPrefix
 - hasSuffix
- Int
- Double
- Bool
 - Comparison statements
 - Equality
 - Grater than

Custom types

- Struct
 - Properties
 - Methods
 - Calculated properties
- Enum
 - Members
 - Properties
 - Switch
 - Methods

Frameworks

- Foundation
- Date

Operators

- Compound Assignment +=
- Remainder operator %

Functions

- Declaration
- Arguments / Parameters
 - Argument labels
 - Hide it with _
 - Parameter names
 - Parameter type
- Returning value

Documentation

- How to read it
- How to search
- Quick Help

Conditions

- if, if else, else
- switch

Arrays

- Index
- Type inference
- Type annotation
- Properties
- Methods

Loops

- For in

Playground

- Menus and way to work with
- Result area
- print to the console
- Templates
- Errors
- Autocomplete

Xcode

Interface and menus

- Working area
- Navigator
- Tools
 - Run Simulators
 - Standard and assistant Editor
- Debug/Console
 - Basic connection errors
- Utilities
 - Inspectors
 - Connections
 - Identity
 - Attributes
 - Libraries
 - Objects
- Templates
 - Single View Application

Run and app

- Simulator

Brak Points

General content of the xcproject file

- Basic Targets
 - Signing
 - Identity
 - Deployment info
- Menu overview

Story boards

- Entry Point
- Main, Lunch Screen
- Interface Builder
 - Label
 - View
 - AutoLayOut
 - Align
 - Size and position
 - View Controller
 - Button
 - Title
 - Image View
 - Load and image
 - Slider
 - Set min, max and tint colors
 - Switch
 - Set state and tint colors
 - Text Field
 - Edit Content
 - Assets
 - Icon
 - Other Assets
 - Device preview
 - Actions y outlets
 - Basic connection
 - Actions
 - Outlets
 - Assistant editor

Projects

- SinglePhoto
- ChatBot
- ColorView
- Basic Auto layout
- Final project: Rocket, Paper Game and Meme Maker

Mobile Development Theory

Operating Systems, technologies and environments

- IDE's
 - Naive
 - CrossPlataform
 - Hybrid
 - Other languages used to develop mobile solutions
- Intro to Devices and resolutions
 - Pixels, Resolutions, Points
- Current hardware Apple environment
 - Devices
 - Operating Systems
 - Capabilities: processors, memories, screen, prices
 - Developer account overview
 - Create and account
 - Types of accounts
- Language Swift history

Apps Economy

- Market
- Audience
- Prospectives
- Stores
 - App Store
 - Basic Guidelines
 - Interfaces
 - Review
 - Basic Business Models
 - Other stores and ways to distribute an app