**iOS Training Plan**

1. **XCode**
2. How to set up a new XCode project
3. How to use storyboard to design UI
4. How to add custom images assets to XCode
5. How to run apps on Simulator and real device
6. What is Playground and How to use it
7. **Syntax and Data type**
8. Variables, Types
9. Functions
10. Classes, structs
11. Properties
12. Enums
13. Closures
14. Protocols
15. Memory Management
16. Subscript
17. Tuples
18. **Collection Type**
19. Array (1D, 2D, object array)
20. Set
21. Dictionary
22. **UIKit components and Attribute inspector**
23. UIView
24. UILabel
25. UITextField
26. UiTextView
27. UIButton
28. UIImageView
29. UITableView
30. UICollectionView
31. UIWebView
32. UIAlert
33. UIViewControllwe
34. UINavigationController
35. Navigation Bar
36. UITabBar
37. UIActionSheet
38. Page Control
39. ScrollView
40. Date Picker
41. Segment Control
42. Steppers
43. Toggle
44. UIStackView
45. **Control Flow**
46. If else
47. Optional
48. Switch
49. For
50. While
51. Break
52. Continue
53. Defer
54. Guard
55. If let
56. **Higher order functions**
57. Map
58. Flatmap
59. Compactmap
60. Sort
61. Sorted
62. Reduce
63. Filter
64. **OOPS concept in Swift**
65. Inheritance
66. Polymorphism
67. Encapsulation
68. **Error Handling**
69. Try catch
70. **Design Patterns**
71. Extensions
72. MVC
73. MVVM
74. Singleton
75. MVP
76. MVVMC
77. **Struct and Class**
78. Initialization
79. Difference
80. When to use
81. **App life Cycle methods**
82. **Escaping and non-escaping closure**
83. **Reference cycle- strong, weak, unowned**
84. **Property observer- willset, didset**
85. **Computed and stored property**
86. **Lazy property**
87. **Dependency injection**
88. **GCD- Grand central dispatch**
89. **Push notification- APNS**
90. **Access modifiers**
91. Internal
92. Public
93. Open
94. Private
95. File private
96. **Protocol delegate**
97. **API integration**

1. Pull data from server
2. Push data to server
3. **Persistent storage**
4. Plist
5. NSUser defaults
6. Core data
7. Realm
8. **Dependency manager**
9. Swift package manager
10. Pod
11. Carthage

1. **Unit test cases**
2. **XCode- a tour**
3. **Git and version control**
4. **Basic intro to Combine and SwiftUI**
5. **Apple stores**
6. What are certificates and provisional profiles
7. Apple TestFlight
8. Submitting your app to apple store
9. **Develop app from scratch**
10. **Doc file with frequent asked Q&A**