

Intro to Swift

December 26, 2017

1 Introduction to Swift: Section 1

Objective: Users should be familiar with Swift syntax

- What is Swift
- Why should we care
- Swift vs C++ vs Python whats the difference
- Xcode playground
- Hello world
- Basic logic i++, if/elif, while
- variable types
- containers(vectors, arrays, etc)
- functions

2 Your First APP: Section 2

Objective:Users should be able to deploy their first APP and replicate a simple board game

- choosing a device
- Building the UI
- playing with buttons and story board
- adding assets to your app
- attaching code to your app
- your first game
- debugging time
- ready to play

3 Classes: Section 3

Objective: Users should be able to use classes to build different types of tiles in the game and create the game over screen

- Why Classes
- Swift Vs Obj-C
- Declaring Private
- Accessing data members
- How to setup your class design
- Building your first class
- Attaching classes to your code
- Storyboard controller

4 Advance Swift features: Section 4

Objective: Users should be able to how to use APIs to create more interactive apps(subject to change)

- saving data
- Inheritance
- API calling
- Animation Library
- API documentation
- supporting mutiple devices
- App store and Dev license