iOS 13 Course Resources List

Section 1: Getting Started with iOS 13 and Swift 5.1

- Download the Complete Course Syllabus

- App Brewery Cornell Notes Template

- Hackintosh reference guide

- Sign up for the App Brewery Newsletter

- The Story of the 7 Minute Workout App

Section 2: Xcode Storyboards and Interface Builder

- Map of Xcode

- Xcode Shortcuts

- Colorhunt.co

- Ultimate Guide to iPhone Resolutions

- I Am Rich Image Assets

- App Icon Generator

- Canva.com

- Sideloading (Running app on device) Troubleshooting Flow Chart

- Completed I Am Rich App

Section 3: Xcode Storyboard and Interface Builder Challenge

- I Am Poor Starting Assets

Section 4: Swift Programming Basics - Collections, Constants & Variables

- Dicee Starting Project

- Dkhamsing's List of Open Source iOS Apps

- 21 Open Source iOS Apps

- FlappySwift: Swift version of Flappy Bird

- Challenge Solution: Setting the Alpha Value

- Swift Cheat Sheet

- Interactive Coding Exercises

- Khan Academy - Pseudorandom Number Generators

- Dicee Completed Project

- repl.it Variables Challenge Solution

- repl.it Arrays Challenge Solution

- repl.it Randomisation Challenge Solution

- repl.it Contants Challenge Solution

Section 5: Swift Programming Basics Challenge

- Magic 8 Ball Starting Project

- Magic 8 Ball Completed Project

Section 6: Auto Layout and Responsive UIs

- Auto Layout Starting Project

- Auto Layout Completed Project

- Calculator Layout Challenge Starting Project

- Calculator Layout Challenge Completed Project

Section 7: Using and Understanding Apple Documentation

- Xylophone Starting Project

- Apple Developer Documentation

- Audio Track Engineering Documentation

- Bundle Documentation

- AVAudioSession Documentation

- Interactive Coding Exercises

- Xylophone Completed Project

- repl.it Functions 1 Challenge Solution

- repl.it Functions 2 Challenge Solution

Section 8: Intermediate Swift Programming - Control Flow and Optionals

- Egg Timer Starting Project

- Swift Operators

- Interactive Coding Exercises

- If Programming Languages were Weapons

- Egg Timer Completed Project

- repl.it If-Else Challenge Solution

- repl.it Switch Challenge Solution

- repl.it Dictionaries Challenge Solution

- repl.it Optionals Challenge Solution

Section 9: iOS App Design Patterns and Code Structuring

- Quizzler Starting Project

- Quizzler Auto Layout Practice Starting Project

- Interactive Coding Exercises

- Quizzler Completed Project

- Quizzler Multiple Choice Challenge Solution

- repl.it Functions 3 Challenge Solution

- repl.it Structures Challenge Solution

Section 10: iOS App Design Pattern Challenge

- Destini Starting Project

- Destini Auto Layout Practice Starting Project

- Destini Completed Project

Section 11: Advanced Swift Programming - Classes, Inheritance & Advanced Optionals

- BMI Starting Project

- BMI Auto Layout Practice Starting Project

- UIViewController Documentation

- Swift Language Guide: Structs vs Classes

- Choosing between Structures and Classes

- BMI Completed Project

Section 12: Advanced Swift Programming Challenge

- Tipsy Starter Project

- Tipsy Auto Layout Starting Project

- Tipsy Completed Project

Section 13: Networking, JSON Parsing, APIs and Core Location

- Clima Starting Project

- Apple's SF Symbols

- Supporting Dark Mode in iOS 13

- Swift Protocols Language Guide

- UITextFieldDelegate Documentation

- Open Weather Map API Documentation

- Get an Open Weather Map API Key

- Current Weather API Doc

- JSON Viewer Awesome Chrome Extension (or just use Firefox)

- Map Function Documentation

- Swift Closures Language Guide

- Main Thread Checker

- Completed Clima Project

Section 14: Networking and API Challenge

- ByteCoin Starter Project

- Register for an API key on coinapi.io

- Coinapi.io documentation

- ByteCoin Completed Project

Section 15: Firebase Cloud Firestore, TableViews and Cocoapod Dependencies

- FlashChat Starter Project

- Control Flow in the Swift Language Guide

- Cocoapods.org

- Route 85: Introduction to Cocoapods

- Troubleshooting Cocoapods Installation

- Available Pods in Firebase

- Getting Started with Firebase (iOS)

- Besher Al Maleh on [weak self]

- Quora: what does [weak self] mean in a closure?

- weak self and unowned self explained by Antoine Van Der Lee

- Multiple MVCs and Memory Management

- Swift Properties in the Swift Language Guide

- Typecasting in the Swift Language Guide

- Getting Started with Cloud Firestore

- Firestore Security Rules

- IQKeyboardManager Pod

- ViewController Lifecycle Project Demo

- Documentation on the ViewController Lifecycle

- Documentation on the App Lifecycle

- App Lifecycle Project Demo

- FlashChat Completed Project

Section 16: Command Line and Terminal

- Impress your friends using hackertyper.com

- Useful Terminal Shortcuts

- The sudo rm -rf Monday morning mistake

- Learn enough command line to be dangerous

Section 17: SwiftUI and Declarative Programming

- I Am Rich Assets

- I am Rich SwiftUI Completed

- Beautiful colour Palettes on flatuicolors.com

- Convert HEX to UIColour() on uicolor.xyz

- Download custom fonts from fonts.google.com

- Apple's SF Symbols

- AngelaCard/MiCard SwiftUI Completed

- Dicee Assets

- Dicee SwiftUI Completed

- Y Combinator Hacker News

- Hacker News Algolia API

- H4X0R News Completed

- Mac Catalyst Documentation

Section 18: Git, Github and Version Control

- Git Quick Reference

- Git Cheatsheet.pdf

Section 19: Local Data Persistence - User Defaults, Core Data and Realm

- Todoey Starter Project

- Xcode Intellisense

- UserDefaults Documentation

- When would you use singletons?

- Apple Docs on common Cocoa Design Patterns

- How Vinyl Records are made

- NSPredicate Cheatsheet

- Mattt Thompson on NSPredicate

- Introducing Realm

- Realm Swift Documentation

- SwipeCellKit Documentation on Github

- Link to trash icon from SwipeCellKit's example

- Swift 5 compatible Chameleon repo

- Completed Todoey Project using Core Data

- Completed Todoey Project using Realm

Section 20: In-App Purchases and Apple StoreKit

- InspoQuotes Starter Project

- Apple Developer Program

- App Store Connect Login

- InspoQuotes Completed Project

Section 21: Advanced Swift Classroom - Part 1

- Computed Properties in the Swift Language Guide

- Property Observers in the Swift Language Guide

Section 22: Advanced Swift Classroom - Part 2

- Calculator Starter Project

- Access Control in the Swift Language Guide

- Tuples in the Swift Language Guide

- Completed Calculator Project

Section 23: CoreML and Machine Learning

- Apple's Guide to CoreML

- Completed SeeFood Project

Section 24: Advanced CoreML - CoreML Tools & Converting Models

- CoreML Tools on pypi

- CoreML Tools Documentation

- Flower Classifier

- Parameters and URL .txt

- Completed WhatFlower Project

Section 25: CreateML - Building Your Own Machine Learning Model from Scratch

- CoreML 2 API Documentation

- Datasets on Kaggle

- Awesome Public Datasets

- Completed CreateML Image Classifer

Section 26: CreateML & Natural Language Processing (NLP)

- Twittermenti Starter Project

- Sentiment Analysis of Twitter Data for Predicting Stock Market Movements

- Download the Twitter Sentiment Dataset

- Sign up as a Twitter Developer

- Matt Donnelly's Swifter

- Twitter Search API Documentation

- JSON Editor Online

- Global vs. Local Variables

- Keeping Your API Keys Secure

- Twittermenti Completed Project

Section 27: ARKit & Augmented Reality Apps

- SceneKit Documentation

- SpriteKit Documentation

- Apple Metal Documentation

- Moon Texture Map

- Turbosquid

- Download the grid.png

- Completed Real Dicee Project

Section 28: Advanced ARKit

- Completed AR Ruler Project

Section 29: ARKit 2 and Live Tracking

- Download the Evee and Oddish Pokemon models

- Download proxy Pokemon cards for printing

- Find your own models on Free3D.com

- Apple Developer Website on ARKit

- Check out a video on card based arcade games

- Completed Poke3D Project

Section 30: ARKit 2 and Live Video

- Download the Daily Prophet Sample Newspaper here

- Apple Spritekit SKVideoNode Documentation

- Completed MagicPaper Project

Section 31: How to Submit Your App to the App Store

- Apple Developer Program

- iTunes Connect

- App Store Review Guidelines

- Average App Review Times for the App Store

- Screenshots Device Mockups Generator: Mockuphone.com

Toggle navigation   The App Brewery

- Login

App Design Resource List

- Make your app look beautiful with these resources

App Marketing Resource List

- No downloads? I got you fam.

Section 32: What's Next? How to Become a Pro iOS Developer

- Our Newsletter: The L.A.B. Report

- Stay in touch over Twitter, Facebook, and our Meetup Group

- Sinch

- Mapbox

- Crashlytics

- Ubertesters

- Yalantis StarWars Animation

- FlappySwift

- Apple Sample Projects

- 5 Libraries Every Developer should know

- Marvel

© The App Brewery

London App Brewery

Terms of Use
Privacy Policy

f 🐦 in