

Chapter I

Understanding Apple Eco System



I. Apple Eco System (Practical Lab and Demo)

Understanding of Mac OS - Hand on Demo

Installation of Xcode & Mac Application -Hand on Demo

Creating Apple Developer Accounts -Hand on Demo

Using Xcode IDE & Simulator - Hand on Demo

First iOS App (Hello World+++)

II. Resource for iOS Development

I. Resource for assets

- 1. Pixabay**
- 2. Picjumbo**
- 3. Unsplash**
- 4. Pexels**
- 5. Gratisography**
- 6. Flickr**
- 7. DeviantArt**
- 8. StockIO**

II. Resource for Learning

Swift language

Apple's Swift Book

Swift.org

HackingwithSwift

iOS Development

CodewithChris (Youtube Channel)

Udacity iOS Course

Raywenderlich

Appcoda

Stanford iOS Course

Apple Documentation

iOS Articles / News

[iOS OSX on Medium](#)

[Apple Videos](#)

[Nshipster](#)

[iOS Goodies](#)

[SwiftDeveloperBlog](#)

III. Resource for Development

I. Libraries & SDKs

[iOS Library Hunt](#)

[Cocoapods](#)

2. Sample & Full Feature Apps

[JVirus on Github](#)

[LetsBuildThatApp \(Youtube channel \)](#)

[Googling with Awesome Swift](#)

Chapter I: Exercises

- 1.** Create Helloworld app with simple label
- 2.** Create Helloworld app with one image and a label.