

iOS 9 Fundamentals

GETTING STARTED



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What You Need to Know

Not required

Apple development experience

Swift experience

Required

Programming background

Object-oriented software development



iOS Development Skills

Swift

syntax, best practices,
interactivity with Objective-C

Developer Tools

Xcode, Instruments, Simulator

iOS Architecture

Lifecycle, Frameworks, Capabilities

Patterns and Practices

Software Patterns,
Human Interface Guidelines



Summary



Creating and naming Xcode projects

Navigating around Xcode

Using the iOS Simulator

Creating UI with Storyboards

Using the Assistant Editor

Four areas of learning iOS