

# SWIFTUI APP

# HONEY MOON



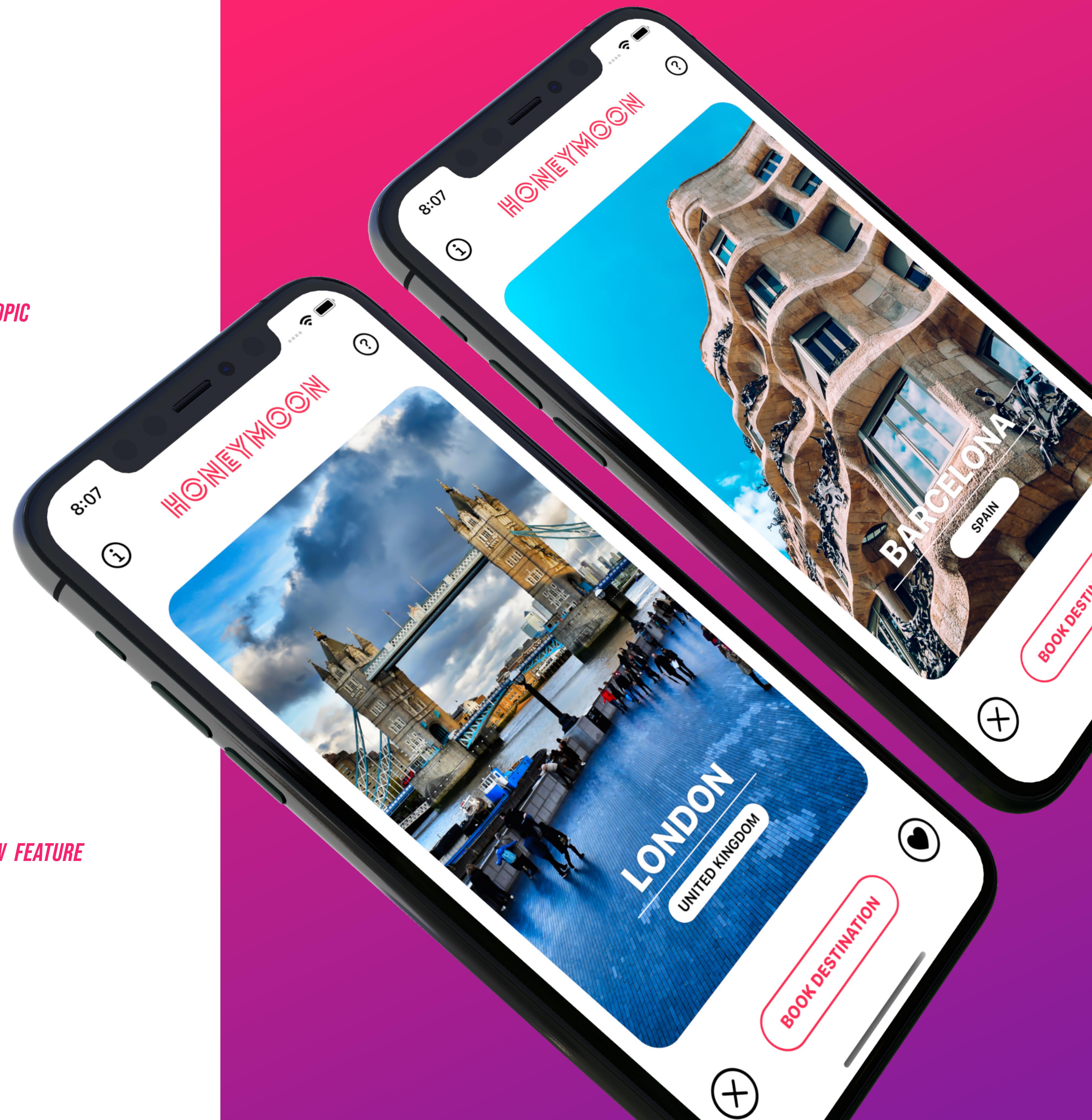
**SwiftUI**  
MASTERCLASS



WHAT WILL YOU LEARN?

# OBJECTIVES

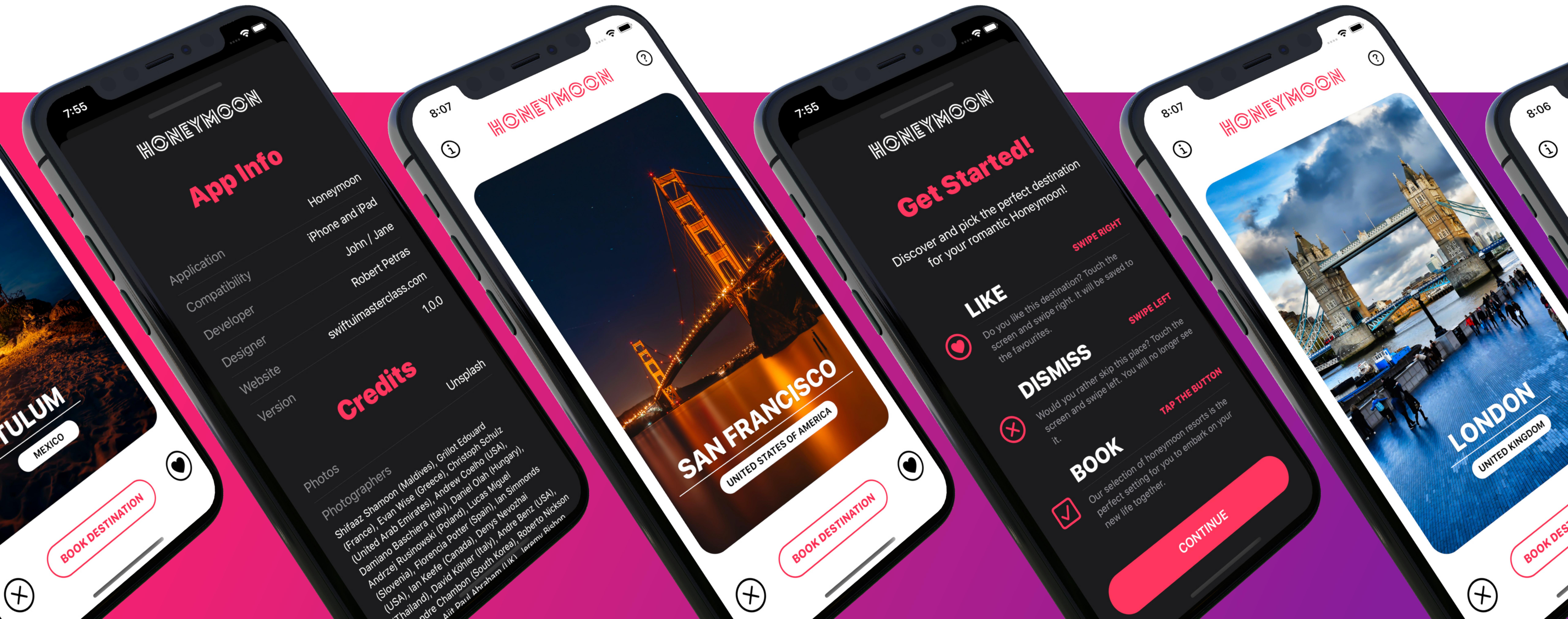
- 1 How to design an advanced iOS and iPadOS application *CORE TOPIC*
- 2 How to create a Launch Screen and App Icons *CORE TOPIC*
- 3 How to create reusable UI components *CORE TOPIC*
- 4 Build eye-catching app Guide and Info views
- 5 How to organize the file structures properly
- 6 How to create a deck of cards
- 7 How to master long press gestures with SwiftUI *CORE TOPIC*
- 8 How to create custom transitions *NEW FEATURE*
- 9 How to enhance the user experience with drag gestures *NEW FEATURE*
- 10 How to support the Light/Dark mode with SwiftUI *PRACTICE*



USER INTERFACE AND USER EXPERIENCE

# APP DESIGN

- 1 Complex Drag Gestures **NEW**
- 2 Modern User Interface
- 3 Light & Dark Modes
- 4 Vector Assets and Sounds
- 5 Animations with SwiftUI **NEW**
- 6 App Icons & Launch Screen





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