Complete iOS 16 Developer with SwiftUI and 8 Apps

Learn iOS development with SwiftUI and building a lot of apps.

Duration :   Language : English   Price : 25000

What you will learn?

- Introduction to iOS development
- Xcode
- Operators and Range in Swift
- String and interpolation
- Array and methods in Array in swift
- Dictionary in depth in swift
- Sets in swift programming
- Tuples in swift
- Structs in swift
- Structs Vs Class
- Building Project 1 - Profile app
- Project 2 - Custom shape and slots
- Project 3 - Calculator with animation
- Project 4 Splash screen
- Project 5 - Shopping app with multi screen

Features

- Course material
- Course resources
- On demand recorded videos
- Practical exercises
- Quizzes
- Assignments
- Course completion certificate

Requirements

- System with Internet Connection
- Interest to learn
- Dedication

Course Curriculum

Introduction to iOS development
- Introduction to iOS development and prerequisites
- A tour of XCode
- Hello world in Swift
- A bit of history of swift with Objective C

Getting started with swift
- Variables and Constants in Swift
- Operators and Range in Swift
- String and interpolation
- Methods in Strings
- A caution in type conversion
- Can user pay Logical Operators
- Optional binding and forced unwrapping
- We missed reading the docs

More datatypes in swift
- Array and methods in Array in swift
- Dictionary in depth in swift
- Sets in swift programming
- Tuples in swift

Going all indepth of swift
- if else and optional unwrapping
- Control flow statements
- Functions in swift programming
- Indepth of Closure 2C autoclosure and escaping
- Enums and indirect enums
- Structs in swift
- Structs Vs Class
- Classes and reference type
- Properties in swift
- Methods in swift

Advance swift programming concept
- Inheritance in swift
- init in depth in swift
- Deinit in swift
- Error handling in swift
- Protocols in swift

Building Project 1 - Profile app
- Zstack 2C HStack and VStack
- Create a new app in XCode
- Getting started with Zstack and VStack
- Moving into VStack
- Nested Stacks in swift UI
- Finishing our first app

Project 2 - Custom shape and slots
- Theory behind custom shapes in iOS
- From figma to XCode shape
- State 2C rawValue and Identifiable
- More on State and HStack
- Getting button in our app
- Finishing up slot machine game

Project 3 - Calculator with animation
- RawValue in swift
- Starting a calculator project - assets
- Defining Model for calculator
- Getting keys sorted out for calculator
- Animation in swift ui
- Adding buttons for calculator
- Learn to calculate element width and height
- Loading up views on home screen
- Finishing up the calculator logic part

Project 4 Splash screen
- Getting started with Splash screen
- Finishing up a splash screen

Project 5 - Shopping app with multi screen

- Demo of Shopping app with Navigation
- Importing all assets of fruits
- Building on boarding screen with navigation
- Models for fruit and near you
- Handling the fruit card
- Horizontal scroll view
- Passing value from one screen to another
- Design detail view part 1
- Counter in detail screen
- Vertical scroll view
- Assemble fruit cart app
- Resolving minor UI issue

Project 6 - Building LinkedIn UI clone

- What we will build - Linkedin
- Search bar component
- Models in linkedin UI
- Each connection request
- Building my Network screen
- Making home cards
- Home screen top view
- Building Home Screen
- Launch linkedin UI in simulator

Project 7 - Todo App - Read the docs

- What are user defaults
- What is Codable protocol
- Model with Identifiable and Codable
- What are ObservableObject and Published
- UserDefaults with unique key
- Get values from UserDefaults
- CRUD operations in Todo list
- DispatchQueue in depth
- Navigation View and Link
- State management in swift ui

- Take user input and add it to Model
- Adding Todo 27s on Home screen
- Finishing up todo app with gesture implementation

Project 8 - Handling API and building pokemon app
- What is API and formatting
- Create a model for API response
- Fetching data from API endpoint
- List and async calls
- Kingfisher - Third party packages
- Install third party packages
- What are extensions in swift
- Issues in Data and API call
- Creating a data extension
- Using KFImage
- Gridviews and LazyVStack
- Debugging the pokemon app