

Agenda

Day 1

- Know your tools. Intro to XCode. What is Xcode and how to use it
- What is IOS
- Learning to Program with Swift and IOS
 - Quick overview of Variables
 - Swift Data Structures: Arrays, Dictionaries
 - Object Oriented Programming - What is a Class
 - Enumerations - Also a type of Class
 - Some of my most favorite and cool things in Swift