

iOS Fast track Content – 12Hrs

Sr. No.	Module	Content	Hours
1	Introduction to iOS Platform	<ol style="list-style-type: none"> 1. What is iOS Platform? 2. iOS Application Fundamentals 3. Running an iOS Application 4. Developer Technology Overview <ul style="list-style-type: none"> • The Apple Developer Tools, SWIFT, Cocoa Touch, MVC 	0.5
2	Introduction to X Code and iOS Simulator	<ol style="list-style-type: none"> 1. X Code Overview 2. Apple Platforms 3. Application Template window 4. Create and Manage Project using X Code 5. Using iOS Simulator 	0.5
3	Introduction to iOS app development languages	<ol style="list-style-type: none"> 1. What is Objective-C? 2. What is SWIFT? 3. Differences : Objective-C Vs. SWIFT 4. Objective-C Programming Structure 5. Command line Application using Objective-C 6. SWIFT Programming Structure 	1
4	Introducing SWIFT Playground	<ol style="list-style-type: none"> 1. What is Playground? 2. Working with Playground using SWIFT 3. SWIFT Programming on Playground <ul style="list-style-type: none"> • Data types • let and var declaration • String (Mutable / Immutable) • Array (Mutable / Immutable) • Dictionary (Mutable / Immutable) 	1
5	Working with Core SWIFT	<ol style="list-style-type: none"> 1. Introducing Command line application 2. SWIFT Programming on Command line tool <ul style="list-style-type: none"> • let and var declaration • String (Mutable / Immutable) • Array (Mutable / Immutable) • Dictionary (Mutable / Immutable) 3. Object oriented programming with SWIFT 4. Protocol oriented programming with SWIFT 5. Exploring SWIFT file structure 	2
6	iOS Application Architecture	<ol style="list-style-type: none"> 1. What is Cocoa? 2. What is Cocoa Touch? 	0.5

		3. Exploring iOS Application Architecture 4. MVC design pattern 5. iOS application life cycle 6. Exploring other iOS Frameworks with X Code	
7	iOS Application File Structure	1. Using MVC pattern <ul style="list-style-type: none"> • AppDelegate File <ul style="list-style-type: none"> ▪ Application state functions • View Controller • Storyboard • Info.plist 	0.5
8	Application development using Common Controls	1. IBOutlet 2. IBAction 3. Using Text field, Text View, Button 4. UISegment Control, Stepper, Switch, Slider, Progress bar, Image view 5. UIAlertview 6. UIActionsheet	2
9	Implementing Multiple Screen Navigation	1. Introducing multiscreen Storyboards 2. UINavigationController 3. Navigation using Segue 4. Navigation using Storyboard ID <ul style="list-style-type: none"> • PUSH • POP • Present • Dismiss 	2
10	Implementing Bar applications and Pickers	1. Toolbar application 2. Tabbed application 3. UIPickerview 4. UIDatePicker 5. UIImagePickerController for accessing iPhone gallery Custom selection using Pickers	2

Total Duration: 12 Hours