**iOS Fast track Content – 12Hrs**

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| **Sr. No.** | **Module** | **Content** | **Hours** |
| 1 | Introduction to iOS Platform | 1. What is iOS Platform? 2. iOS Application Fundamentals 3. Running an iOS Application 4. Developer Technology Overview  * The Apple Developer Tools, SWIFT, Cocoa Touch, MVC | **0.5** |
| 2 | Introduction to X Code and iOS Simulator | 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 | 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 | 1. What is Playground? 2. Working with Playground using SWIFT 3. SWIFT Programming on Playground  * Data types * let and var declaration * String (Mutable / Immutable) * Array (Mutable / Immutable) * Dictionary (Mutable / Immutable) | **1** |
| 5 | Working with Core SWIFT | 1. Introducing Command line application 2. SWIFT Programming on Command line tool  * let and var declaration * String (Mutable / Immutable) * Array (Mutable / Immutable) * Dictionary (Mutable / Immutable  1. Object oriented programming with SWIFT 2. Protocol oriented programming with SWIFT 3. Exploring SWIFT file structure | **2** |
| 6 | iOS Application Architecture | 1. What is Cocoa? 2. What is Cocoa Touch? 3. Exploring iOS Application Architecture 4. MVC design pattern 5. iOS application life cycle 6. Exploring other iOS Frameworks with X Code | **0.5** |
| 7 | iOS Application File Structure | 1. Using MVC pattern  * Appdelegate File * 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. UINavigation Control 3. Navigation using Segue 4. Navigation using Storyboard ID  * PUSH * POP * Present * Dismiss | **2** |
| 10 | Implementing Bar applications and Pickers | 1. Toolbar application 2. Tabbed application 3. UIPickerview 4. UIDatePicker 5. UIImagePicker for accessing iPhone gallery   Custom selection using Pickers | **2** |

**Total Duration: 12 Hours**