Training for Freshers batch

Mac OS X Introduction (1.5 Days)

1) Getting familiar with Mac OS X

- Apple Menu
- Finder
- Dock
- Spot light
- Menus
- Menu extras
- Users
- Dashboard
- Preferences
- Mac App Store
- Common keyboard shortcuts

2) User Accounts

- Directory structure in Mac
- System security
- keychain management

3) File Systems

- File system and Storage
- Permissions and Sharing

4) Usage of Mac terminal

- most frequently used terminal commands

5) Data Management

- Hidden Items , Shortcuts , and file Archives
- System Resources
- Metadata

6) Application and Process

- Application installation
- Application bundle structure
- Application management and troubleshooting

7) Netwrok Services

- Host Sharing and personal Firewall

8) System Management

- Peripherals and Drivers
- Print and Scan
- System Troubleshooting(Launch services and demons)

Mac OS X Development and iOS Development (≈25 Days)

1. Creating Software Products for the Mac Platform

   (1) Apps

   - App Extensions
   - App Store

   (2) Development languages

   - Swift
   - Objective C

   (3) Other Types of Software

   - Frameworks
   - Plugins

2. Layered Architecture Mac OS X

   - Cocoa Application layer
   - Media Layer
   - Core Services Layer
   - Core OS Layer
   - Kernel and device drivers layer

3. iOS Technology Overview

   (1) iOS Architectural Layers

   - Cocoa Touch
   - Media Layer
   - Core Services Layer
   - Core OS Layer

4. OSX Human Interface Guidelines

   (1) UI Design Basics
   (2) Design Strategies
   (3) Menus
   (4) Windows
   (5) Control and Views
   (6) Icon and Image Design

5. iOS Human Interface Guidelines

   (1) UI Design Basics
   (2) Design Strategies
   (3) UI Elements
   (4) Icon and Image Design

6. Object-Oriented Programming with Objective-C

   (1) Why Objective-C?
   (2) Object-Oriented Programming
   (3) The Object Model

    (4) Structuring Programs
    (5) Structuring the Programming

7. Programming with Objective-C

    (1) Cocoa Core Competencies
    (2) Conventions

8. Developing iOS 7 Apps

    (1) MVC & Objective C
    (2) Xcode 7 Demonstration
    (3) Objective concepts (creating objects , Dynamic binding , Introspection)
    (4) UIText view , NSAttributedString , View-controller life cycle, NSNotification (with Demo)
    (5) Polymorphism with controllers (Demo) , Multiple MVC's
    (6) Values and Collections
    (7) View , Gestures (Demo)
    (8) AutoLayouts (Demo)
    (9) Multi threading , UIScrollview , UITableview
    (10) Device specific idioms
    (11) CoreData
    (12) Map kit , Embedded segue
    (13) Modal segue , Alert and Action Sheets
    (14) Camera , Core motion , Application life cycle