iOS Mobile Application Development

(Duration – 40 Hours)

About iPhone Training:

- Our iOS training classes can help you get off to a running start in iPhone, iPod and iPad app development.
- Learn from expert Objective-C, Swift developers with years of experience in Apple's iPhone SDK and Mac OS X development tools and frameworks.
- You'll be creating working iPhone and iPad Apps in class within a few, fast-paced days.
- You will understand the entire iPhone Apps Development Cycle from start to end.

iPhone Course Prerequisite :

- Basic object-oriented languages like C++/Java is recommended
- Knowing Basic SQL queries can be advantage.

iPhone Training Course Objective :

- Our iOS (iPhone/iPad/iPod) training offerings feature smaller class sizes, more intensive hands-on lab exercises, deeper explanations, and the very best instructors.
- Our focus on—and let's face it, love of—Objective-C, Swift, Xcode, cocoa and Apple's iOS development frameworks ensures you'll get the very best iOS training available.
- Our goal is to not only get you coding quickly—we'll also help you get a solid understanding of how things work under the covers so you can continue learning on your own.
- You'll come away with practical, hands-on skills in designing and implementing well-engineered iPhone iPad and iPod apps, plus a level of insight that's essential to resolving bugs, memory leaks, and other development issues.

iPhone Training Course Duration :

- 30 Working days, Daily 1.15 Hour

Hardware and Software Requirements:

- 32 or 64 bit “Mac OS X” system with 2/++ GB RAM (minimum).
- OS X v10.6 (Snow Leopard) or other higher version.
- Xcode IDE-4.3 or other Higher Version.

Intro to Objective-C & Swift:

- Objective-C and Swift
- Objective-C and Mac OS X
- Objective-C and iPhone/iPad/iOS

Introduction iOS &SDK:

- iOS SDK: iPhone, iPod Touch
- Xcode
- Interface Builder
- iPhone Simulator
- Debugger

Xcode :

- Xcode IDE
- Editing
- Building
- Running
- Console

Objective-C & Swift :

- Programming in Objective-C & Swift

Swift :

- What is Playground?
- Application Lifecycle?
- ViewController Lifecycle?
- What is AppDelegate?
- What is ViewController?

- What is StoryBoard?
- Create New ViewController?
- Create ViewController from StoryBoard?
- Map ViewController Class to Storyboard ViewController?

Swift Coding:

UI Design

Classes & Structures

- What is Class?
- What is Structure?
- Create Properties? (Stored, Lazy, Computed)
- Create Instance Methods and Type Methods?

Functions

- Simple func
- func with parameters
- func with multiple parameters
- func with return type
- func with multiple return type

Bridging

- Creating Objc Bridge Header
- Creating Swift Bridge Header
- Import data to Swift from Objective-c
- Import data to Objective-c from Swift

Others

- Access data from other class
- Navigating to other class
- Create Model Class
- Other Real-Time Scenarios

Auto Layouts

- Using Size Classes

- Constraints
- Alignments
- Pin
- Embed in Stack view
- Vary for traits
- Resolve Contrast issues

Processes and Threads

- NSThread
- NSOperationQueue
- GCD (Grand Central Dispatch)
  - QoS
  - Attributes
  - GlobalQueue
  - Main Queue
- Synchronization
- asynchronization

Networking

- NSURL
- NSURLRequest
- NSURLConnection
- NSURSession

Reachability

- Checking Internet Connection
- Checking Wifi
- Checking WWAN
- Reachability Changed Notification

Working with Core Data

- Introducing Core Data
- Modeling Data in Xcode

- Building a Core Data Application
- Core Data–Related Cocoa Features
- Core Data Migration and Performance

Creating Certificate & Provisioning Profile

- Code Signing
- Create Certificate
- Create APP ID
- Create Provisioning Profile
- Automatic Signing
- Developer ID
- Create App in iTunes Connect

Real-Time Working Scenario

- What is IPA file?
- How to make an ipa file?
- How to upload a build to Test Flight?
- How to upload app to app store?
- How to enable Push Notifications?
- Register Device Token?