↔Entries	Time (day)	Lesson	Requirement
Swift (3 days)	2.5	Variables, Types, String, Operators	
		Collection Types	
		Control Flow	
		Functions & Closures	
		Enumerations, Structures and Classes	
		Inheritance, Protocol, Extension	
	0.5	**Presentation (30 minutes)**	
iOS Tutorial (10 days)	0.5	Build your first app, main components of iOS project	
	0.5	Simple UIViews (UIView, UIImageView, UIProgressView)	
	0.5	UIControl (UIButton, UIPicker, UISlider, UISwitch, UIStepper)	
	1.5	Container Views (UIScrollView, UITableView, UICollectionView)	
	2	AutoLayout	Create simple calculator
	1	Application lifecycle, ViewController lifecycle	
	1	UINavigationController, UITabbarController	
	1	JSON, NSURLSession, GCD, NSOperation	
	1	Notification, SQLite, CoreData	
	0.5	**Presentation (30 minutes)**	
Project 1 (10 days)			
Unit Test (1 day)	1	Unit Test (XCTest)	Write Unit Test for Project 1
iOS Advance (4 days)	0.5	Alamofire, ObjectMapper	
	0.5	SDWebImage, Kingfisher	
	1.5	RxSwift, RxCocoa	
	1	MVVM	
	0.5	**Presentation (30 minutes)**	
Project 2 (7 days)			
Optional		Automatic Reference Counting (ARC)	
		Localization	
		Realm	
		Codable	