

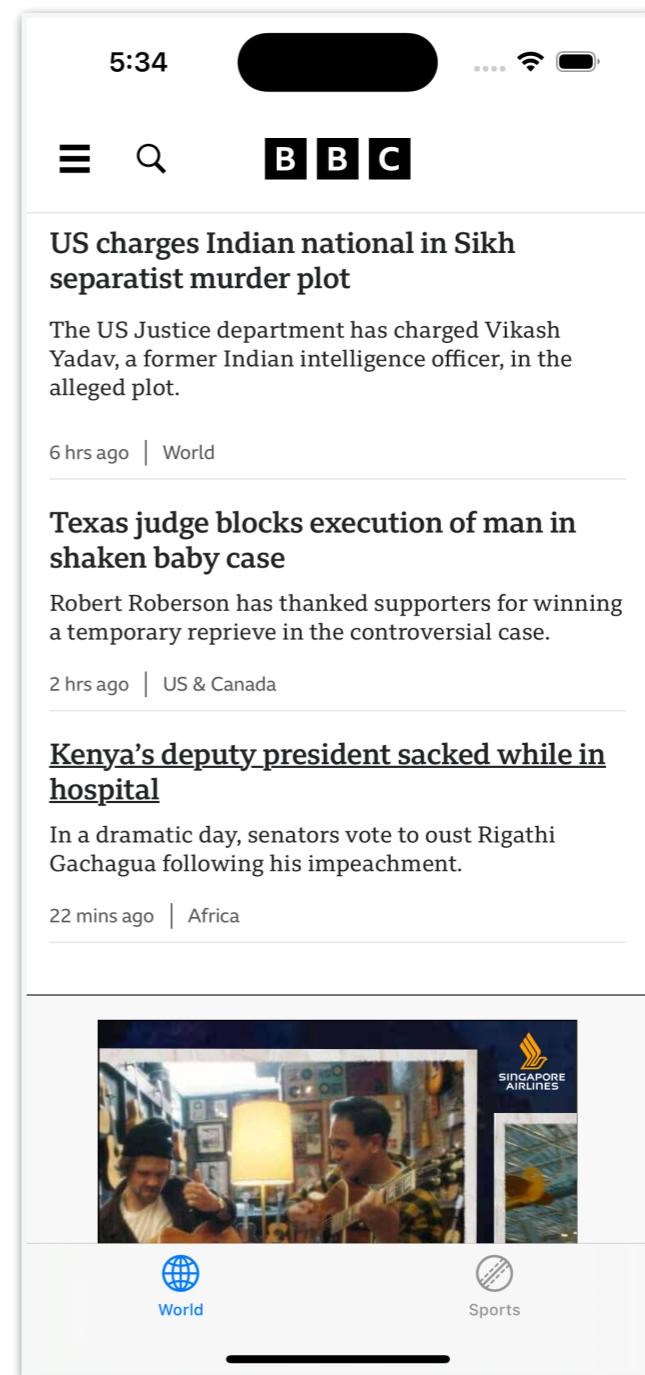
**Learn UIKit and SwiftUI by building these apps**

# NewsReader App



## UIKit - NewsReader App

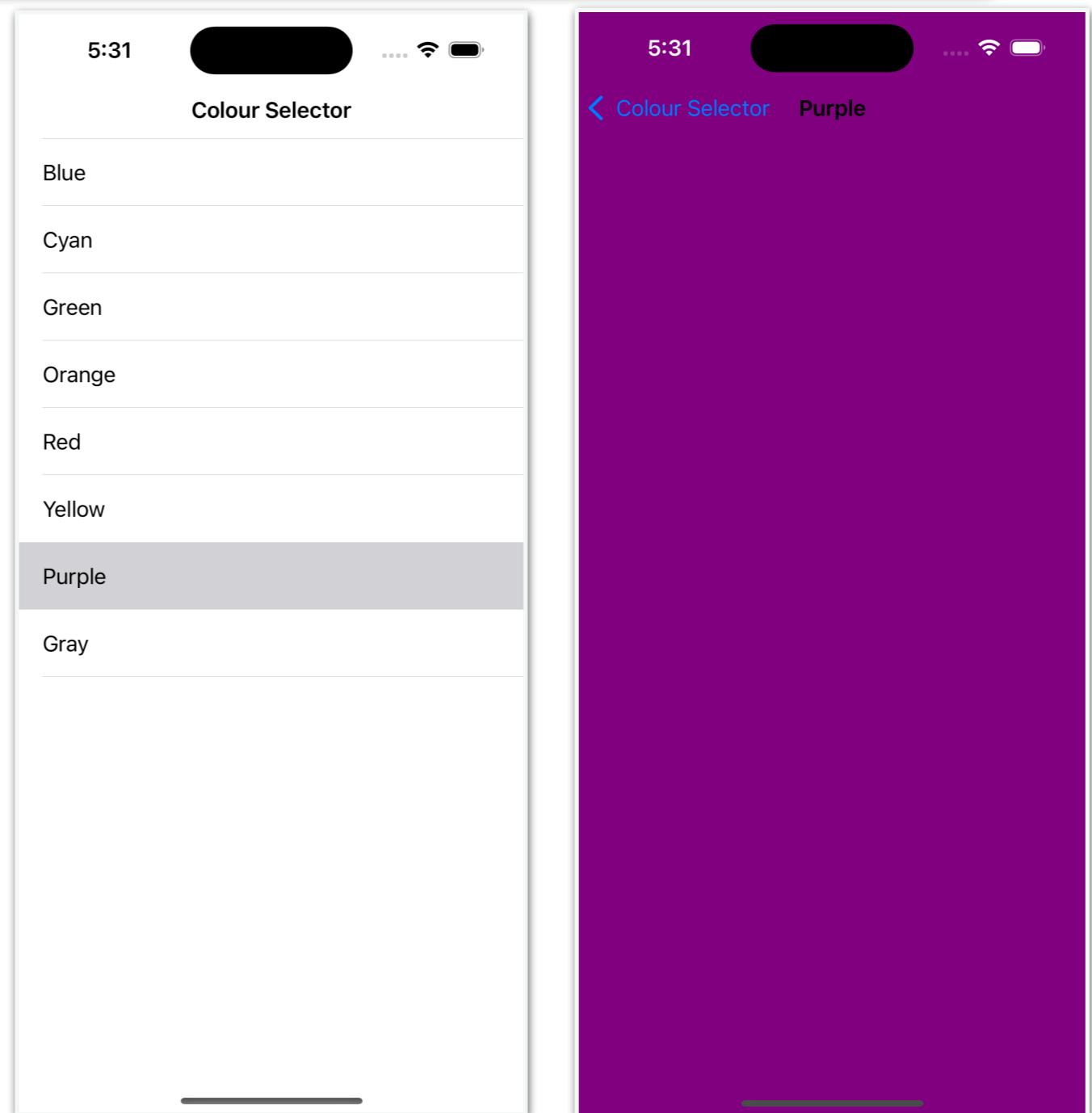
- Tabbar Controller
- WKWebView
- iOS Delegate Pattern



# Palette Navigator App

## UIKit - Palette Navigator App

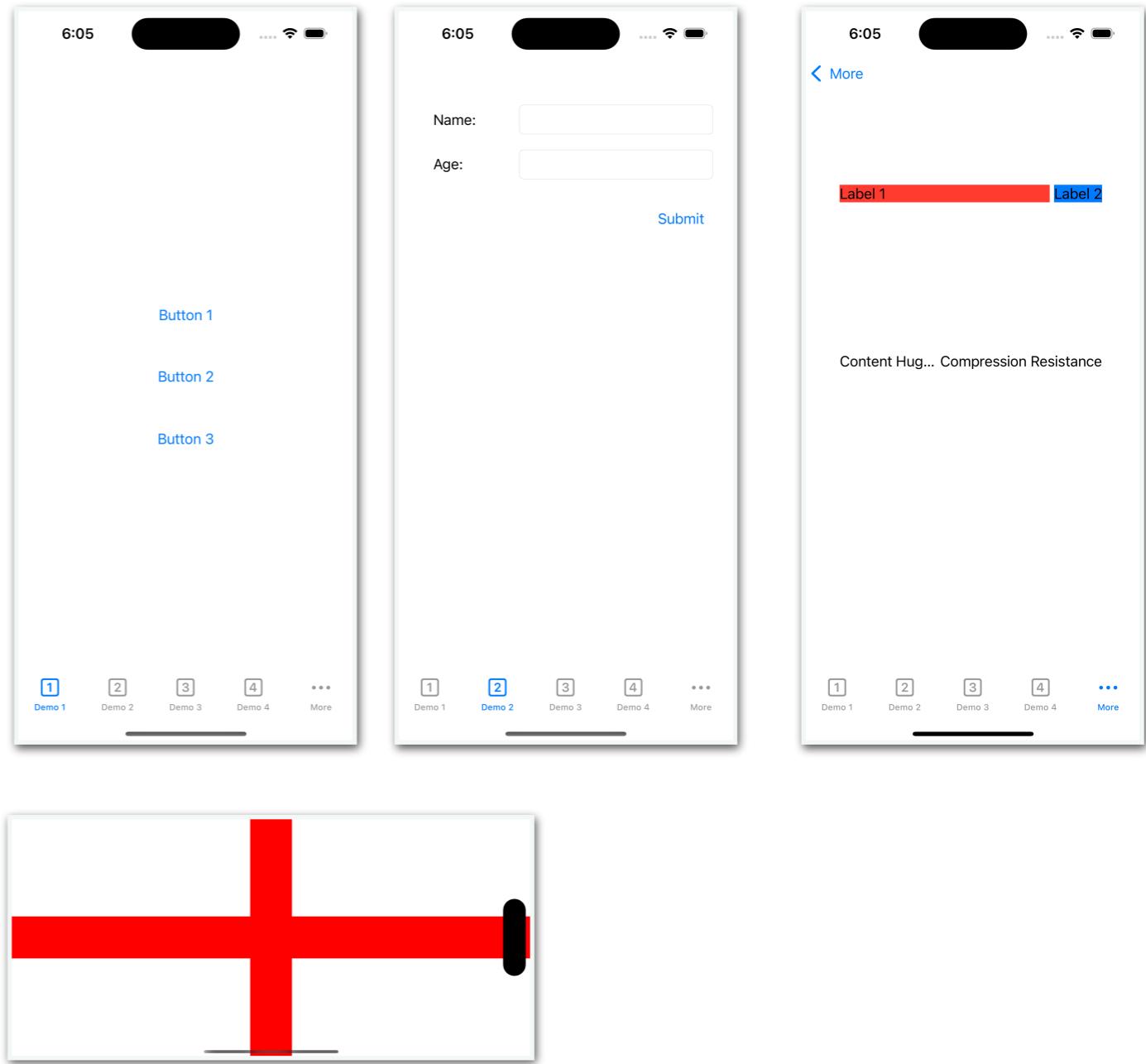
- Navigation Controller
- Segues



# Auto Layout Demo

## UIKit - Auto Layout Demo App

- Basic Auto Layout Constraints
- StackView
- Content Hugging
- Compression Resistance
- Reading AutoLayout Error
- Programmatically Adding Constraints



# Stock Tracker App



## UIKit - Stock Tracker App

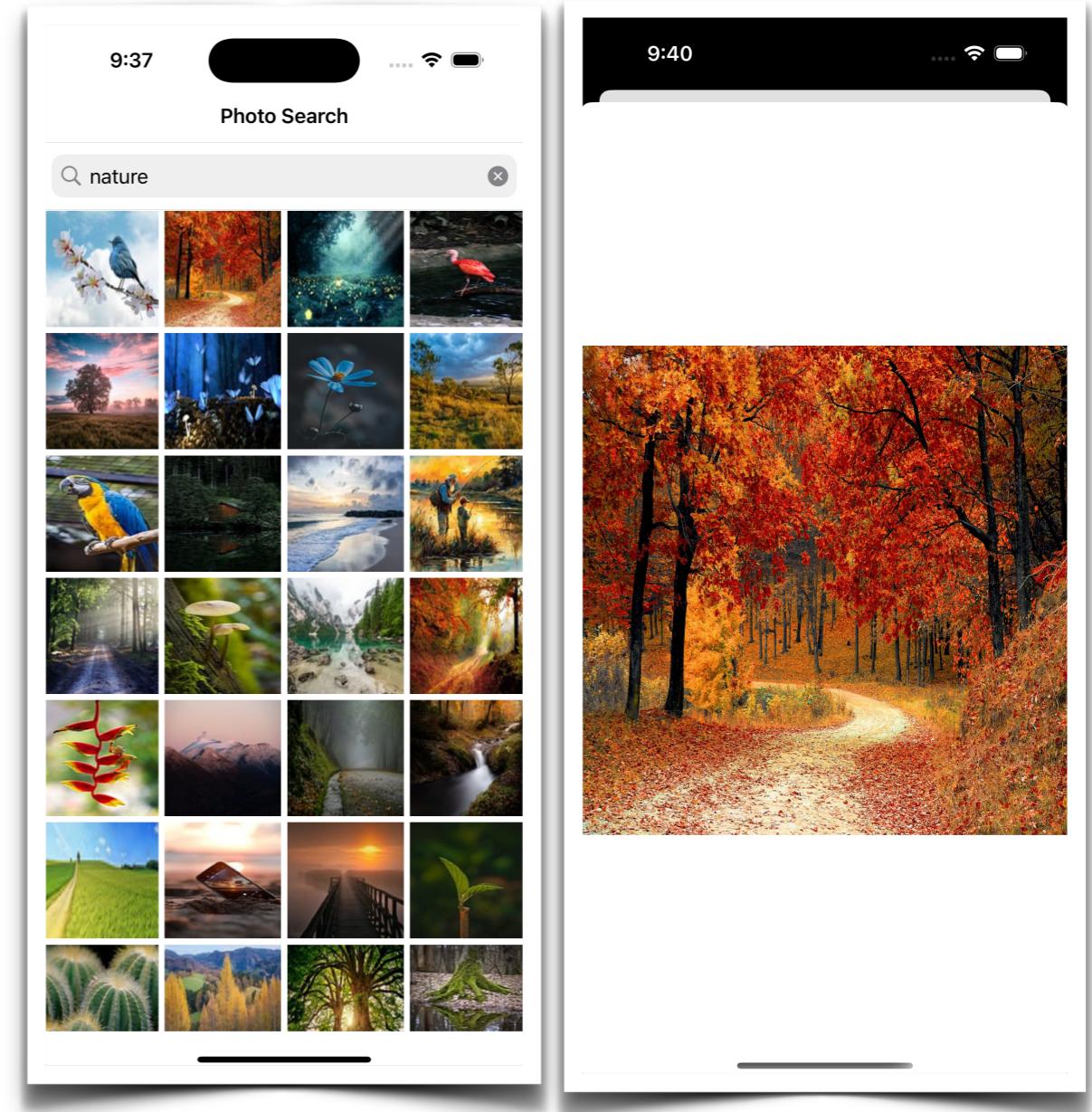
- UITableView
- iOS Delegate Pattern
- MVC Pattern



# Photo Search App

## ✓ UIKit - Photo Search App

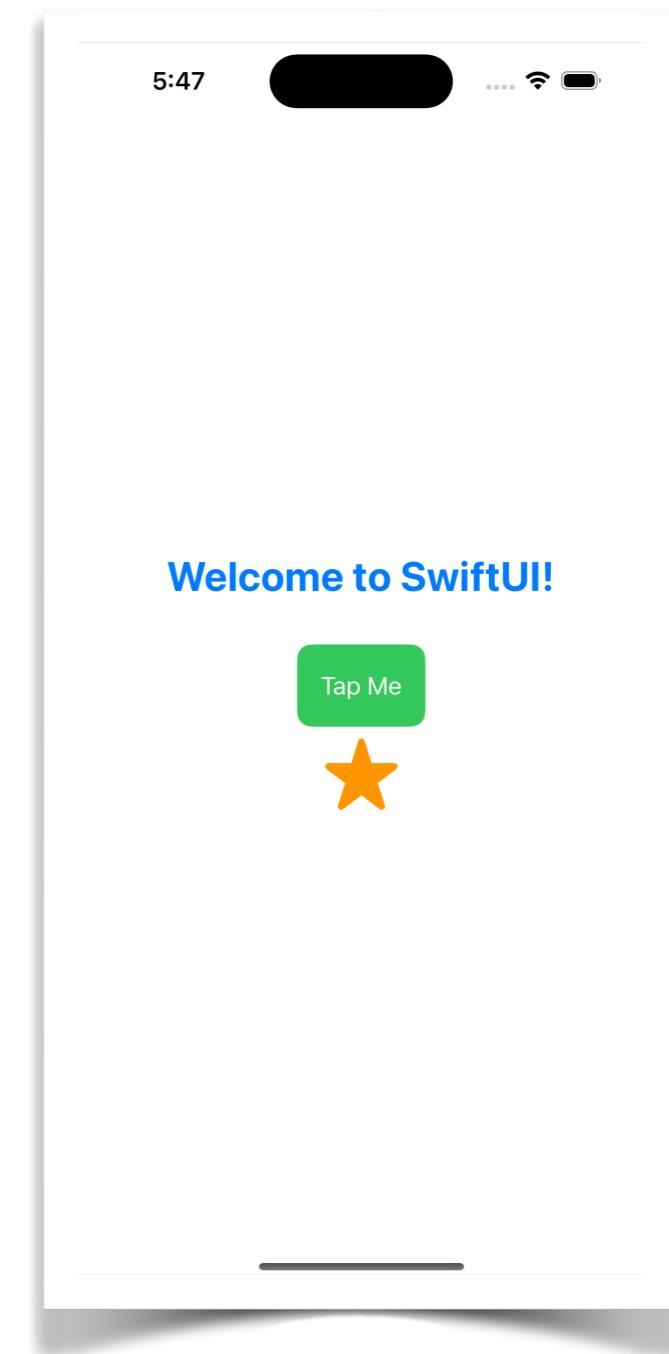
- UICollectionView
- UICollectionViewDataSource
- UICollectionViewDelegate
- UICollectionViewFlowLayoutDelegate



# My First SwiftUI App

## ✓ SwiftUI - My First SwiftUI App

- SwiftUI Controls
  - Text
  - Button
  - Image
- Modifiers
- @State variable
- Canvas



# Personal Business Card

## ✓ SwiftUI - Personal Business Card

- SwiftUI Controls

- Text

- Button

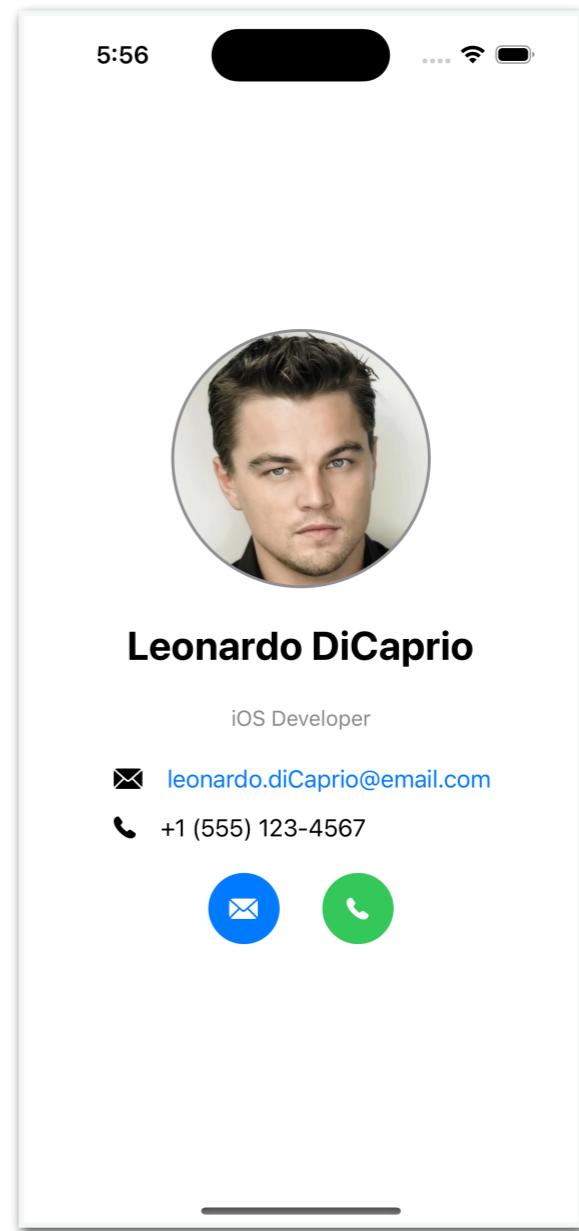
- Image

- VStack

- HStack

- Alignments, Spacing

- Preview (dark mode)

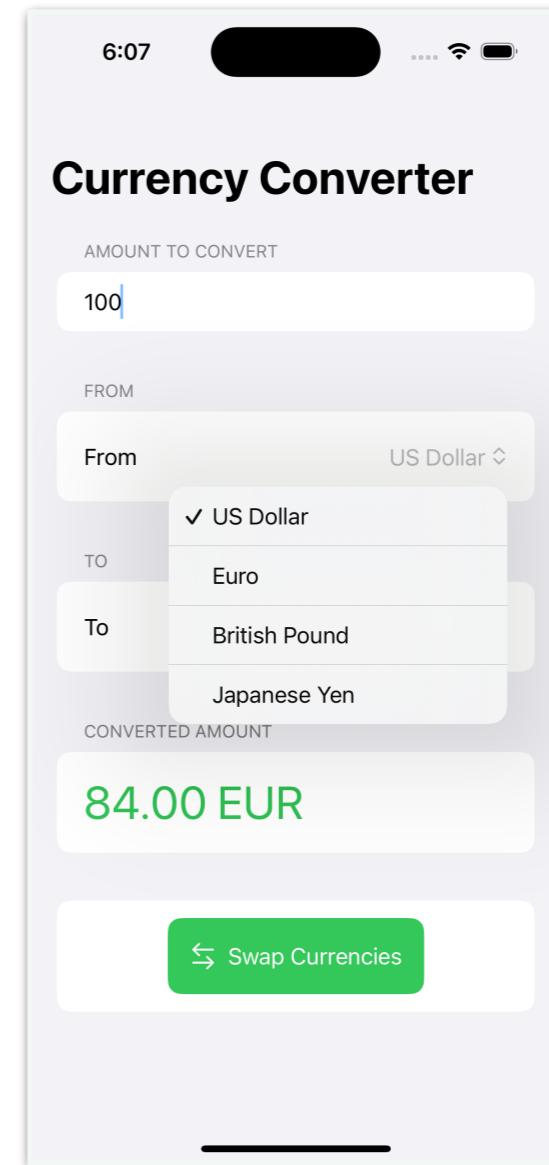


# Currency Converter App



SwiftUI - Currency Converter App

- Forms
- Picker
- Custom Button
- struct (Model)

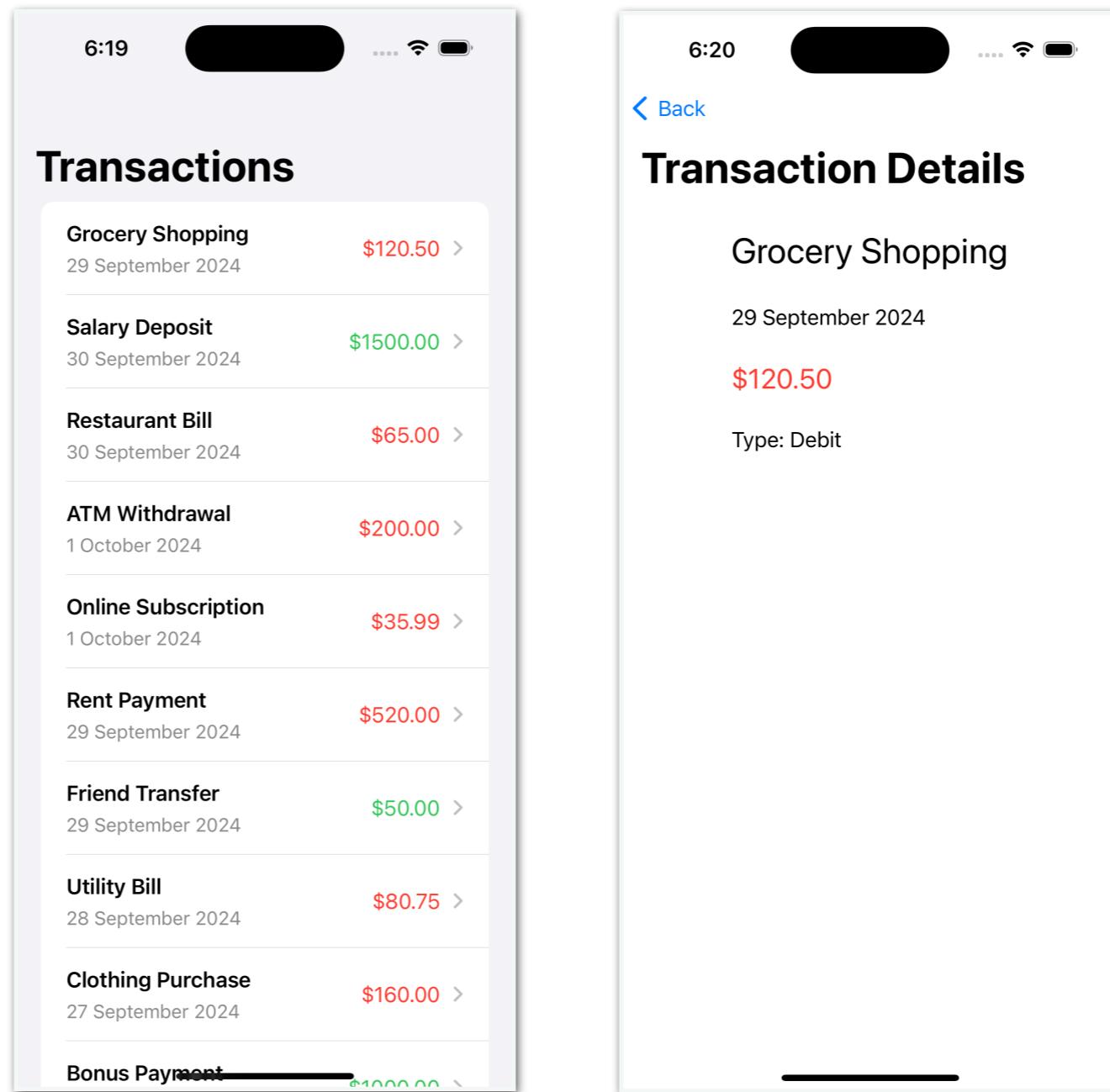


# Transactions List App



## SwiftUI - Transactions List App

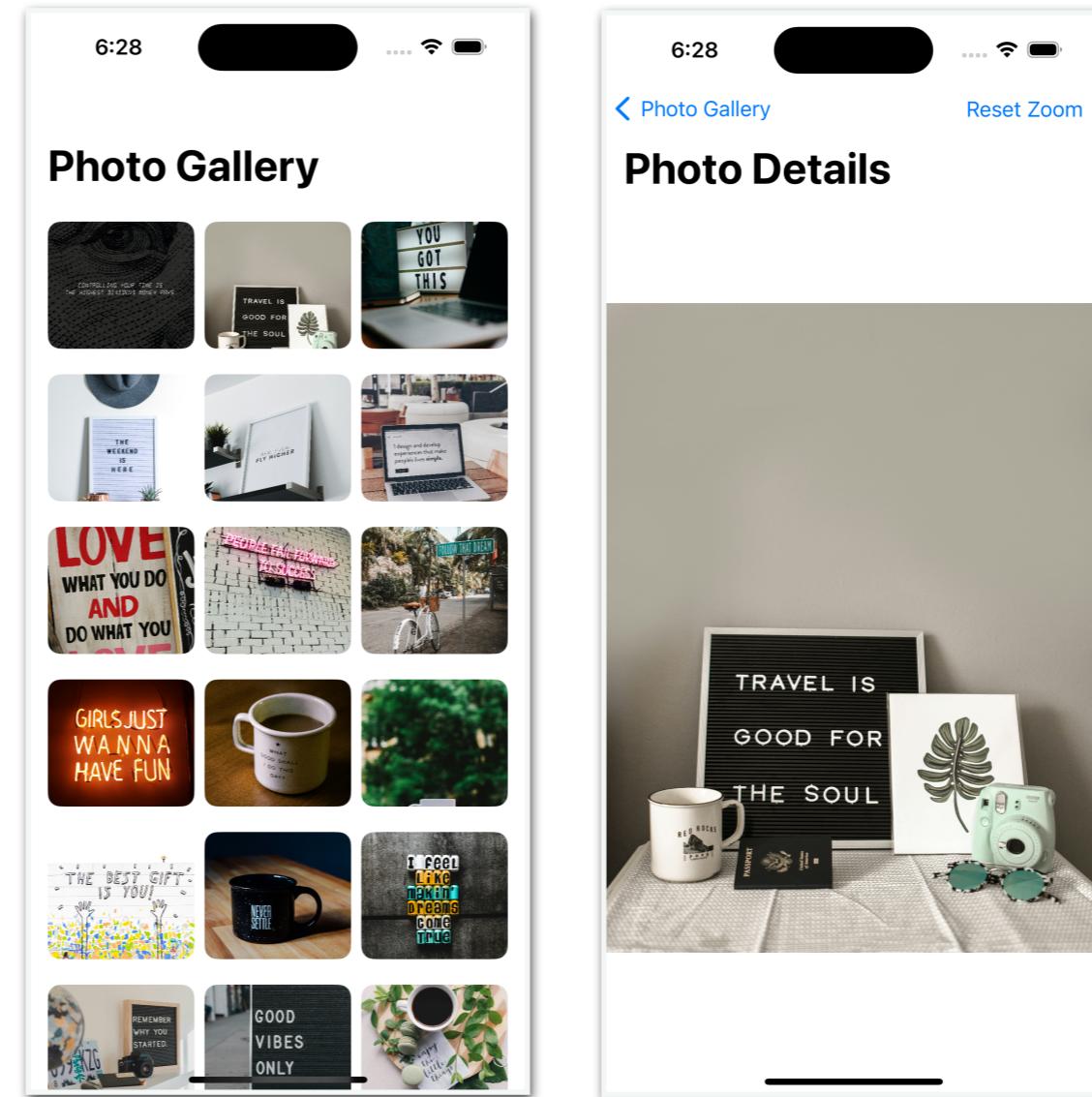
- List
- Navigation
- Custom View
- Passing Data
- struct & enum



# Photo Gallery App

## ✓ SwiftUI - Photo Gallery App

- ScrollView
- LazyVGrid
- Magnification Gesture
- Tap Gesture
- @Binding

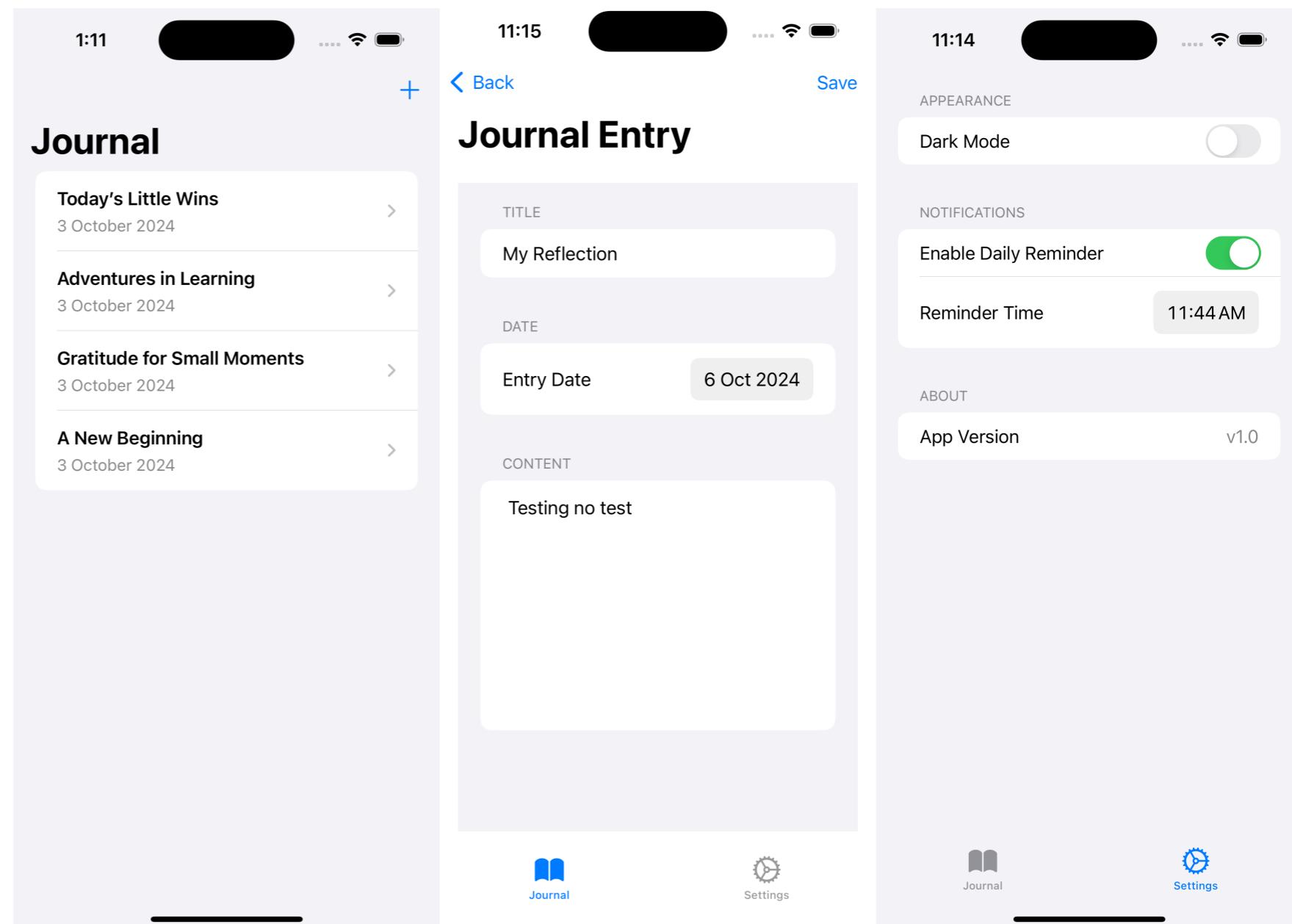


# Journal Entry App



## SwiftUI & Core Data - Journal Entry App

- Personal Journal App  
MVVM - CRUD
- Settings Screen - User Defaults
- Tabbar
- LocalNotification



# Day 1 Agenda

1  
2  
3

1. Apple Ecosystem
2. Playground Overview
3. Swift Basics
4. Enumeration
5. Optionals and Guard

# Day 2 Agenda

1  
2  
3

1. Closures & Higher Order Functions
2. Object Oriented Swift
3. Xcode Overview & First App In UIKit
4. UIKit Overview
5. iOS Delegate Pattern
6. TabBar Controller and Navigation Controller
7. Pass data between the View Controllers
8. UITableView

# Day 3 Agenda

1  
2  
3

1. TabBar Controller, WKWebView
2. UITableView
3. UICollectionView
4. Auto Layout
5. SwiftUI - Layout, Controls, Modifiers Demo

# Day 4 Agenda

1  
2  
3

1. Auto Layout
2. SwiftUI - Layout, Controls, Modifiers Demo
3. NavigationView, List, Forms
4. MVVM in SwiftUI
5. CoreData in iOS

# Day 5 Agenda

1  
2  
3

1. CoreData
2. Relationship in Core Data
3. Interoperability Swift/Objective-C & SwiftUI/  
UIKit
4. Concurrency and API Integration
5. Unit and UI Testing