



Module1 – Introduction – Iphone SDK, Xcode, Interface Builder, Camera integration, Instruments, IOS architecture layers in detail

Introduction to Cocoa Framework

- What is IOS?
- History of IOS
- Pre-requisite for iOS App Development with Swift
- IOS SDK introduction
- Xcode
- Instruments
- Simulator
- IOS architecture overview
- Smart features of IOS platforms
- Multitasking
- Passbook
- Social media
- iCloud
- In-app purchase
- Game center
- Notification center
- IAds rich media ads
- Accelerometer
- Gyroscope
- Accessibility
- Bluetooth
- Orientations
- Camera integration
- Email, contacts , web pages and messages
- Location services
- Maps
- Interaction touch based interface
- Core data and database storage
- IOS architecture layers in detail
- Core OS layer
- Core services layer
- Media layer
- Cocoa touch layer



Module 2 – Introduction – Iphone SDK, Xcode, Interface Builder, Objective-C, Objective C-Fundamentals, Objects and Classes

- Ios app development
- Objective-c overview
- Understanding class and objects
- Understanding x-code and hello world
- Data type, variables, operators
- Demo of x code
- Void type
- Constants
- Operators
- loop
- Methods
- Arguments
- Blocks
- Pointer

Module 3 – Objective C-Protocols, Properties, Objective C-Categories, Selectors, Exception Handling

- Ios app development
- Objective & agenda
- Properties
- Inheritance
- Access control in inheritance
- Polymorphism
- Encapsulation
- Objective c-categories
- Characteristics of categories
- Note
- Extension
- Syntax
- Protocols
- Syntax
- Property of protocols
- Dynamic binding
- Foundation frame work-deep drive



- Data storage-collection type
- Exception handling
- Fast enumeration – syntax
- Fast enumeration – backward
- Fast enumeration- forward

Module 4 – Objective C Memory Management – ARC Introduction, Design Patterns and Introduction to Developing Applications

- Memory Management
- Manual rules retain cycle
- Important consideration when using the MRR
- ARC
- Design pattern – MVC
- How to create first IOS application
- App event handling
- App lifecycle from background
- IB outlet
- IBaction
- Events
- Implementation

Module 5 – Navigation Bar Controller, Table View Controller & Customizing Cells in Table View, Tab Bar Controller, Split View Controller

- Advanced controls in IOS
- Toolbar
- Toolbar demo
- Status bar
- Status bar demo
- Navigation bar
- Navigation bar demo
- Tab bar
- Tab bar demo
- Image view
- Image view demo
- Table view Controller
- Table view demo
- Split view controller



- Split view Demo

Module 6 – Programmatic User Interface Creation

- Options for creating IOS DB
- Plist file as DB storage
- NS user defaults as storage
- Example – How to create NS user default
- SQLite for data storage

“Module- 7-Introduction to Plist concept & Introduction to Core data, Map Kit Framework & Dealing with XML and RSS, Integrating with Location Services and Simulating Location services.”

- Core Data Services:-
 - Concept to understand core data
 - Demo of core data
 - How core data works
 - What are the important things in core data
- Location Services:-
 - Core location framework
 - Core location-Demo
 - How we can create own delegate method
 - Map KIT
 - Annotation

Module 8 – Address Book Usage, Web Services Usage, Introduction to Notification services

- IOS notification
 - Local notification
 - NS notification center
 - Trigger notification
 - UI local notification
 - Push notification
- IOS web service integration
- Address book framework



Module 9 – Testing iOS application – Using XCODE for testing and Instruments

- Unit testing IOS app
- How to create a new test case
- Understanding XC test
- Pretty function
- Auto, action testing IOS APPS
- UI Automation-Access element apps
- Understanding Element Hierarchy
- Understanding Automation
- Performance testing IOS Application
- Memory Analysis
- CPU Analysis
- I/O Activity
- Graphics Analysis

Module 10 – Introduction to Sprite Kit

- Understanding Sprite kit
- Introduction to sprite kit components
- Sprite kit view
- Scenes
- Nodes
- Physical world
- Actions
- Transitions
- Texture atlas
- Sprite kit- Example game design
- Designing the practical game
- Planning for the game
- Executing the game demo

Module 11 – Understanding Apple certification Process and Apple App distribution process

- Apple certification and distribution process
- Apple certification process



- Types of certification
- Registering for the certificate
- Getting the access to apple developer console
- Understanding apple developer console
- Creating a certificate and provisioning profile
- Using the provisioning profile for installing the app on device
- Apple app distributed process
- Creating app distribution certificate and profile
- Uploading app to itunes connect
- Distributing the application to the app store



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