

Basic iOS Mobile Applications Development

Course Description

This 4-day Basic iOS Mobile Application Development Course will teach you the most essential steps you need to build your own iOS Apps. It covers the fundamentals of building apps for embedded devices, smartphones and tablets. This course will also teach you essential design concepts for better user experience.

Audience

The training is designed to cater to everyone interested in learning iOS Mobile App Development.

Pre-Requisite:

Knowledge in any programming language, preferably Object Oriented Programming.

Course Objective:

Upon completion of this course, you will be able to:

1. Demonstrate familiarity with the features of Xcode.
2. Design user interface that adheres to Apple's Human Interface Guideline.
3. Organize code to follow Model-View-Controller design patterns.



Course Outline

I. Introduction to iOS Mobile Development (1 Hours)

- a. iOS Introduction and Architecture (API)
 - a.1. Cocoa Touch
 - a.2. Media
 - a.3. Core Services
 - a.4. Core OS

II. Introduction to IDE (3 Hours)

- a. XCode
 - a.1. Anatomy of the IDE
 - a.2. The Playground
 - a.3. Default Templates
 - a.4. The Simulator
 - a.5. Tester and Debugger

III. Programming Essentials (Part I) (8 Hours)

- a. What's New in Swift 3.0.
- b. Overview of Swift Programming
 - b.1. History
 - b.2. Versions
 - b.3. Changes and updates
- c. Grammars and Syntax
 - c.1. Import statements
 - c.2. Comments, Whitespaces and Semicolon
 - c.3. Identifiers
 - c.4. Keywords and Literals
- d. Data Types
 - d.1. Built-in Data Types
 - d.2. Bound Values
 - d.3. Type Aliases
 - d.4. Type Safety
 - d.5. Type Inference
- e. Constant and Variables
 - e.1. Declaring Constants and Variables
 - e.2. Type Annotations
 - e.3. Naming Convention for Constants and Variables
 - e.4. Printing Constants and Variables
- f. Basic Operators
 - f.1. Assignment Operators
 - f.2. Arithmetic Operators
 - f.3. Logical Operators
 - f.4. Comparison Operators

- f.5. Range Operators
- f.6. Bitwise Operators
- f.7. Other Operators
- g. Literals
 - g.1. Integer Literals
 - g.2. String Literals
 - g.3. Floating point Literals
 - g.4. Boolean Literals
- h. Optionals
 - h.1. Forced Unwrapping
 - h.2. Optional Binding
 - h.3. Automatic Unwrapping

IV. Programming Essentials (Part II) (8 Hours)

- a. Decision Making
 - a.1. if statement
 - a.2. if-else statement
 - a.3. if-else-if statement
 - a.4. Nested if statement
 - a.5. Switch statement
 - a.6. ? : Operator
- b. Looping Constructs
 - b.1. for-in Loop
 - b.2. for Loop
 - b.3. while Loop
 - b.4. do- while Loop
 - b.5. continue
 - b.6. break
 - b.7. fallthrough
- c. Arrays
 - c.1. Array Declaration
 - c.2. Creating Array
 - c.3. Accessing Array
 - c.4. Array manipulation

8 Programming Essentials (Part III) (3 Hours)

- a. Dictionaries
 - a.1. Dictionary Declaration
 - a.2. Creating Dictionary
 - a.3. Accessing Dictionary
 - a.4. Dictionary Manipulation

- b. Functions
 - b.1. Function Definition
 - b.2. Calling a Function
 - b.3. Parameter and Return Values
 - b.4. Functions with Return Values
 - b.5. Functions without Return Values
- c. Enum
 - c.1. Enum Syntax
 - c.2. Matching Enum Values with a Switch Statement
 - c.3. Associated Values
 - c.4. Raw Values

9 iOS 10 App Development Essentials (Part I) (8 Hours)

- a. User Interface Components
 - a.1. Storyboard
 - a.2. UIView Class
 - a.3. Labels
 - a.4. TextFields
 - a.5. Buttons
 - a.6. Label
 - a.7. TextView

10 iOS 10 App Development Essentials (Part II) (5 Hours)

- a.8. Image View
- a.9. Segmented Control
- a.10. Switches
- a.11. Steppers
- a.12. Sliders

11 iOS 10 App Development Essentials (Part III) (4 Hours)

- a. Interface Design with Controllers
 - a.1. Alert Controller
 - a.2. Navigation Controller
 - a.3. Segue
 - a.4. Tab Bar Controller

Training Fee: P15,000 (VAT-inclusive)

Training Duration: 4 Days (32 Training Hours)

*This Course Outline is subject to change without prior notice.

*Upon completion, participant will receive a Certificate of Completion from Fasttrack IT Academy