

# 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.

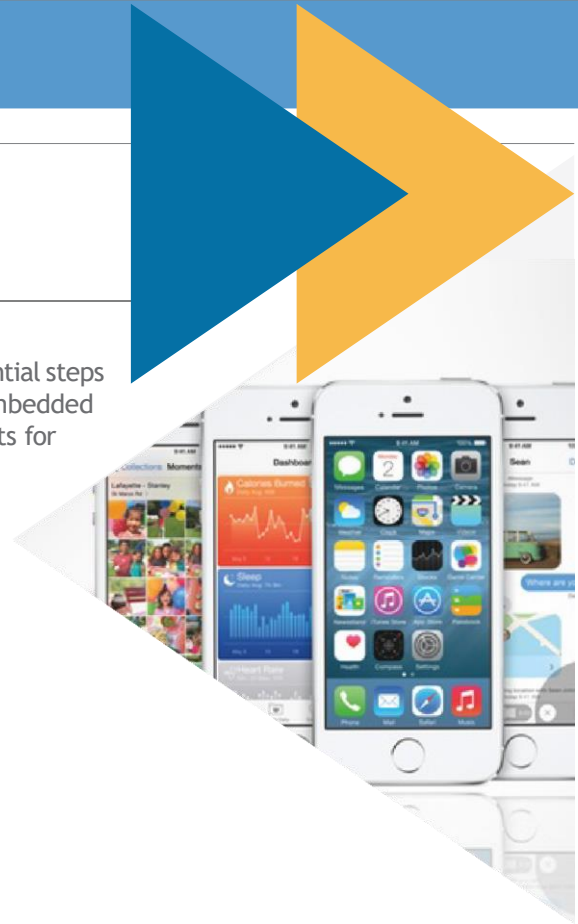
## Pre-Requisite:

Knowledge in any programming language, preferably SWIFT.

## 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 Hour)

- a. iOS Introduction and Architecture (API)
  - Cocoa Touch
  - Android Architecture
  - Media
  - Core Services
  - Core OS
- b. iOS Introduction and Architecture (API)
  - Anatomy of the IDE
  - The Playground
  - Default Templates
  - Simulator
  - Tester and Debugger

### II. Playground - Learning Swift Programming Language (1 Hour)

- Grammars and Syntax
- Data Types
- Constant and Variables
- Basic Operators
- Literals
- Optional
- Decision Making
- Looping Constructs
- Arrays
- Dictionaries
- Functions
- Enums

### III. User Interface and UI Components (6 Hours)

- User Interface Components
- Storyboard and Auto Layout
- UIView Class
- Labels
- TextFields
- Buttons
- Label
- TextView
- Image View
- Segmented Control
- Switches
- Steppers
- Exercise (Basic Ordering App)

### IV. User Interface and UI Components (8 Hours)

- Sliders
- Alert Controller
- Segues
- Navigation Controller
- Tab Bar Controller
- WebView Controller
- UIPickerView Controller

### V. User Interface and UI Components and REALMDB (16 Hours)

- TableView Controller
- Custom TableView Controller
- UICollectionView Controller
- RealmDB
  - Configuring Xcode and Tools needed
  - CocoaPods
  - Creating Realm Database Model Classes
  - Creating Realm Relationship
  - Creating Primary Key
  - Creating Indexed Properties
  - Creating Realm Objects
  - Adding Objects in Realm
  - Creating and Updating Objects with Primary Key
  - Deleting Objects in Realm
  - Creating Queries in Realm
  - Filtering in Realm
  - Sorting in Realm
  - Exercise: Expense Manager App

**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**

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