

ios App Development Course Content

Course Description:

iOS is an apple company OS that runs on its products like the iPhone, iPad, iPod touch devices. iOS uses XCode as its integrated development environment which includes SDK, frameworks, compilers, and tools to design, code, develop and debug applications on the iOS platform. A developer uses Swift or Objective C programming language to develop ios applications. iOS versions are updating every year. so, the future scope of the IOS developer will be increasing with new opportunities to work on new mobile app development.

Our IOS App Development online training designed by leading subject matter experts. Through our training one can understand how to build UI, work with view controllers, custom control and data model. Beginners can also learn easily how to create storyboards, layout, tab bar, table views, data model and debug, deploy apps on the IOS platform. Our course will enhance ios app building, coding and debugging skills to form a foundation to become an ios app developer.

Course Content:

Introduction to Development MAC OS, IDE – XCODE, Interface Builder

- Mac versions - Features
- iOS versions - Features
- Introduction to Xcode tools and Compilers

Introduction to Objective C

- Creating Objective C classes and methods
- Creating properties and methods
- OOPS in Objective C
- Inheritance, Polymorphism, Dynamic Typing, Dynamic Binding
- Arrays, set, Dictionaries
- Categories and protocols
- Application Lifecycle
- Xib, StoryBoard and Interface builder
- Creating and building simple applications
- UIState Preservation
- View application sandbox and CrashLogs of Application

Cocoa Design patterns

- What is MVC?
- Model, View and Controller Classes
- Delegate and Datasource
- Singleton Pattern
- Observer pattern

- Target - Action
- Cocoa coding standards

Memory Management

- Introduction (alloc init, retain Release)
- Auto release pool

Objective-C ARC

- Migrating your application to ARC
- Basic Interaction with UIControls
- Button, label, Textfields
- Switch, slider, progress bar
- Alerts - Action sheet
- Table views
- Scrollview, Web view, maps
- SearchBar, popovers
- Picker, Date picker, Imageview, Image picker controller
- Gestures, Mouse events
- Mail, Message, Phone call

Orientation and iPhone sensors

- The iPhone Accelerometer
- Detecting shakes
- Determining orientation
- Responding to the accelerometer

Working With TableView

- UI TableView Controller
- Working with multiple TableViews
- UI TableViewCell
- TableView practices
- CustomCell creation

Multi View Applications

- View to view (Present model view controller)
- Navigation controller
- Tabbar controller
- Pageview controller
- Split view controller

CoreGraphics and QuartzCore

- UIKit and view lifeCycle

- Draw lines and transforms
- Alpha, Opaque, hidden
- Create PDF files
- Merge Images
- SplashView and Basic animation
- Adding Views with animation

Maps SDK

- Introduction to MapKit Framework
- Showing a simple Map
- Update User Location
- Background location updates of user

REST and SOAP services , XML and JSON Parsing

- Asynchronous and synchronous request
- Soap service
- Rest service
- XML and JSON Parsing
- KeyValue coding and Nested JSON objects
- Error handling
- Lazy loading

MultiTasking in iOS

- NSThread and management of multiple threads
- Synchronous and Asynchronous
- Introduction to NSTimers
- GCD in iOS
- NSOperation and NSOperationQueue

Data Base Persistence

- User Defaults
- Plist
- sqlite
- Core Data

Media interaction

- AVAudio player
- MediaPlayer
- MPMovie player

Notifications

- Local notifications

- App level Notifications
- Push Notifications

Social Network Integration

- Facebook
- Twitter
- Google +
- Instagram
- LinkedIn

Testing and Deployment

- Debugging application in device
- iOS features and differences
- App store Submission