

Ios-with-swift-training

Course Objectives

Understand working with playground

Understand working with Xcode

Writing app using storyboards

Understand Model View Architecture

Create user interface using UISegmentControl, UITextView, UIScrollView , UIImageView, UIAlertView and UIActionSheet

Implement Tableview and Tableview customization

Understand and use Gestures

Understanding Animation

Integrate Audio and Video

Understand Layouts

Integrate GPS and MAP View

Integrate third party libraries

Understand data storage using Core Data

Integrate Webservices and understand Parsers

Understand Apple push Notification

Upload iOS app to App Store

CURRICULUM

Understanding IOS using Swift language

Introduction

Apple's World Wide Developers Conference is an annual landmark event for its developer community. It is a big deal every year, but 2014 was particularly special: Apple introduced an entirely new language called Swift for the development of iOS and OS X applications and also demonstrated the newly introduced playground for iOS. As a new language, Swift represents a fairly dramatic shift for Mac OS X and iOS developers. More experienced iOS developers have something new to learn, and new developers cannot rely on a venerable community for tried and true answers and patterns.

Learning Objective: In this module, you will understand swift, a new programming language for iPhone mobile App development. You will learn how swift can perform various tasks in a more light weight manner. You will be dealing with programming concepts, Autolayouts or constraints, tableview implementation, CoreData approach, Webservices.

Topics- Programming concepts - usage of function, classes, structures etc. Table view implementations- passing of data, CoreData approach- to save data locally and retrieve it., Webservices - fetching data using REST api.

Basics of Swift language

Learning Objective: In this module, you will learn all basic building blocks of swift. You will learn all basic concepts of swift along with, how to work with playground and Xcode IDE.

Topics- Introduction to swift programming language, Introduction to playground, Introduction to Xcode IDE, Compiling and building Simple Program.

Programming Concepts

a) Swift Datatypes

b) Swift Operators

c) Decision Making

d) Control Flow

e) Functions

f) Swift Classes

g) Structs & Enums

Assignment- To design a town with all its properties and to find whether it is infested by monsters or not.

AutoLayouts and SizeClasses

Enables developer to design the UI screen, such that screen suits for all screen sizes by setting constraints for all UIComponents.

Assignment-

Breed App – Arrange the images as it is given in the screen to fit in all sizes of screens. Use autolayout and size classes to satisfy or requirements.

TableViews

How to display items in a tableview and also for passing data from one table to another using segues.

Assignment -

Quotes App - App must consist of a list of entrepreneurs. On clicking each we must go to their respective quotes.

CoreData

Enables programmer to save data in the database and retrieve it and display it in a table view and also to perform edit various data saved and reserve it.

Assignment-

Enroll me App - App to get thorough knowledge about core data approach. There must be an option to add new student details and the one and the added students are added in local database and is displayed in the table view.

Webservices

Learning Objectives - This module will help you in understanding Webservices concepts, REST api's, Loading Data from rest

Assignment-

Giggle App- Using web services we are fetching some random jokes from json format using REST api.

Weather App- Using web services and core location we are fetching the location and giving the weather details of that place