

Basic iPhone Syllabus

1	Introduction to iOS
	InterFace Builder
	Attribute Inspector and Tabs
	Hands-On
2	Auto-layout
	Description of Present UI's
	Tab Bars and Options are used for Development
	Controls & Views (e.g. UIButton, UISlider)
	How many control based UI's are there
	How to create Views
	Make connections between view and objects
3	UIDatePicker
	How to Fetch Data from DatePicker
	Use of UIAlertView
	How to show Image Picker?
	Fetch Images from different source.
	Hands-On
4	How to show Data in UIPickerView?
	Hands-On
5	What is UITableView (using UITableViewCell)
	How many Styles are Present
	Hands-On
6	What is UITableView(UITableViewController)
	Hands-On
7	Project Description: Sample Project 1

8	How to create Custom table
	Hands-On
9	RootViewController
	UINavigationController
	How to create RootViewcontroller
	What is UINavigationController & use of it
	Hands-On
10	Use of Basic Animation using UIImageView
	Hands-On
11	What is Sqlite
	How to create Database
	How to access Sqlite File and Present Data
	Hands-On
12	Project Description: Sample Project 2
13	Project Assignment
14	Introduction to AVFoundation Framework
	Hands-On
15	What is Media Player Framework
	How to play a Video
	Hands-On
16	How many types of gestures are their
	How to use them in App
	Hands-On
17	Project Completion and Presentation of
	Project the Student