

iOS Objective - C 1 Day Workshop Syllabus

Time	Activities
1 st Hour	Introduction to C programming Introduction to Objective - C <ul style="list-style-type: none"> ➤ History ➤ Objective – C Details
2 nd Hour	Introduction to OOP's concepts Objective – C Datatypes Details
15 Mins	Tea Break
3 rd Hour	Objective – C Operators, Decision Making and Control flow <ul style="list-style-type: none"> ➤ Arithmetic Operators. ➤ Conditional Operators ➤ If statements ➤ Switch statements ➤ For-in loop
4 th Hour	Practice session
30 Mins	Lunch Break
5 th Hour	Functions and Classes (with examples) <ul style="list-style-type: none"> ➤ Functions with multiple return values ➤ External and local parameters ➤ Class methods Inheritance ➤ Overriding ➤ Preventing overriding
6 th Hour	UI Components <ul style="list-style-type: none"> ➤ UIButton ➤ UISlider ➤ UISwitch ➤ UIImageView
7 th Hour	Auto Layouts <ul style="list-style-type: none"> ➤ Designing apps to support multiple screen sizes and

	<p>devices using Auto Layouts</p> <ul style="list-style-type: none">➤ Designing different layouts for certain screens and devices using Size Classes➤ Storyboards and Segues
15 Mins	Tea Break
8 th Hour	Practice session and Wrap up



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