

iOS Application Development **Training Topics**

iPhone Course Prerequisite

- Prior 'ANSI-C' programming Language experience.
- Basic C++ is recommended.
- Knowing Basic SQL queries can be advantage.

1) Introduction to Objective C

- Classes
- Objects
- Methods
- Properties
- Categories and Protocols.
- Control Statements and loops in objective C
- Working with String (NSString and NSMutableString)
- Working with Array (NSArray and NSMutableArray)
- Working with Dictionary (NSDictionary and NSMutableDictionary)
- Working with Foundation Classes
- Understanding run-time environment.

2) Introduction to iPhone SDK

- Introduction to iPhone SDK.
- Introduction to xcode.
- Introduction to Interface Builder
- First iPhone application
- What is nib file and how to connect the outlets
- Action Connections
- COCOA Touch Framework.
- iOS Application Architecture.

3) Views and Views Controller

- UIView
- UIViewController
- View Life Cycle
- Labels
- Button
- Text field
- Toolbar

- Text View
- Navigation Bar
- Navigation Bar items
- Slider
- Activity Indicator
- Progress View
- Search Bar
- Switch
- Detail Disclosure Button
- Info Button
- UIAlertView

4) Advanced Views and Controller

- TableView with Default TableViewCell
- Custom TableViewCell
- Picker View
- Date Picker
- Scroll View
- Web View
- Navigation
- Tab bar Controller
- Web View Controller

5) Data Storage

- Directory Structure of an iOS App.
- Using SQLite database.
- Using Core Data.
- Property List.
- User Defaults
- Navigation

6) XML and Web Services

- XML Parser
- JSON Parser

7) Networking

- NSURL
- NSURL Request
- NSURL Connection
- XML Parser

8) Media and Images

- UIImageView
- UIImage
- UITouch
- UIGestureRecognizer
- Panning
- Zooming
- Rotating Image
- Playing Audio
- Playing Video
- Photo Library
- UIImagePickerController
- Taking Pictures And Movies

9) Maps

- Core Location
- Map Kit
- Map Overlays
- Working with Pin Annotations.
- Handling the Map region.

10) Working with Storyboard

- Using Storyboard to design the app.
- Using Segues
- Passing data from one controller to another

11) Handling Different Screen Sizes

- Programmatically controlling the views
- Using springs and struts model
- Auto Layout

12) Multithreading

- Multithreading in an iOS App
- Using NSThread
- Using GCD (Grand Central Dispatch)
- PerformInBackground

13) Notifications

- Working with Local Notification
- Working with Push Notification (APNS)

14) Using Camera

- Capturing image using camera
- Capturing the images from the image Gallery.

15) Social Networks Integration

- Login with Facebook Integration
- Facebook Share
- Twitter Share

16) Mails and SMS

- Sending Mail
- Sending SMS.

17) Live iPhone App Project

- Understanding the project requirement
- Integrating the Design of app
- Functionality of the application integration

18) Deployment

- Installing and Testing an App on iOS Device
- Introduction: How to publish an app to the App Store.