

## Apple iOS Mobile Application Development

Length : 3 days  
Delivery Method : Instructor-led (classroom)

### Course Overview

The iPhone and iPad are awesome devices and the Apple App Store is a great way to sell apps. Developing professional applications with Cocoa can have a challenging learning curve, and this course can help you get started. You will learn how to use Apple's Xcode suite to create great iPhone and iPad applications using Cocoa Touch. After the course you will have the skills to build your dream apps using the iOS SDK.

### Audience Profile

This course is designed for existing programmers and developers who wish to develop mobile applications based on Apple IOS platform. It is also suitable for software developers who are looking to move into Mobile Application Development.

### At Course Completion

Upon successful completion of this course, participants will be able develop their own Apple iOS mobile applications.

You will:

- Design iOS apps using storyboards
- Understand Swift language syntax
- Build iOS application according to given specifications
- Implement Web, Maps, ARKit and other iOS SDK features.
- Deploy iOS apps to the Apple marketplace

### Pre-Requisites

It is required to have previous knowledge and experience of Java or C# or Swift programming language.

## Course Outline

### Module 1: Introduction and Setup

- Joining the Apple iOS Developer Program
- Installing Xcode and the iOS SDK
- An Introduction to Xcode Playgrounds

### Module 2: Swift Programming Language

- Swift Data Types, Constants, and Variables
- Swift Operators and Expressions
- Swift Flow Control
- The Swift Switch Statement
- An Overview of Swift Functions
- The Basics of Object Oriented Programming in Swift

### Module 3: Working with Storyboards

- Using Storyboards in Xcode
- Organizing Scenes over Multiple Xcode Storyboard Files
- Using Xcode Storyboards to Create an iOS Tab Bar Application
- Working with the iOS Stack View Class
- An iOS Stack View Tutorial
- An iOS Split View Master-Detail Example

### Module 4: Working with Data

- Using iCloud Storage in an iOS Application
- Synchronizing iOS Key-Value Data using iCloud
- iOS Database Implementation using SQLite
- Working with iOS Databases using Core Data

### Module 5: Working with Multitouch

- Overview of iOS Multitouch, Taps and Gestures
- Examples of iOS Touch, Multitouch and Tap Applications
- Detecting iOS Touch Screen Gesture Motions
- Identifying Gestures using iOS Gesture Recognizers

### Module 6: Table Views in iOS

- Static and Dynamic Table Views
- Delegates and Data Sources
- Table View Styles
- Custom Cells

### Module 7: Animations

- Basic iOS Animation using Core Animation
- iOS UIKit Dynamics – An Overview

#### AVANTUS TRAINING PTE LTD

80 Jurong East Street 21, #04-04, Singapore 609607

Sales Hotline: (65) 6661 0888

Email: [enquiries@AvantusTraining.com](mailto:enquiries@AvantusTraining.com)

[www.AvantusTraining.com](http://www.AvantusTraining.com)

- An iOS UIKit Dynamics Tutorial
- An Introduction to iOS Sprite Kit Programming

### **Module 8: Marketplace Submissions**

- Accessing the iOS Camera and Photo Library
- An iOS Multitasking Picture in Picture Tutorial
- Preparing and Submitting an iOS Application to the App Store
- Apple developer submission guidelines