



IOS Syllabus

Overview

iOS, which was previously called iPhone OS, is a mobile operating system developed by Apple Inc. Its first release was in 2007, which included iPhone and iPod Touch. iPad (1st Generation) was released in April 2010 and iPad Mini was released in November 2012.

The iOS devices get evolved quite frequently and from experience, we find that at least one version of iPhone and iPad is launched every year. Now, we have iPhone 5 launched which has its predecessors starting from iPhone, iPhone 3gs, iPhone 4, iPhone 4s. Similarly, iPad has evolved from iPad (1st Generation) to iPad (4th Generation) and an additional iPad Mini version.

The iOS SDK has evolved from 1.0 to 6.0. iOS 6.0, the latest SDK is the only officially supported version in Xcode 4.5 and higher. We have a rich Apple documentation and we can find which methods and libraries can be used based on our deployment target. In the current version of Xcode, we'll be able to choose between deployment targets of iOS 4.3, 5.0 and 6.0.

✓ Basic iOS Training

- Mac OS information and details
- iOS information and details
- iPhone simulator and sdk
- Xcode development tool information and details.
- Objective C history and information.
- Software installation.
- Building Hello World Example.

✓ Objective C

- Objective C concepts
- General methods and syntax.
- Running, Compiling, debugging.
- UIStoryboard and XIB files.
- Generating IPA file.

✓ **Views and ViewController**

- TableView Controller.
- Scrollview Controller.
- CollectionView Controller.
- Tabbar Controller.
- Navigation Controller.
- SplitView Controller.
- PopUpView Controller.
- SearchBar Controller.
- Buttons, Labels,
- Expandable view.
- WebView.
- ImageView,
- UIAlertView
- Toolbar, Bar item
- Segment
- UIPickerView
- TextView

✓ **Activity**

- Progress bar.
- Activity Controller.
- Date Picker
- Time Picker.
- Segment Button
- Switch Button
- Slider.
- TextField, Placeholder.

✓ **Device orientation and sizes**

- AutoLayout.
- Auto resizing.
- Constraints.
- Making universal application.
- Auto orientation(portrait and Landscape mode).
- Icons resolutions guidance.

✓ **Consuming Webservices**

- What is web services.
- Consuming restful web-services.
- Xml parsing
- Json parsing.

✓ **iOS Push Notification**

- Notification details.
- Creating push notification certificates.
- Generating .pem file.

- Notification classes.
- Sending and receiving notification example.

✓ **Data storage.**

- UserDefaults classes
- Keychain storage.
- Plist file code.
- Sqlite DB and data manager classes.
- CoreData methods.

✓ **MultiMedia**

- Accessing Camera.
- Accessing Gallery.
- Accessing Addressbook.
- Playing Video/audio files.
- Sending emails, messages, call through objective C

✓ **Frameworks & API.**

- Framework and API information.
- Libraries and their settings.
- MapKit framework.
- Corelocation framework.
- Direction API

✓ **Project Development**

- Application Life Cycle.
- Gathering information.
- Understanding project requirement.
- Developing project.
- Preparing application Metadata.
- iTunesConnect guidance.
- Generating IPA and validating.
- Launching application on Apple store.