



iPhone Development

Introduction

- What is iOS.
- Why Mobil/ Table computing .
- About Apple MacOS and iOS.

iOS Architecture

iOS SDK and tools Introduction and instruments

- Xcode.
- Interface Builder .
- Simulator.

Objective-c Programming

- Variable.
- Data types, id
- Condition statement
- Loop's
- OOP's concepts (Class, Object, Inheritance, Polymorphism).
- Class creating (Different sections in class. @interface, @implementation)
- Method Types (class, Instant) Declaration and definition.
- @property, @Dynamic.
- Property attributes (Atomic, Non-Atomic, Strong, Retain)
- Categories
- Extensions
- Protocol's and Delegates
- Collections.

View Programming

- Application lifecycle methods.
- UIApplication.
- AppDelegate.
- UIViewController
- UIView and Its elements (UILabel, UIButton, UISwitch, UISlider, UITextField, UITextView, UIImageView, UIActivityIndicator, UISegmentControl, UIGesture Recognizer)



Controllers

- UINavigationController
- UINavigationController
- UITableViewController
- UIPageViewController
- UICollectionViewController
- UISplitViewController
- UIPopOverViewController

Web Service Integration

- NSURLSession
- NSXMLParsing
- NSJSONSerialization

Data Persistency

- NSUserDefaults
- Plist
- CoreData

Location and Mappings

- About core location
- Handling core location updates
- Adding annotations

Real time scenarios

Uploading build to appstore, Test flight