

TechnoMaster

iOS

Duration: 80 Hrs (Changeable) | Fees: Individual / Batch

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Syllabus Contd..

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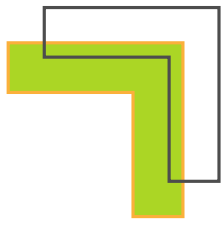
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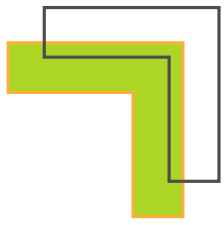


- * iOS Development Environment
- * Introduction to iOS SDK
- * What's new in iOS9
- * SDK Tools
- * What's new in Xcode7
- * Using XCode
- * Using Interface Builder
- * Using iPhone Simulator
- * Swift Language Basics
- * Core Data Types
- * String Type
- * Tuples & Optional
- * Constants & Variables
- * Statements & Operators
- * Control Flow & Decisions
- * Functions
- * Basic Object Oriented Programming using Swift
- * Structs
- * Types versus instances
- * Member and static methods
- * Custom initialization & De-initialization
- * Classes
- * Initialization



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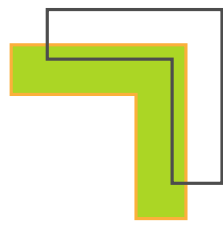


- * Methods
- * Properties
- * Advanced Object Oriented Programming using Swift
- * Optional
- * Introducing optional
- * Unwrapping an optional
- * Optional binding
- * Nested Types
- * Generic Types
- * Protocol
- * Memory Management
- * Reference Counting Basics
- * Automatic Reference Count
- * Retain Cycles
- * iPhone Application Basics
- * Anatomy of an iPhone application
- * Application Lifecycle and States
- * User Interface Programmingâ€™ Basics
- * UI Kit Framework
- * XIB and Interface Builder
- * Window & View
- * Basic User Controls



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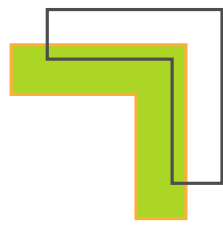


- * Labels, Text Fields, Buttons, Sliders, Picker etc.
- * Building application screens
- * Alerts and Action Sheets
- * Auto-layout and Constraints
- * View Controllers
- * Basics
- * Creating View Controllers
- * Content vs Container View Controllers
- * Orientation Management
- * User Interface“ Special Views
- * Image View
- * Scroll View
- * Table Views
- * Populating and configuring Table View
- * Data Source and Delegate
- * Table View Cells
- * Custom Cells
- * Editing Table View
- * Collection View
- * Multiple View Controllers
- * Applications with Multiple Views
- * Presenting View Controllers



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- * Animating View Switching
- * Storyboards
- * Storyboard File
- * View Controller and Scene
- * Segue
- * Invoking a Segue
- * XIB and Storyboards
- * Table View Cell Prototype
- * Multi Touch and Gestures API
- * Data Persistence - 1
- * File System
- * SQLite
- * Data Persistence - 2
- * Core Data
- * NS User Defaults
- * Concurrency and Background Execution
- * GCD and Closures
- * NS Operation and NS Operation Queue
- * Background execution
- * Networking, Connectivity
- * Multimedia