iOS (iPhone, iPad) Development

Objective C

- ❖ Introduction to Objective-c programming
- ❖ Primitive Data Types and Operators
- ❖ Flow Control Statements
- ❖ Arrays and Structures
- ❖ Classes, Objects, and Messaging
- ❖ Memory Management and Properties
- ❖ Inheritance, Polymorphism
- ❖ Protocols and Categories
- ❖ Introduction to Foundation Framework Classes
- ❖ File Handling
- ❖ Property Lists, NSCopy, and Archiving
- ❖ Selectors and Targets
- ❖ Dynamic Typing and Dynamic Binding

iPhone SDK

- ❖ Introduction to iPhone Architecture
- ❖ Introduction to Development IDE - XCODE, Interface Builder
- ❖ Creating and building simple applications
- ❖ Handling Basic Interaction
- ❖ Creating basic view controllers
- ❖ Monitoring events and actions
- ❖ Creating advanced view controllers
- ❖ Memory Management
- ❖ Storyboarding Integration
- ❖ Programmatic Interface creation
- ❖ Integrating with core services – Email, Contacts, Camera, Map kit etc
- ❖ Data: actions, preferences, files, and addresses
- ❖ Camera, WebKit, Mapkit and core location
- ❖ Creating of database and using it in iPhone app
- ❖ Introduction to url loading system
- ❖ Debugging, testing the application

iOS Advanced

- ❖ Core Data Integration
- ❖ Advanced controllers – Navigation controller, iPad specific split controllers etc
- ❖ Integrating with Core Services – Core Audio, Video
- ❖ Push notification
- ❖ iAD Integration

- ❖ Advanced Even Handling - Multi touch, Gesture Recognition
- ❖ Maps overview and core location
- ❖ Protocols and Categories
- ❖ Communication with the Services
- ❖ Using the Accelerometer
- ❖ Bluetooth Programming

The training program is for candidates who are new to software development aimed at providing participants with the absolute development and inculcating all the aspects of grooming them to become a professional Mobile Application Developer.