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
- ❖ Storyboard Integration
- ❖ Programmatic Interface creation
- ❖ Integrating with core services – Email, Contacts, Camera, Map kit etc
- ❖ Data: actions, preferences, files, and addresses
- ❖ Camera, Web Kit, Map kit 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
- ❖ Blue-tooth Programming