

The iOS App Development Training equips delegates with the essential programming skills. The iOS training provides in-depth knowledge about the Core iOS, Cocoa Touch frameworks, Xcode basics, simple user interface creation and MVC Architecture. The iOS training introduces delegates to the latest concepts including input restriction, user interface, notifications & integration and messaging with the popular Sirikit. With the help of iOS App Development training, the delegates gain hands-on experience by developing an app portfolio.

Throughout the training, the delegates will understand the core functionality of iOS 10. The delegates will also understand how to interact with iOS by using the powerful and intuitive Swift 3.0 programming language. The delegates will get familiar with Maps and Media API. With this training, the delegates will be able to work with a navigation controller, table views and some other UI components. At the end of the iOS App Development training, the delegates will be able to create a basic App according to guidelines and specified parameters.

Prerequisites

There are no prerequisites for attending iOS App Development Certification Training. Everyone can attend this training and enhance their skills.

Course Objectives

After the completion of iOS App Development Certification training at Silicon Beach Training, the delegates will be able to:

- Understand Auto layouts which are used to build applications
- Master the Swift Programming Language which is used to build iOS Apps
- Understand concepts to create Extensions and Generics to increase app development code flexibility
- Leverage Swift's new language features such as closures and options
- Create custom iOS drawing
- Create Extensions to extend Swift's Out Of Box functionality
- Create Generics to increase our code's power and flexibility
- Work on a real-life Project, implementing all the features learnt during the class to derive Business Insights
- Persist iPhone and iPad application state and user data
- Create and manage iOS controls such as buttons, text fields, and pickers

- **Introduction to iOS**

- **Environment Setup of iOS**

- Xcode Installation

- Interface Builder
- iOS Simulator

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Objective C

- Interface and Implementation
- Methods
- Data types in Objective C
- Properties, Categories and Arrays

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Creating iOS Application

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iOS Actions and Outlets

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Creating Delegates

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Introduction to UI Elements

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iOS Accelerometer

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Universal Applications

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Camera Management and Location Handling

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SQLite Database

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Sending E-mail

-

File Handling and Accessing Maps

-

In-App Purchase and iAd Integration

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GameKit and Storyboard

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iOS - Auto Layouts

- **Overview of Memory Management**

- Memory Management - Issues
- Memory Management - Rules
- Memory Management - Tools

- **Application Debugging**

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