

iOS Development Training

Course#:MA-03
Duration:5 Days
Price:800.00

Course Description

Apples iOS keeps pushing the boundaries of innovation, with amazingly versatile apps and exciting user interfaces. iOS developers are smart, think out of the box, and stretch their creativity to work on cool native iOS applications. More than 70% of the worlds population is now hooked on to smartphones and are using apps for their everyday tasks. The iOS app store is the worlds second largest app store market and had over 2.2 million apps available for download as of 2018. This popularity has given rise to a huge demand for iOS app developers who are a coveted lot, considering they design apps for a market that is estimated to be around 29 billion U.S. dollars.

KnowledgeHuts introductory course on iOS Development takes you through the basics of iOS app development using Swift, where you will be introduced to the important design patterns and features and the core fundamentals that form the backbone of an iOS app. You will learn the language of the iOS developer and the nitty-gritty of working on this revolutionary platform. Our instructors will guide you on the dos and donts of the process of iOS development with expertise and competence. At the end of the course, you will be able to make an app of your own, with guidance from our expert tutors.

Objectives

Get introduced to the Swift environment

Learn the Xcode app architecture

Learn about single and multi-device UI and working with multi-screen apps

Create a complete app on your own

Audience

Prerequisites

Basic knowledge of Programming,
Familiarity with C++/JAVA/C#

Content

Introduction to SWIFT

Learning Objectives:

Get familiar with the syntax used in the Swift Programming Language

Variables, Types

Functions

Classes, Structs

Properties

Enums

Closures

Protocols

Memory Management

Generic Programming

Subscripts

Design Patterns:

Learning Objectives:

Understand the different Design Patterns used in Swift and how they are implemented.

Extensions

MVC

MVVM

Singleton

Protocol Oriented Programming

XCODE:

Learning Objectives:

Getting started with App Development. Understanding how to make an app from scratch and explore the lifecycle of the app.

App Architecture

App Lifecycle

View Lifecycle

Creating the First App

UI Design

Learning Objectives:

Understand UI Design. Create responsive UI. Design advanced user interface layouts.

Single Device UI

Multi Device UI

Multiscreen Apps

Presenting View Controllers

Tab Bar

Navigation

Complex UI

Tables