

IOS Development: - 25 days – 25 hrs

1.Introduction:

- IDE – XCode, objective – C
- Creating a new project
- Templates
- header file, implementation file, xib file

2.Basics:

- Properties, Class, Object and Methods
- NSArray, NSDictionary, NSData, NSString, NSTimer, AppDelegate, Application Life Cycle
- IBAction, IBOutlet, NSUserDefaults

3.UIViewController:

- View, Window, View Life Cycle methods

4.UINavigationController and UITabBarController

5.StoryBoards:

- Adding scenes, Segues, Transitions

6.UIControls:

• UI Label, UI Button, UI TextField, UI TextView, UI Alert View, UI ActionSheet, UI Keyboard, UI Visual Effect View, UI Web View, UI ScrollView, UI Activity Indicator, UI Slider, UI Progressive Bar, UI Segment Control, UI Image View, UI Switch, UI Stepper, UI Page Control

7.UITableView:

- Static and Dynamic tables
- Delegate & Data Source, Custom Cells

8.UIPickerView and UIDatePicker

9.UICollectionView

10.Notifications:

- Local Notifications, Push Notifications

11.MapKit

12.Networking:

- Sending requests, Parsing JSON, Parsing XML

13.AutoLayout & Adaptive Layout

14.Basic UIView Animations

15.CoreData

16.Submit to AppStore: