Outline

Module 1 - iOS Development

- A bit of history
- iOS Architecture
- Cocoa Framework
- Xcode overview
- Anatomy of an iOS Application

Module 2 - Swift 101

- Data Types and Optional
- Operators
- Control Flow
- Functions and Parameters
- Closures

Module 3 - Swift 102

- Classes and Encapsulation
- Initializers
- Defining Properties and Methods
- Setting up Inheritance
- Protocols & Delegates
- Generics
- Defining Categories

Module 4 - Views and View Controllers

- Views
- View Controllers under the hood
- Introduction to Interface Builder
- Defining Storyboards Scenes and Segues
- Navigating between scenes
- Handling memory warnings

Module 5 - Understanding Table Views

- Understanding Table Views
- Static and Dynamic Table Views
- Designing custom table cells
- Handling delegate events in a table view
- Introduction to Collection Views

Module 6 - Extending the User Interface

- Auto layout
- Size Classes
- Dynamic Type
- Working with the UI Controls
- Dealing with Date/Time
- Unwind Segues
- Gesture Recognizers

Module 7 - Universal Adaptive Apps

- Universal Apps
- Using the Split View Controller with iPad and iPhone
- Popover Presentation Controllers
- Modal View Controllers

Module 8 - Working with local Data

- Creating and accessing files
- Storing user preferences
- Storing data in the keychain
- Storing and retrieving data from a SQLite database

Module 9 - Core Data

- Configuring, accessing and querying Core Data
- Adding, Updating and deleting Core Data
- Core Data and iCloud

Module 10 - Asynchronous Programming

- Making the UI more responsive with asynchronous queues
- Dispatch Queues and Grand Central Dispatch
- Operation Queues

Module 11 - Animation

- Using animation to create compelling user interfaces
- Basic UIView animations
- Introduction to UIKit Dynamics

Module 12 - Accessing Cloud Services

- **Sending/Retrieving data from the Cloud**
- **Processing JSON Data**
- **Processing XML**

Module 13 - Location Services and Notifications

- Receiving and managing location notifications
- Beacons
- Using Notification Center to observe and publish notifications
- Local and Push Notifications

Module 14 - Multitasking

- Working with Background Mode
- Using Background fetch

Module 15 - Profiling and Analysing code

- Analyzing your code
- Profiling your code