

iOS With Swift

Duration - 2 Months



✧ Introduction

✧ Variables and Constant in SWIFT

- Understand variable declaration
- Understanding syntax for variable declaration
- Type defining the variable
- Understanding constant declaration
- Syntax for declaring the constant
- Understanding Type Annotation
- Type Alias and its important
- Tuples and its benefits
- How values are interpreted in print statement
- Understanding Optional Variables concepts
- Understanding Implicit Optional UnWrapping concepts

✧ Operators and Collection Type in Swift

- Understand changes in some of the operators
- Understanding Array and Dictionary in Swift
- Control Flow and Loops in Swift
- Understand If, If Else If and Switch statements in Swift
- Understanding various looping options in Swift

✧ Functions or Methods, Closure and Subscripts in Swift

- Understanding Method declaration and parameters
- Understanding Functions as Type
- Talk about Functions as parameters
- Talk functions as returned type

- Nesting of function definition. Implementing functions within the functions
- Talk about Closure concepts
- Talk about Subscripts

✧ Classes and OOPs concepts in SWIFT

- How Class is declared in SWIFT
- Class file structure in SWIFT
- How Factory design patterns works in SWIFT
- Talk about Initializer and deinitializer

✧ Properties and Protocols in SWIFT

- Talk about properties
- Talk about properties in SWIFT
- How properties play vital role in memory management
- Talk about Initializer and deinitializer
- Talk about Protocols in Swift

✧ Automatic Reference Counting in SWIFT

- ARC concepts in SWIFT
- Strong Reference between instance of Classes
- Talk about references and Closure
- Talk about open chaining

✧ Type Casting in SWIFT

- Talk about ANY
- Talk about AnyObject
- Talk about Nested Type
- Talk about Generic Types and Functions

- ✧ **Application setup in SWIFT**
 - Talk about the various classes created on Project creation
 - Understand AppDelegate class
- ✧ **UIKit and SWIFT**
 - Talk about UIView Hierarchy
 - Talk about various UI components
 - Play with some of the UI elements
- ✧ **Application architect of iOS Application**
 - Talk about Single View Application
 - Talk about Multi Controller Applications
 - Type of multicontroller applications Implement some project with various Application Architech
- ✧ **Understand working with playground**
- ✧ **Understand working with Xcode**
- ✧ **Writing app using storyboards**
- ✧ **Understand Model View Architecture**
- ✧ **Create user interface using UISegmentControl, UITextView, UIScrollView , UIImageview,**
- ✧ **UIAlertView and UIActionSheet**
- ✧ **Implement Tableview and Tableview customization**
- ✧ **Understand and use Gestures**
- ✧ **Understanding Animation**
- ✧ **Integrate Audio and Video**
- ✧ **Understand Layouts**
- ✧ **Integrate GPS and MAP View**
- ✧ **Integrate third party libraries**
- ✧ **Understand data storage using SQLite**
- ✧ **Understand CoreData**
- ✧ **Understand plist**
- ✧ **Understand Webviews**
- ✧ **Integrate with Facebook Login**
- ✧ **Integrate with other social media application**
- ✧ **Integrate Webservices and understand Parsers**
- ✧ **Understand Apple push Notification**
- ✧ **Upload iOS app to App Store**