

ANSH INFOTECH

Development | Training | Consultancy
An ISO Certified company 9001:2015

iOS App Development

Prerequisites

- Working knowledge of Swift
- A firm understanding of how to use an IDE

iOS App Development

Introduction and Overview

- Navigate the major components of the XCode development environment including the Navigator, Debug Area, and Utilities
- Create an XCode project for a new iOS application
- Express the goals and architecture of the Model View Controller (MVC) design pattern

Auto Layout and Buttons

- Use Storyboards, XCode's visual editing tool, to position, size, and configure user interface objects.
- Link user interface objects in a Storyboard to their corresponding controller using IBOutlet.
- Specify callback functions called IBActions that are invoked as a result of user interaction
- Create AutoLayout constraints to ensure UI elements are sized and positioned correctly regardless of device size and dimensions

ViewController and Multiple Views

- Configure application state at the appropriate customizations points in a view's lifecycle
- Create and navigate multiple-view applications using a UINavigationController
- Manipulate user interface objects by utilizing IBOutlet and IBActions

Outlets and Actions

- Understand how to connect outlets and actions using only code and graphically using storyboard.
- Use core UIKit classes like UIButton, UILabel and UISwitch.
- Practice debugging problems with IBOutlet and IBActions.

View Presentations and Segues

- See how Apple distinguishes between modal presentation and navigation.
- Learn how to present views modally.

ANSH INFOTECH

Development | Training | Consultancy

An ISO Certified company 9001:2015

- Use powerful UIKit classes like UIImagePickerController, UIAlertController and UIActivityViewController.

The Delegate Pattern

- Learn how delegates make important connections between the model, view, and controller
- Implement UIKit components that make use of the delegate pattern, UITextField and UITextFieldDelegate

Table Views

- Learn the essential UITableViewDelegate and UITableViewDataSource methods.
- Implement your own UITableView.
- Manipulating table cells

Navigation

- Using navigation stacks to manage multiple views in an app.
- Create the navigation that enables a user to tap a row of a table and view the details of an item.
- Learn navigation classes like UINavigationController and UIBarButtonItem.

Network Requests and GCD

- Express the flow of data from a client to a server when a client makes an HTTP request.
- Create a network request in Swift and receive and consume a data response.
- Switch execution from a background thread to a (main) foreground thread to avoid blocking an app's UI
- Abide by Apple's App Transport Security protocol to ensure user safety when access data over a network.
- Download and display an image using a simple network request

Exercises

- Responsive UI designing using Constraints and auto layout
- Using vertical and horizontal stack views
- Creating a basic calculator app
- Displaying a list of items with table view and manage row items
- Navigate between different view controllers
- Using PHP scripts for CRUD operations
- Using cocoa pods to include libraries like alamofire