

# iPhone Training Course Overview

## Introduction- 3 hours.

- Introduction to C
- Introduction to Objective-C and iPhone/iPad/iOS
- Objective-C and Smalltalk

## Introduction iOS & SDK- 3 hours.

- iOS SDK: iPhone, iPod Touch
- Xcode
- Interface Builder
- iPhone Simulator
- Debugger

## Objective-C 2.0

- Programming in Objective-C
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## Classes, Objects, Methods and Properties- 10 hours.

- id
- null
- @interface
- @end
- @implementation
- @property
- @synthesize
- @dynamic
- Data Types
- Control flow statement
- More about Classes
- More about Variables and Data Types
- Inheritance
- Polymorphism, Dynamic Typing, and Dynamic Binding

## Categories and Protocols- 3 hours.

- About Categories
- @category
- About Protocols
- @protocol

## Foundation Framework

- Introduction to the Foundation Framework

## Collections- 5 hours.

- NSArray
- NSMutableArray
- NSDictionary
- NSMutableDictionary
- NSObject
- NSString
- NSData

- NSDate

**Files- 3 hours.**

- NSFileManager
- NSFileHandle
- NSUserDefaults
- NSHomeDirectory(), etc.
- Resource Files
- Read/Write Text Files
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**Memory Management- 3 hours.**

- Allocate
- init
- Release
- Auto Releasing
- Reference Counting
- ARC

**CocoaTouch- 2 hours.**

- What is Cocoa?
- CocoaTouch Framework
- Subclassing
- Interface Builder
- Outlet Connections
- Action Connections
- Inspector

**Controls Part-1- 3 hours.**

- Controls
- Labels
- IBOutlet
- Buttons
- IBAction
- Event Handling
- UIEvent
- Toolbars
- Toolbar items
- Status bar
- Navigation bar
- Navigation bar items

**Controls Part-2- 5 hours.**

- Activity Indicator
- Network Activity Indicator
- Page Indicator
- Progress View
- Refresh Control
- Search Bar
- Segmented Control
- Slider
- Stepper

- Switch
- Detail Disclosure Button
- Info Button

### **Text Controls- 3 hours.**

- Text Field
- Text Field Delegate
- Text View
- Text View Delegate

### **UIKit- 10 hours.**

- What is View?
- UIViews and UIViewController
- UIView Class
- UIView Subclasses
- Types of Views
- UIApplication

### **Application & Controllers- 3 hours.**

- Application
- Application Delegate
- View Controller
- Window & Views
- Device Info
- Screen
- CGRect, CGPoint, CGSize
- CGRectMake(), CGRectZero
- Orientation Info
- The iPhone Accelerometer
- Determining orientation
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### **Tab Bar Application- 3 hours.**

- Tab Bar Controllers
- Tab Bars
- Creating New Classes
- Classes and Interface Builder

### **Navigation-Based Application- 3 hours.**

- Root View Controller
- Navigation Controller
- Navigation Bars
- Navigation Items
- Button Bar Items
- Push/Pop Views

### **Picker View- 3 hours.**

- UIPickerView
- UIPickerViewDelegate
- UIPickerViewDataSource
- Date and Time Picker
- UIDatePicker

- NSTimer

### **Table View- 3 hours.**

- Table View Controller
- Table View
- Table View Cell
- Table View Data Source
- Table View Delegate

### **Split View - 2 hours.**

### **Alerting Users- 3 hours.**

- Alert View
- Alert View Delegate
- Action Sheet
- Action Sheet Delegate

### **Media and Images- 3 hours.**

- UIImageView
- UIImage
- animationImages
- UITouch
- UIGestureRecognizer
- UIPinchGestureRecognizer
- Panning
- Zooming
- Playing Audio
- Responding to audio events.
- Playing audio in background
- Playing Video
- Photo Library
  - UIImagePickerController
- Taking Pictures

### **Processes and Threads- 5 hours.**

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- NSThread
- PerformInBackground
- GCD (Grand Central Dispatch)
- Synchronization & ASynchronization

### **Networking- 5 hours.**

- NSURL
- NSURLRequest
- NSURLConnection
- XMLParser
- NSURLSession

### **Working with SQLite- 5 hours.**

- What Is SQLite?
- The SQLite Library

- Building a Simple Database
- Designing the Database
- Creating the Database
- Populating the Database

### **Working with Core Data- 5 hours.**

- Introducing Core Data
- SQLite and Core Data
- Modeling Data in Xcode
- Building a Core Data Application
- Core Data–Related Cocoa Features
- Application Integration using Web Services

### **Location and Mapping- 4 hours.**

- About Core Location
- Handling location updates
- About Map Kit
- Map Overlays
- Adding annotations

### **Social Networks Integration- 4 hours.**

- Twitter integration
- Face book integration
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### **Creating an Executable(.iPA):- 5 hours.**

- What is IPA file?
- How to make an ipa file?
- How to upload a build to TestFlight?
- How to upload app to app store?