



# iOS Development Training Curriculum

**From:**

AppsUnify, Inc.  
1629 K Street, Suite 300, NW  
Washington, DC 20006  
Phone: (202) 747-3443  
Fax: (202) 280-1333  
[www.appsunify.com](http://www.appsunify.com)

**October 2017**



iOS Development Training Curriculum		
1	iOS Development - Overview	
		What is iOS App Development
		Popularity of iOS App Development
		iOS App Architecture
		iOS App Development Tools
2	iOS Development - Prerequisites	
		Get a Mac
		Registering as an Apple Developer
		Apple iOS Developer Program
3	Environment Setup	
		iOS-Xcode Installation
		Interface Builder
		The Navigator Area
		The Editor Area
		The Utility Area
		The Debug Area
		The Toolbar
		The Xcode Organizer
iOS simulator		
4	iOS App Development Fundamentals	
		Actions and Outlets
		Delegates
		UI Elements
		Accelerometer
		Universal Applications
		Camera Management
		Local Handling
		SQLite Database
		Sending Email
Audio & Video		
5	More iOS App Development Concepts	
		File Handling
		Accessing Maps
		iOS - In-App Purchase
		iAd Integration
GameKit		



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		Storyboards
		Auto Layouts
		Twitter & Facebook
		Memory Management
		Application Debugging
6	iOS Development using Swift - The Basics Part I	Getting started with Swift
		Numeric literals
		Floating point literals
		String literals
		Variables and constants
		Collection types
		Optional types
		Nil coalescing operator
		Conditional logic
		Dictionary
7	iOS Development using Swift- The Basics Part 2	Break and continue
		Functions
		Return values and arguments
		Returning structured values
		Command-line Swift
		Interpreted Swift scripts
		Compiled Swift scripts
8	The Swift Language & Cocoa Touch	Types in Swift
		Using Standard Types
		Literals and subscripting
		Initializers
		Properties
		Instance Methods
		Optionals
		Subscripting dictionaries
		Loops and String Interpolation
		Enumerations and the Switch Statement
		Enumerations and raw values
9	Cocoa Touch	What Is Cocoa Touch?



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		Exploring the iOS Technology Layers
		Tracing the iOS Application Life Cycle
		Cocoa Fundamentals
		Exploring the iOS Frameworks with Xcode
10	Storyboard Applications with Swift and iOS	
		Storyboards, scenes, and segues
		Creating a storyboard project
		Scenes and view controllers
		Adding views to the scene
		Segues
		Adding a navigation controller
		Naming scenes and views
		Swift and storyboards
11	View Controllers	
		Custom view controllers
		Connecting views to outlets in Swift
		Calling actions from interface builder
		Triggering a segue with code
		Passing data with segues
		Using Auto Layout
12	Using Constraints	
		Understanding constraints
		Adding constraints
		Adding a constraint with the drag and drop method
		Adding missing constraints
13	Creating Custom Views in Swift	
		An Overview of UIView
		Creating new views with interface builder
		Creating a table view controller
		Showing data in the table
		Defining a view in a XIB file
		Wiring a custom view class
		Dealing with intrinsic size
		Creating views by subclassing UIView
		Auto Layout and custom views
		Constraints and the visual format language
		Adding the custom view to the table
14	Understanding Graphics in	



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	Swift	Custom graphics with drawRect Drawing graphics in drawRect Responding to orientation changes Custom graphics with layers Creating a ProgressView from layers Adding the stop square Adding a progress bar Clipping the view Testing views in Xcode Responding to change
15	Saving, Loading, and Application States	Archiving Constructing a file URL Loading files NSKeyedArchiver and NSKeyedUnarchiver Application States and Transitions Writing to the Filesystem with Data Error Handling Application State Transitions Reading and Writing to the Filesystem
16	Web Services	Building the URL Formatting URLs and requests URLComponents Sending the Request URLSession SOAP XML Parsing SOAP XML JSON Data JSONSerialization Parsing JSON data Enumerations and associated values Downloading and Displaying the Image Data
17	Creating an iOS Swift App	Simple Screen Recording App App Overview Creating the Project Creating the UI



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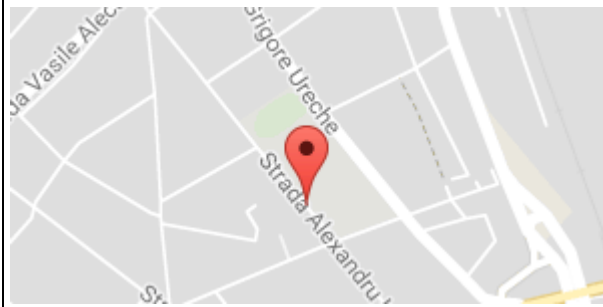
	Outlets, Objects, and View Setup
	Adding Actions
	Connecting UI elements
	Starting a Recording
	Stopping, Editing, and Saving
	Test the App
	Publish the app to the iStore

<p>APPSUNIFY, INC.          1629 K STREET NW          WASHINGTON, DC 20006 USA          Phone: +1 (202) 747-3443          Fax: +1 (202) 280-1333          E-mail: <a href="mailto:training@appsunify.com">training@appsunify.com</a>          Skype: AppsUnify</p>	
<p>APPSUNIFY, INC.          15 BRUYERES MEWS          TORONTO, ON M5V 0A7 CANADA          Phone: +1 (647) 477-8402          Fax: +1 (647) 439-1410          E-mail: <a href="mailto:training@appsunify.com">training@appsunify.com</a>          Skype: AppsUnify</p>	
<p>APPSUNIFY, INC.          DALTON HOUSE, 60 WINDSOR          AVE          LONDON, SW19 2RR          UK          Phone: +44 20 3002 3633          Fax: +44 20 3014 8742          E-mail: <a href="mailto:training@appsunify.com">training@appsunify.com</a>          Skype: AppsUnify</p>	



# APPSUNIFY, INC.

APPSUNIFY, INC.  
ALEXANDRU HAJDEU 94/1  
CHISINAU, MOLDOVA-2001  
Phone: +373 2254 0466  
Mobile: +373 6841 6111  
E-mail: [training@appsunify.com](mailto:training@appsunify.com)  
Skype: AppsUnify



APPSUNIFY, INC.  
SYDNEY  
AUSTRALIA  
Phone: +61 2 8014 4631  
Fax: +61 2 8088 7878  
E-mail: [training@appsunify.com](mailto:training@appsunify.com)  
Skype: AppsUnify



APPSUNIFY PVT LTD  
148,149 VINAYAGAR KOIL STREET  
DR. SIVANANDHA NAGAR  
COIMBATORE 641 012  
TAMIL NADU, INDIA  
Phone:  
+91 42 2420 0671  
+91 95 0086 9901  
E-mail: [training@appsunify.com](mailto:training@appsunify.com)  
Skype: AppsUnify

