

iOS (iPhone, iPad) Course Syllabus

iOS Basics

Objective C

iPhone SDK

Introduction to Objective-c

Introduction to iPhone Architecture

programming

Introduction to Development IDE - XCODE, Interface Builder

Primitive Data Types and Operators

Creating and building simple applications

Flow Control Statements

Handling Basic Interaction

Arrays and Structures

Creating basic view controllers

Classes, Objects, and Messaging

Monitoring events and actions

Memory Management and Properties

Creating advanced view controllers

Inheritance, Polymorphism

Memory Management

Protocols and Categories

Storyboarding Integration

Introduction to Foundation Framework

Programmatic Interface creation

Classes

Integrating with core services – Email, Contacts, Camera, Map kit etc

File Handling

Data: actions, preferences, files, and addresses

Property Lists, NSCopy, and Archiving

Camera, WebKit, Mapkit and core location

Selectors and Targets

Creating of database and using it in iPhone app

Dynamic Typing and Dynamic Binding

Introduction to url loading system

Debugging, testing the application

iOS Advanced

- Core Data Integration
- Advanced controllers – Navigation controller, iPad specific split controllers etc
- Integrating with Core Services – Core Audio, Video
- Push notification
- iAD Integration
- Advanced Even Handling - Multi touch, Gesture Recognition

- **Maps overview and core location**
- **Protocols and Categories**
- **Communication with the Services**
- **Using the Accelerometer**
- **Bluetooth Programming**