

Chapter 1 – Why iOS ?

- The Mobile App Paradigm
- Introduction to X-Code
- Main characteristics of mobile apps.
- Differences between mobile apps and desktop apps
- iOS main components and services.

Chapter 2 – Design view by using UI Elements

- UILabel
- UIButton
- UITextField
- UITextView

Chapter 3 – Custom View Creation (Creating Custom Views completely through code)

- UIView
- UILabel
- UIButton
- UITextField
- UITextView



Chapter 4 – Collections

- String
- Array
- Dictionary

Chapter 5 - Content Display

- UIImageView
- UIWebView
- UIScrollView
- UITableView

Chapter 6 - Navigation Between the Views

- Present the Views
- UINavigationController



→ UISegues

Chapter 7 - Life Cycle

- Controllers: View Controller Initialization, View Life Cycle,
- Application Life Cycle

Chapter 8- Persistent Storage

- NSUserDefaults
- Core Data Framework
- KeyChain

Chapter 9 - Delegations

Chapter 10 - Protocols

Chapter 11 - API Calls

Chapter 12 - Map Kit

Chapter 13 – Handling Gestures

- Recognizing and Handling Gestures: pinch, pan, zoom, swipe, and tap

Chapter 14 – UI Design by using Autolayouts

Chapter 15 - Category

Chapter 16 - Extension

Chapter 17 - Subclass

Chapter 18 - Memory Management

Chapter 19 – Blocks and Multithreading

- What is a block
- Block Syntax

Chapter 20 – Design Patterns

- MVC
- Singleton
- MVVM

Chapter 21 – Advanced Service

- Alerts & Timers



→ Core Media: audio, still photos and video.

Chapter 22 – Swift Features

- Optionals
- Guard Statement
- Generics
- Closures
- Tuples

Chapter 23 – Object Oriented Programming

- Inheritance
- Encapsulation
- Polymorphism
- Abstraction

Chapter 25 – Notifications

- Local Notifications
- Push Notifications

Chapter 26 – Uploading App to the App Store

- Certificates Creation
- Provision Profiles Creation
- Human Interface guidelines
- Uploading App to the app store

Chapter 27 – Live Project Training & Demo

Chapter 28 – Interview point of view

