



iPhone

DURATION: 30 Hours



Introduction to iPhone and iPad Development and the Objective-C Language

- Objective-C syntax and constructs
- Xcode IDE
- Foundation framework
- Building Objective-C classes
- Properties and methods
- Debugging using Xcode and GDB
- Memory management

Building a basic iPhone application, Interface Builder, Views, View Controllers and Table Views

- Building a simple iPhone application
- Views
- iPhone view hierarchy
- Delegates
- Interface Builder
- View controllers
- Architecture techniques
- Scalable application design
- Table views
- Navigation
- Navigation controllers

Application Navigation, Animation and Multi Touch, Deployment, Provisioning

- Custom table cells
- Resources and image handling
- Animation
- Touch
- Advanced Objective-C programming
- Development and deployment
- iTunes connect
- App Store overview