

iPhone Training

Contents

About iPhone Training

- Our iOS training classes can help you get off to a running start in iPhone, iPod and iPad app development.
- Learn from expert Objective-C developers with years of experience in Apple's iPhone SDK and Mac OS X development tools and frameworks.
- You'll be creating working iPhone and iPad Apps in class within a few, fast-paced days.
- You will Understand the entire iPhone Apps Development Cycle from start to end.

iPhone Course Prerequisite

- Prior 'ANSI-C' programming Language experience.
- Basic object-oriented languages like C++/Java/C# is recommended.
- Knowing Basic SQL queries can be advantage.

iPhone Training Course Objective

- Our **iOS (iPhone/iPad/iPod)** training offerings feature smaller class sizes, more intensive hands-on lab exercises, deeper explanations, and the very best instructors.
- Our focus on—and let's face it, love of—Objective-C, Xcode, cocoa and Apple's iOS development frameworks ensures you'll get the very best iOS training available.
- Our goal is to not only get you coding quickly—we'll also help you get a solid understanding of how things work under the covers so you can continue learning on your own.
- You'll come away with practical, hands-on skills in designing and implementing well-engineered iPhone iPad and iPod apps, plus a level of insight that's essential to resolving bugs, memory leaks, and other development issues.

iPhone Training Course Duration

- 45 Working days, daily 2 Hours

Hardware and Software Requirements

- 32 bit “Mac OS X” system with 2/++ GB RAM (minimum).
- OS X v10.6 (Snow Leopard) or other higher version.
- Xcode IDE-4.3 or other Higher Version.

iPhone

Training

Course

Overview

Intro to Objective-C

- Objective-C and Smalltalk
- Objective-C and C
- Objective-C and C++
- Objective-C and Mac OS X
- Objective-C and iPhone/iPad/iOS

Introduction iOS & SDK

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

Xcode

- Xcode IDE
- Editing
- Building
- Running
- Console

Objective-C 2.0

- Programming in Objective-C
- The Preprocessor

Classes, Objects, Methods and Properties

- id
- null
- @interface
- @end
- @implementation
- Archiving

- @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

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

Foundation Framework

- Introduction to the Foundation Framework

Collections

- NSArray
- Enumeration
- NSMutableArray
- NSDictionary
- NSMutableDictionary
- Scalar Data Types
- NSObject
- NSString
- NSData
- NSDate

Files

- NSFileManager
- NSFileHandle
- NSUserDefaults
- NSHomeDirectory(), etc.

- Resource Files
- Read/Write Text Files
- Copying Objects
- Archiving

Memory Management

- Allocate
- Release
- Auto Releasing
- Reference Counting
- Static Analyzer
- Garbage Collection

Cocoa and Touch

- What is Cocoa?
- Cocoa Framework
- Cocoa Classes
- Subclassing
- Xcode
- Simulator
- Interface Builder
- Nib files
- File's Owner
- Outlet Connections
- Action Connections
- Inspector



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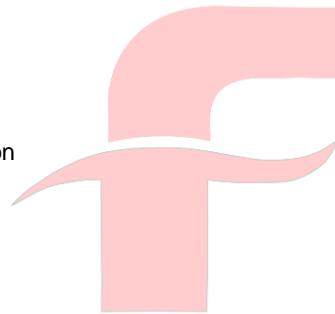
Controls Part-1

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

- Status bar
- Navigation bar
- Navigation bar items

Controls Part-2

- Activity Indicator
- Network Activity Indicator
- Page Indicator
- Progress View
- Refresh Control
- Scope Bar
- Search Bar
- Segmented Control
- Slider
- Stepper
- Switch
- Detail Disclosure Button
- Info Button



Text Controls

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

View

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

Window-Based Application

- Application
- Application Delegate

- View Controller
- Window & Views
- Device Info
- Screen
- CGRect, CGPoint, CGSize
- CGRectMake(), CGRectZero
- Static Device Info
- Dynamic Device Info
- Orientation Info
- The iPhone Accelerometer
- Detecting shakes
- Determining orientation
- Responding to the accelerometer

Tab Bar Application

- Tab Bar Controllers
- Tab Bars
- First View Controller
- Second View Controller
- Third View Controller
- Creating New Classes
- Classes and Interface Builder



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Navigation-Based Application

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

Picker View

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

- [NSTimer](#)

Table View

- Table View Controller
- Table View
- Table View Cellz
- Data Source
- Table View Delegate

Popover (iPad Only)

Split View (iPad Only)

Browser View

Alerting Users

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

Media and Images

- UIImageView
- UIImage
- animationImages
- Highlighted Animation Images
- UITouch
- UIGestureRecognizer
- UIPinchGestureRecognizer
- Panning
- Zooming
- Rotating Image
- Playing Audio
- Responding to audio events.
- Playing audio in background
- Recording Audio
- Playing Video
- Photo Library
- [UIImagePickerController](#)
- Taking Pictures And Movies



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Processes and Threads

- NSProcessInfo
- NSThread
- PerformInBackground
- GCD (Grand Central Dispatch)
- Synchronization

Networking

- NSURL
- NSURLRequest
- NSURLConnection
- XMLParser
- SCNetwork
- CFHTTP
- CFFTP
- CFSocket
- Web Server

Working with SQLite

- What Is SQLite?
- The SQLite Library
- Building a Simple Database
- Designing the Database
 - Creating the Database
 - Populating the Database
 - Creating Records with the INSERT Command

Working with Core Data

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



Classroom Training

Industry Trainers

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Online Training

ON-DEMAND Training

“Read what you need”

04066100999

Location and Mapping

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

Social Networks Integration

- Flickr integration
- Twitter integration
- Face book integration
- Youtube integration

Real-Time Working Scenario

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



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• **FAQ**
• **INTERVIEW QUESTIONS**
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