iOS Application Development with Xcode 4 Training Courseware

Course Summary

Description

Develop iPhone and iPad applications. This course builds upon knowledge of Objective-C and teaches you how to develop iPhone and iPad applications. This includes building screens, developing your program, testing your application and submitting it to the iTunes App Store. This course covers all of the major screen objects available to an iPhone and iPad program.

Objectives
At the end of this course, students will be able to:

- Learn how to build and submit iPhone applications.
- Learn how to use the Interface Builder for building screens.
- Learn how to create the Objective-C code for displaying, updating and interacting with screens.
- Learn about screen navigation.
- Become experienced with the library of objects available for an iPhone and iPad application screen

Topics

Interface Builder
Objective-C Classes
Connections
Development Tools
Application Submission

Prerequisites

Experience in the following areas is required: Knowledge of the Objective-C programming language.

Duration

Three days

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Course Outline

I. Interface Builder
- A. iPhone and iPad Programs
- B. Screen Navigation
- C. Creating Screens
- D. Screen Objects
- E. Creating an iPad Version
- F. info.plist

II. Objective-C Classes
- A. Screen Setup
- B. IBOutlet Classes
- C. IBAction Methods
- D. Screen Rotation

III. Connections
- A. Screen Object Properties
- B. Data and Delegate Methods
- C. UITableView
- D. UITextField
- E. UITextView
- F. UIPickerView
- G. UISwitch
- H. UISegmentedControl
- I. UISlider
- J. UIWebView
- K. UIImageView
- L. UIScrossView
- M. UIAlertView
- N. Animation

IV. Development Tools
- A. Performance Tools
- B. Analyze
- C. Leaks
- D. Allocations

V. Application Submission
- A. Apple Developer
- B. Certificates
- C. Development Devices
- D. Application IDs
- E. Development and Distribution Profiles
- F. Schemes
- G. Application Submission

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