iTrainAsia™

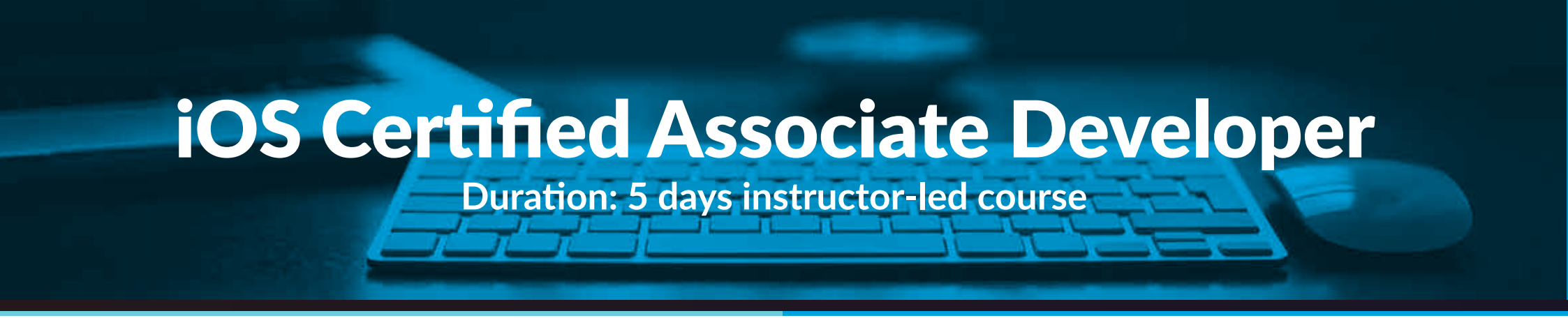
iOS SPECIALIST

END USERS, NOT TECHNOLOGIES, SHAPE THE MARKET. GO MOBILE FIRST.

How do you develop a mobile-minded team? How do organizations make mobile central to their marketing activities and startups plan ahead? Master the language of all future development for the world's most advanced mobile operating system, iOS. Learn Swift and end-to-end app development. Certify your ability today.

Worldwide mobile app downloads to surpass 352 billion in 2021, with gross consumer spend across all the app stores to surpass $139 billion. A large chunk of that spend will go to the iOS App Store which is expected to generate over $60 billion in 2021. **Source: App Annie.**

Visit itrainasia.com to register and turn overleaf for more course information



iOS Certified Associate Developer

Duration: 5 days instructor-led course

Course Overview

This 5-day course will guide students through the entire process of developing an iPhone application from designing to developing, testing and releasing iPhone and iPad applications. The goal is to get you past the initial learning curve to help you to understand the way iPhone and iPad applications work and how they are built.

NOTE: Mac machines are provided for participants when trainings are conducted at iTrain. If participants want to use their own Mac, they need to install the latest iOS SDK and xCode in their computers prior to the training.

Prerequisites

All participants should have basic competency in at least one object-oriented programming language (such as C++/C#/Java, Javascript). Participants are also required to register as an Apple iOS Developer (Free) at: https://developer.apple.com/

Who Should Attend

This workshop is intended for Programmers and Designers with programming abilities who are interested in developing applications for iPhone and iPad supporting popular iOS applications.

Exam Format

The ICAD Certification Exam duration is 2 hours, consisting of 50 Multiple Choice Questions, with a Passing Score of 70%. You will receive a professional ICAD Certification upon passing the exam.

Learning Outcomes

Upon completion of this course, you will be able to:

- Explore the basic of iOS device capabilities and limitations.
- Illustrate the iOS development Process.
- Leverage some of the networking and multi-threading capabilities that exist in iOS
- Utilize the Swift programming language including properties, conditionals, instance variables, classes, strings, arrays, loops, methods and enums.
- Employ basic Debugging and trouble shooting.
- Explore and use UI Elements and Auto Layout.
- Experience working in teams on iOS related projects.
- Explain the process of creating a universal app that will run on both iPhone and iPad devices.
- Detail the process required to publish and submit an iOS application.
- Design, develop, create and present a signification final iOS business application project.

Course Outline

Day 1: Fundamentals

Getting started with xCode

- Introduction & getting started
- Register to the Apple Developer Program
- Getting other iOS Simulator
- Interface
- ToolBar
- Navigation Area
- Editor Area
- Utility Area
- Testing application in your device

Swift 3 Language

- Introduction
- Files
- Coding practice
- Basic Variables & Swift Data Type
- Operation
- Optional and Optional Binding
- Class Declaration
- OPP in Swift
- Methods calling
- Basic Design Pattern
- MVC Diagram
- Target-Action
- Protocol & Delegate
- Selectors
- Protocol

Overview of iOS 10 & iOS 11

- iOS Architecture
- iOS10 SDK Features
- iOS11 SDK Features
- Using NSFoundation and UIKit
- App Designing Process
- Latest UI/UX Design trend
- Introduction to Prototyping tool
- App Design Case study
- Debugging Tools Instruments

Creating a Single View Application

- Understanding different templates in xCode
- Programming UI Elements UIButton, UITextField, UISwitch, UISlider
- Using Assets management in xCode
- Multiple Screen Development with Size Class and Autolayout

Day 2: Creating Interfaces

Mobile app Development Lifecycle

- Understanding Different App Development Lifecycle
- Product Roadmap and versioning
- UI/UX Trend
- Design Principle in Mobile application
- Application Prototyping

Create View

- UINavigationBar Controller
- Nested navigation Controller
- UITabBarController
- Multi Views

Storyboard & Segue

- Introduction
- Views
- Dynamic & Static Table
- Collection View
- Creating Custom Cells

Multi Views

- Segue Elements
- Passing Data diagram
- Passing Data
- Sample passing data code

Debugging Application

- Using breakpoint
- Using print function
- Understanding commonmistake by developer

Day 3: Creating Data

PList (Local) Property List

- Introduction
- Retrieving data
- Plist to Table App using NSUserDefault
- App settings
- NSUserDefaults
- + Introduction
- + Store Data code
- + Retrieve data code

JSON (Remote)

- Introduction
- Frameworks
- Step-by-Step

Core Data (Local)

- Overview
- Introduction
- Core Data vs SQLite
- Step-by-Step

Remote Data

- Introduction
- NSAppTransport Security
- Integrate with Remote API and Web service
- Parsing JSON Data

Day 4: Devices Features

Core Location

- Overview
- Accuracy
- Basic Setup
- Reverse Geocoding

Map using MapKit Framework

- Overview
- Placing point
- Annotation Details
- Step-by-Step

Creating Camera Functionality

- Overview
- Code
- Check Camera Availability
- Getting Image from Photo Library
- Check support video

Gestures Adding

- Overview
- UI Tap Gesture Recognizer
- Motion gestures

Social Framework

- Adding Facebook to your App
- Adding Twitter to your App

Mini Project

- User flow documentation
- Analyzing Technical requirement
- Mobile application (End product)

Day 5 Multimedia, Localization and Beyond the Basic

UIWeb View

- Display live dynamic web pages

Making Multimedia Audio & Video

- Movie Formats
- Audio Formats
- Frameworks
- Overview

App Localization Internationalize Your App

- Why Localization?
- What can be localized?
- NSLocalizedstring
- App name how?
- Changing Language
- Common Potfalls

Coding Best Practices:

- Test driven development: Unit testing and automation testing
- Working in team: Code style
- Code documentation using HeaderDoc
- Best practice of implementing Security in application

Beyond The Basics:

- Dependency Management with Cocopods
- Using third party library
- Understanding BaaS

App Submission Process:

- Checklist
- App Review Guidelines
- Human Interface Guidelines
- Considerations before uploading
- Managing Alpha and Beta Testing with Testflight
- App submission
- Acquisition strategy: Introduction to App Store Optimization
- Flow

Testimonials

Hear what Our Students Have to Say

Please learn about this training. you can feel it went your done build mobile application.
Raffie Bin Ismail, Mass Rapid Transit Corporation Sdn Bhd

The course is good, a pretty comprehensive beginner course for iOS development.
Bak Kah Fei, Robert Bosch Power Tools

Worth getting hands on practice
Victor Toong Yap Yong, OCBC BANK

Please join this training!.
Ng Chun Hua, Software Engineer, Dnonce Sdn Bhd

Good start for iOS development.
Chuah Chong Hoo, Mercedes-Benz Malaysia Sdn Bhd

iTrain is good, you should try.
Thivyan, Warner Chappell Music

Companies Who Learned From Us

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Allianz

WARNER MUSIC GROUP

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MIROS
MALAYSIAN INSTITUTE OF ROAD SAFETY RESEARCH

BOSCH
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