



iOS Training for iPhone and iPad App Development Course

This iOS Training course covers designing interfaces for iPhone Apps and iPad Apps, using Xcode's GUI tools, including Buttons, Switches, Sliders, PageControllers, and ImageViews. This iOS Training class also covers Xcode's built-in App Templates, including the TabBar App, the MasterDetail App for creating drilldown menus, and the PageBased App for creating flipbooks. Gain hands-on experience using external libraries including MapKit, Sqlite3, MediaPlayer and CoreLocation for extending the functionality of your apps.

What you'll learn in this training course

- An understanding of Xcode
- Using Outlets, Actions, Views, and view controllers
- Using Application Templates
- Working with Different iOS Devices: iPhone & iPad
- Using tableviews
- Supporting Screen Rotations; Portrait & Landscape Modes
- Using Animations and Video
- Working with iOS Maps and Location Services
- Working with the Accelerometer

Audience for this training course

This iOS training for iPhone and iPad app development class is for developers who want to create apps for the iPad and iPhone.

Training course duration

This class is a five days in length. It runs from 9:30 am- 4:30 pm. Lunch is approximately from noon - 1:00 pm.

Training course curriculum

This training course uses provided lesson files and instructor selected resources.

Enrolling in this iOS training course

You can register for this training class online at agitraining.com, or by calling 781-376-6044 or 800-851-9237.

Locations for this iOS training course

You can attend classes at your training centers located in Boston, New York City, Philadelphia, on site at your office, or on-line. You can select the course location at the time of your registration.

Private and customized training course options

This training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss customizing this training course.

Goals and objectives for this training course

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training.



iOS Training for iPhone and iPad App Development course topics:

Creating an iOS App

- Understanding Xcode
- Using the Xcode Interface Builder
- Using the Xcode Objects Library
- Understanding View Hierarchy
- Creating a Custom App Icon
- Creating a Custom Splash screen

Outlets, Actions, and Views

- Understanding Outlets and Actions
- Using TextFields, Buttons, Labels, WebViews, and PageControllers
- Using Views along with Subviews
- Creating Views using Code

Using ViewControllers

- Working with the Single View template
- Exploring the App Delegate
- Adding new View Controllers
- Transitioning between multiple View Controllers
- Using Animations

Application Templates

- Working with the TabBar Application Template
- Understanding the MasterDetail Application Template

The iOS Keyboard

- Customizing the iOS keyboard for different Inputs
- Adjusting TextField behaviors
- Methods for dismissing the keyboard
- Detect keyboard activities with the NotificationCenter
- Using the Scroll View
- Responding to keyboard activities programmatically using scrolling views

Working with Different iOS

- Devices: iPhone & iPad
- Programmatically detecting device hardware
- Dynamically adjusting graphical layouts
- Working with multiple devices
- Creating apps that work universally

Using TableViews

- Understanding the UITableView
- Using UITableViewCell Classes
- Working with UITableView DataSource and Delegate
- Using TableView and TableViewCell
- The MasterDetail Template
- Creating drill-down menus
- Navigation to other views
- Using PropertyLists for DataPersistence
- Creating MultiSection tables

Supporting Screen

- Rotations:
 - Portrait & Landscape Modes
 - Handling device rotation
 - Setting preferred device orientation
 - Forcing specific orientation using noRotations
- Dynamically adjusting graphical layouts based upon rotation

Working with Databases

- Importing the sqlite3 library
- Creating a database, writing tables, and inserting records into tables
- Bundling a database with your app
- Checking for database existence
- Reading and displaying database data

Using Animations & Video

- Using the NSTimer Class
- Animating objects on the screen
- Using transformation, rotation, scaling, and translation
- Animating image arrays
- Playing video within an app

Accessing integrated iOS Apps

- Using the email app
- Accessing Safari
- Sending SMS text messages
- Working with the camera
- Using with the PhotoLibrary

Using WebServices within an iOS app

- Consuming a Webservice
- Parsing XML
- Consuming and Parsing JSON
- Web Services
- Integrating Common Twitter and Facebook with iOS apps

Working with iOS Maps and Location Services

- Using the MapKit and UIMapView
- Getting and displaying user location
- Getting directional information
- Displaying map annotations
- Displaying disclosure buttons on annotations
- Performing reverse GeoCoding

Working with iCloud

- Storing documents in iCloud
- Setting project entitlements
- Managing iCloud documents
- Using the UIDocument Class
- Storing KeyValue files in iCloud

Working with the Accelerometer

- Using the Gyroscope
- Using the Accelerometer
- Outputting Sensor Data
- Using the Shake API