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 ImageView. 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, WebView, 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 theNotificationCenter
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 UITableViewDataSource and Delegate
Using TableView and TableViewController
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

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