



SKILLIO

**Weekly Plan**

**iOS**

- 1 What are programming standards
- 2 Importance of programming standards
- 3 Benefits of using programming standards
- 4 Programming Standards in detail
- 5 Good programming habits
- 6 Unit Testing and its importance





- 1 Variables & Constants
- 2 Introduction to functions (methods)
- 3 Arrays, Dictionaries, Data, Date and other basic data types
- 4 Enums, structures, closures
- 5 For, If, switch statements
- 6 Object oriented concepts with SWIFT
- 7 Type check, AnyObject, Any
- 8 Protocols, Extensions, Error handling, Delegate Methods
- 9 Working with classes



- 1 Introduction of XCODE and programming with Swift
- 2 COCOA touch framework
- 3 iOS application architecture
- 4 Application lifecycle





- 1 View Controllers, view, view lifecycle
- 2 Basic Controls – Label, Buttons, Text field, image View, etc
- 3 Table view with default cells and customized cells
- 4 Collection view with default cells and customized cells
- 5 Picker view, Date picker, scroll view, navigation and Tab bar controller



iOS 



**Practical exam based on  
four week learning**



**Exam**



- 1 Using storyboard to design the app, using segues
- 2 Introduction of methods used for passing data from one to another view controller
- 3 Introduction of Auto-layout
- 4 Working with constraints
- 5 Using constraints to change view sizes
- 6 Programmatically control the views



- 1 Understanding Interface builder, XIB files
- 2 Creating outlets and Actions
- 3 Handling touch and gesture events
- 4 Segment and Page control, switch view, UIAlertView
- 5 Introduction to data storage methods in iOS
- 6 Using Core Data, SQLite database, User Defaults, Property List







- 1 Playing Audio and Video
- 2 Capturing images using camera
- 3 Getting images from gallery
- 4 Sending mail and SMS from app

- 1 What are web services
- 2 Why do we use web-services
- 3 How apps function with the help of web-services
- 4 Introduction to different web services
- 5 JSON parsing, XML parsing
- 6 Get and POST methods



iOS 



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**Exam**



- 1 Introduction to maps
- 2 Working with pin annotations, directions, paths





- 1 Introduction to Notification
- 2 NSNotification and NSNotificationCenter, UILocalNotifications, Push Notification services
- 3 Debugging

- 1 An overview to setup and use third party libraries
- 2 Introduction to BundleID, AppID, certificates
- 3 Making a build
- 4 Posting app to App Store
- 5 Using TestFlight
- 6 PODS integration





iOS 



**Practical exam based on  
complete course learning**

**Exam**



# *Congratulations!*

**You have successfully completed this course!**