

Objective C

- Development Tools and Technology
 - Objects, Classes, and Messaging
 - Defining a Class
 - Allocating and Initializing Objects
 - Declared Properties
 - Categories and Extensions
 - Protocols
 - Fast Enumeration
 - Enabling Static Behaviour
 - Exception Selectors
 - Handling
 - Threading
 - Remote Messaging
1. Basic syntax and getting started
 2. Data types and program flow, memory management and ARC
 3. Classes, Objects and Methods
 4. Allocating and Initializing Objects
 5. Categories and Extensions
 6. Properties
 7. Protocols and Design Patterns
 8. Collection classes: NSArray, NSDictionary
 9. More Foundation classes, KVC (Key Value Coding)
 10. Advanced topics - Blocks, Grand Central Dispatch

iOS development

Application Patterns and Architecture

- Model View Controller (MVC)
- IBOutlets and IBActions
- Subclassing and Delegation

Views and Windows

- The View Hierarchy
- Containers
- Controls
- Text and Web Views
- Navigation View and Tab Bars
- Alert Views and Action Sheets
- Controlling Rotation Behaviour
- View Auto sizing
- Auto layout

Storyboards

- Adding Scenes
- Segues
- Transitions
- Using in a Tab Bar Application

Table Views

- Static and Dynamic Table Views
- Delegates and Data Sources
- Table View Styles
- Custom Cells

Navigation Based Applications

- Adding the Root View Controller
- Creating the Navigation Controller
- Controlling the Stack Navigation Programmatically

UIPickerView and UIDatePicker

- Designing the UI
- Coding for the Data Picker
- Hiding the Keyboard
- Memory Management

Directories and Files

- NSFileManager, NSFileHandle, and NSData
- Working with Directories
- Working with Files
- Reading and Writing from a File

Working with Data

- SQLite Integration
- Using SQLite Directly
- Overview of Core Data
- Managed Objects
- Persistent Store Coordinator
- Entity Descriptions
- Retrieving and Modifying Data

Multitouch, Taps, and Gestures

- The Responder Chain
- Touch Notification Methods
- Enabling Multitouch on the View
- Gesture Motions
- Gesture Recognizers

Animation

- In Built view animations and controllers presents

Multitasking

- Application States
- Background Execution

- Background App Refresh in iOS

Notifications

- Local Notifications
- Push Notifications

Concurrency

- Grand Central Dispatch (GCD)
- Blocks
- Operation Queues

Networking

- Synchronous Downloads
- Asynchronous Downloads
- Handling Timeouts
- Sending HTTP GET and POST Requests
- Parsing JSON

Localization

- Resources
- Language and Region
- NSLocale
- Text
- Dates
- Numbers

Performance and Power Optimization

- Measuring Performance
- Instruments
- Responsiveness
- Memory Usage, Spikes, and Leaks
- Networking and Power

Drawing

