iOS 8-WEEK EVENING COURSE
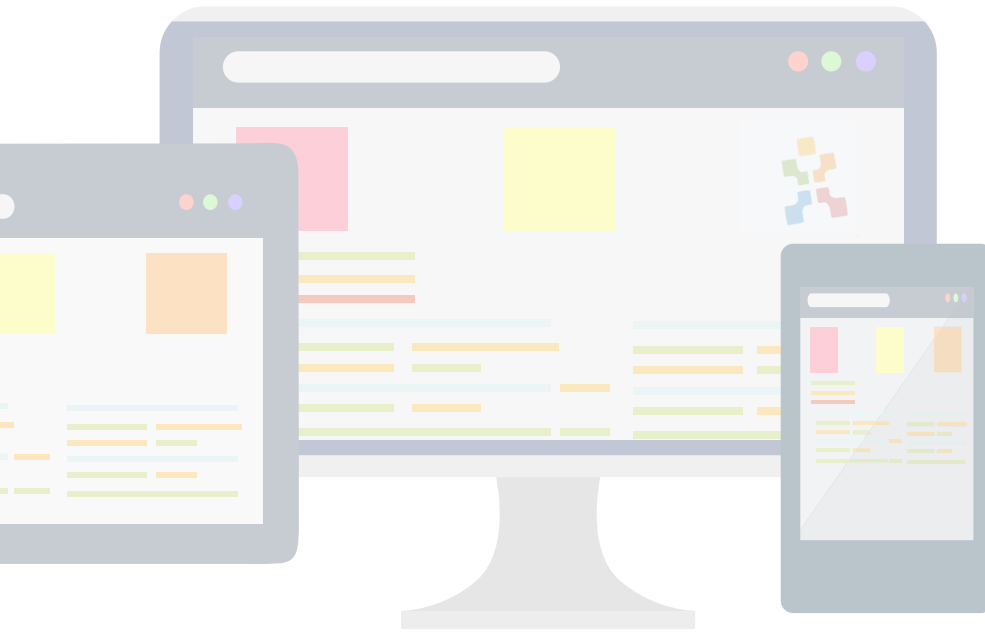
turntotech
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LOCATION

40 Rector Street
10th Floor
New York, NY 10006
(212) 924 – 8324

COST:

$3,000

CURRICULUM

What does this course cover?

This course covers the fundamentals of the Swift programming language and iOS app development with an interactive, project-based curriculum. Students will be introduced to the some of the most popular features and frameworks of iOS development.

Who is this course for?

This course is ideal for beginners, product managers, designers, those exploring software development, and developers looking to start iOS development.

What will I accomplish?

Students will create small apps each week that demonstrate core iOS concepts. Students will also work on a more complex ongoing final project. Students who complete all the coursework, homework and final project will leave with a portfolio of more than 10 small apps and a final project.

SYLLABUS

Week 1: iOS and Xcode Fundamentals

Week one introduces the iOS programming environment (Xcode), iOS templates, how to build interfaces visually using storyboards, and how to build and run apps using the iOS simulator and on physical devices.

Project: Building a fortune teller app (Magic 8 Ball clone)

Week 2: Introduction to Swift

Week two covers the fundamental concepts of programming using Swift; including operators, data types, control flow, functions, loops and properties.

Project 1: Unit converter app
Project 2: Calculator app

Week 3: Collections and Data

Week three introduces array, dictionaries and JSON as well as local files and gesture recognizers (swipe, pinch, zoom, double tap, long tap).

Project : Recipe app (displays pictures and recipes)

Week 4: Using Web API's

Week four introduces the fundamentals of downloading data from web APIs, classes, objects, UITableView, UISearchBar and asynchronous programming.

Project 1: Weather app
Project 2: iTunes search app

SYLLABUS

Week 5: Saving Data on the Device

What good is an app that doesn't save user data or preferences? This week is focused on making apps with data persistence, NSUserDefaults (a simple way to store user preferences and small amounts of data) as well as Core Data (one of the most powerful ways to store user generated data).

Project: To-do list/Shopping list app

Week 6: Maps and Location

This week focuses on maps and location. Using Apple Maps, Core Location and Local Search to build an app that displays a map and lets the user search for places near the user's location.

Project 1: Map app

Week 7: Camera and Games

Week seven teaches students how to incorporate the camera and image picker. Students will also learn to use the Social Framework to share pictures using Facebook, Twitter, and Email. Students will also customize and finish a simple shooter app.

Project 1: Camera app
Project 2: Simple shooter game

Week 8: Final Project

The final week gives student dedicated time with instructors to finish their final projects. Students will be given a brief overview of the quite complex procedure required to get their app in the App Store as well as common problems developer encounter when deploying an app.

Project : Students will showcase their final project on the last day