



iPhone Application Development Course

The iPhone Application Development course is primarily designed for beginners and experienced programmers who want to learn how to create applications for IOS (iPhone mobile operating system). The step-by-step lessons at Geosys start from basics of OOPS, and then introduction to Objective c (Programming language for developing IOS applications) and cover all that you need to develop professional iPhone Apps. There are chapter wise quizzes and coding assignments after each unit to help and reinforce your understanding.

Pre-requisites

1. Any person with passion and who wants a career in IOS can opt for iPhone Course.
2. A fresher, who is looking to make his career in iPhone applicationDevelopment.
3. An Experienced Professional who wishes to switch over to iPhone application Development.
4. Any Professional who wishes to improve his/her skills.
5. All those students and professionals who are keen to create amazing Apps for iPhone should go for this course.
6. Anyone who wants to learn iPhone application development should have basic knowledge of C and basic knowledge of object oriented programming along with an analytical blend of mind and logic reasoning.

Who should attend this course?

1. Any Graduate with Good grasping skills.
2. Good Communication & Presentation Skills.
3. 2012, 2013& 2014 Pass Outs are Preferred.
4. Self-Starter, Problem Solver, Strong Analytical Skills.

What will be achieved?

After the completion of the Android Development Course at Geosys, you should be able to understand:

1. Basic IOS Development tools such as Xcode.
2. How to use various Layouts and Templates in IOS Applications.
3. How to create interactive applications in IOS with multiple activities including audio, video and notifications.
4. Introduction to SQLite database.
5. How to publish your App on Appstore.
6. Use development tools, such as those found in the Xcode to efficiently create, understand, debug and optimize IOS applications.
7. Understand the key forces and constraints acting on handheld devices and know how to accommodate these when designing and building their own IOS applications.
8. Understand the IOS platform's organization, patterns and programming mechanisms and be able to use them effectively to develop their own iOS applications.

Why choose this course?

If your interest goes beyond existing academic education and if you want to know more about the latest technology which can boost your career then this programme is for you.



Course Duration

1 Month

Key Features

Geosys believes in offering integrated career orientation, continuous support rendering model and constant IT service portfolio.

1. Specially Designed Course Material
2. Tailor-made Course Curriculum
3. Domain Experts as Faculty
4. State-of-the-art Infrastructure
5. Industry Experts as Trainers
6. Affordable Fee Structure
7. Industry-centric Approach
8. World-class Teaching Methodology

Complete curriculum

1. Introduction to Xcode
In this Session students will come to know about xcode(sdk) and its templates ,app life cycles and they themselves familiar with xcode.
2. Objective c programming language
In this Session students will come to know about Classes,Object and data types. How methods are used in coding. Objective c syntax and constructs, how to define properties, foundation classes, message sending at runtime.
3. MVC design par diagram
This Session explains mvc design pattern,how it is useful for designing iPhone applications and how it is beneficial over other design patterns.
4. View and view controllers
This Session explains aboutUIView and UIWindow classes. And know about what are view and view controllers, how to initialize view controllers and view life cycle, view hierarchy. Designing views connect view to view controllers and navigation view controller.
5. UIKit elements and interface builder and GUI tool
This Session explains how to create uikit elements like buttons, switch, segments, and text fields etc programmatically. And also explains how to design applications using interface builder, how to connect interface to our code (File's owner, first responder) and also introduction to storyboard .
6. Navigation controllers and tabbarcontrollers
In this Session explains about how to create navigation in iphone application, how to use navigation controller and how to create tabbarcontroller to switch between more than two view controllers.



7. Tableviews
In this Session students will come to know what table view is, create datasource, tableviewcell, tableview delegate methods, insert and delete table data.
8. Picker view and date picker
This Session explains how to create pickerview and its datasource and delegate methods. Datepicker.
9. Introduction to sqlite database
In this Session students will come to know about SQLite database to store data and to do -CRUD operations in the SQLite database.Objectclasses, brief introduction to core data.
10. Memory management
In this Session explains about manual memory management retain, releases and reference counting.
11. Location Based Services and Maps
In this Session students will be trained on how to get current co-ordinates and showing in map. They will get knowledge regarding Geocoding and reverse Geocoding.
12. Gestures
This session explains about different multi gestures like tap, pinch etc.
13. IAD integration
This session explains about how to integrate iAD in an application.
14. Xml and JSON parsing
In this session student know about how to parse xml and json data received from web response.
15. Web Services
In this Session students will come to know about how to integrate web services with application, how to interact with server based application using SOAP and rest based protocols, managing network connectivity.
16. Multimedia
In this Session students will be trained on media related application. They will get knowledge how audio and video files of different formats that I Phone supports. And they will know about how to play audio using avfoundation framework through a basic application.
17. Uiview animations and core animations
This Session gives a brief knowledge about uiview animations and basics of core animation techniques.
18. System events(Notifications)
This Session gives a detailed description about system events like local notifications and push notifications.
19. Submitting app to appstore
In this Topic- In this Session students will learn about how to submit an application to appstore.



Project work

Hands on experiences (Latest tools, techniques, Software's) from application area. Trainee will gain a Consolidated knowledge of the I Phone SDK software. Trainee can use this experience as a real time experience, as the trainee will get a real time exposure while working on the Project.

Outcomes of IOS Application Development Course

After successfully completing this course, you will have acquired an understanding of general IOS terms and the basic functionality of IOS.

1. Create utility applications.
2. Design a Custom UI.
3. Create Location based services applications.