



Shaping Talents



Shaping Future

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Become a Certified  
Technology Expert



IOS  
APP DEVELOPMENT  
TRAINING

## iOS App Development Training

### About EnhanceLearn

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EnhanceLearn offers you a complete career transition by providing training and placement programs for Students and Jobseekers looking for a Career Success. We provide best IT training and certification courses which is taken by professional certified experts. The training modules are designed as per the market requirement so that it helps student to conquer the Career Job Market and achieve their career goals with our placement assistance.



### About the iOS Training Course

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iOS Training Course offers you an in-depth understanding of the iOS Architectures, app development process, iOS SDK, Objective-C & iOS programming, Xcode, Swift Language basics, Core Data Services, iOS testing, uploading app to iOS App Store. Our iOS training course help you master the Apple Operating System. Our expert IOS trainers will help you Work on real world industry projects with placement assistance. EnhanceLearn offers to get certified in iOS certification with Apple Certification exam guidance.

### Why take iOS Training Course?

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There is a very huge audience for Apple devices and so the applications present and downloaded from the Apple App Store is in billions count. IOS is one of the needed and trending technologies in the world.

IOS Developer can earn a very high salary in the competitive job market. According to indeed.com, the average salary for an iOS Developer is \$118,179 per year in the United States.

Majority percentage of companies' in the USA and UK use iOS as their Operating System. So, the demand for iOS app developers are increasing every day and there's a huge demand for the app developers with expertise in iOS.

Presently, the job market is high for the iOS Developers, and it's anticipated to grow in the future years. Fast-track your career to take on more lucrative iOS jobs and enrol with our iOS Certification Training.

If you are interested in joining EnhanceLearn's best Training and Placement Program team, please reach our team here:

# iOS App Development Training

## Course Content:

### Module 1: Introduction to IOS

- What is IOS?
- Introduction to App store and application development
- IOS SDK introduction
- Instruments
- Simulator
- IOS architecture overview
- Smart features of IOS platforms
- Working with Interface Builder
- Creating Graphical User Interfaces
- Multitasking
- Social media
- iCloud
- In-app purchase
- Game center
- Notification center
- IAds rich media ads
- Accelerometer
- Gyroscope
- Accessibility
- Bluetooth
- Orientations
- Camera integration
- Email, contacts
- web pages and messages
- Maps
- Interaction touch based interface
- IOS architecture layers in detail
  - Core OS layer
  - Core services layer
  - Media layer
  - Cocoa touch layer
- iPhone, iPad and iPod touch devices overview
- Introduction Swift (programming language for iOS apps)
- Introduction to Xcode and compilation tools
- Understanding the advantages and Limitations of Simulator

### Module 2: Introduction to Xcode

- IOS app development
- Objective-c overview
- Understanding class and objects

- Understanding x-code and hello world
- Data type, variables, operators
- Demo of x code
- Void type
- Constants
- Operators
- Loop
- Methods
- Arguments
- Blocks
- Pointer

### Module 3: IOS Development

- Installing XCode and iOS SDK
- Architecture of Xcode IDE
- Workflow of Application development
- Introduction to Xcode workspace and Interface Builder
- Understanding XCode and ios SDK
- Creating a simple iOS app
- Introduction to ios app development-Tools- XCode
- Apple Human Interface Design Guidelines

### Module 4: Introduction Objective-C

- Evolution of Objective C
- Object Creation & Messaging Overview
- Data Type and Variables and Constant
- Data type Modifiers ,Operators and Expression
- OOP concepts in Objective C
- Creating Objective C classes and Methods
- Creating Properties and methods
- Design pattern – MVC
- Inheritance, Polymorphism, Dynamic Typing ,Dynamic Binding
- Xib, StoryBoard and Interface builder
- Creating and building simple applications
- Foundation Framework and Initialization
- App event handling
- Exception and Error Handling
- How to create first IOS application

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- Memory Management (MRR and ARC)

## Module 5: Introduction to Swift

- Getting Started with Swift Environment
- Swift Standard Library Intro and Basic Operators
- Data Collection - Array , Dictionary and Set
- Working with Swift Playground, Structs and Classes
- Control Flow and Conditional Statements
- Enumeration, Struct and Classes
- Initializers, Methods, Inheritance, and Deinitialization
- Type Casting And Nested Types
- Protocols- Property, Method, and Mutating
- Memory Management - ARC
- Bridge Headers – using Swift in Obj

## Module 6: Storyboard and Layouts

- Introduction to Layout and Views
- Introduction to iOS Storyboard
- Advanced controls in IOS
- Designing responsive interfaces with Auto layout
- Creating Multi View Controller Application
- Working with iOS UITableView & UITableViewController
- Container ViewControllers and UINavigationController
- Introduction to UINavigationController
- PopOver and UIPopoverPresentationController
- DesignPattern- MVC, Singleton, Target Action
- iOS View Controllers, Walkthrough of controllers
- Creating UI and Create a sample UI

## Module 7: Databases Storage

- Implementation to Data Storage
- Exploring Different frameworks for Data Persistence

- Working with Core Data and SQLite3, and MySQL
- Introduction to the MySQL, Usage of SQL queries
- MySQL functions and result codes
- Create, Find, Select, Insert data using MySQL
- Managing data in database-DDL and DML statements
- Types of data base- MySQL , Plist, and CoreData.
- Introduction to Plist concept

## Module 8: Introduction to Core data

- Core Data Services
- Concept to understand core data
- Demo of core data
- How core data works
- Important things in core data
- How we can create own delegate method

## Module 9: Data Handling

- Understanding the Controller States in Life Cycle
- Understanding Application Document Structure
- Understanding the Product Folder Structure
- The Application Default Folders and File Manager
- Capturing Files form Bundles
- Storing and retrieving data from Files
- Storing & Retrieving data from Plists

## Module 10: Audio/video player

- Introduction to Audio Player
- Different operations using Audio like play, pause, stop
- Working with multiple Audios
- Introduction to Video Player
- Different operations using Video
- Working with multiple Videos
- Media interaction- AVAudio player, MedaiPlayer

## Module 11: Animation, Location, Maps & Social Sharing

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## iOS App Development Training

- SplashView and Basic animation
- Adding Views with animation
- Social Framework-Facebook, Twitter, Google+
- Working with Maps- Map kit Framework
- Adding Markers/Custom Markers on MapView
- Background location updates of user.
- Understanding Core Location.
- Simulating Location services
- Core location framework

### Module 12: Introduction to Notification services

- IOS notification
- Local notification
- NS notification center
- Trigger notification
- UI local notification
- Push notification
- IOS web service integration
- Address Book Usage - Address book framework
- Web Services Usage

### Module 13: Testing iOS application – Using XCODE for testing and Instruments

- Unit testing IOS app
- How to create a new test case
- Understanding XC test
- Auto, action testing IOS APPS
- UI Automation-Access element apps
- Understanding Element Hierarchy
- Understanding Automation
- Performance testing IOS Application
- Memory Analysis and CPU Analysis
- I/O Activity
- Graphics Analysis

### Module 14: Introduction to Sprite Kit

- Understanding Sprite kit
- Introduction to sprite kit components
- Sprite kit view, Scenes, Nodes, Physical world, Actions, Transitions, Texture atlas

- Sprite kit- Example game design, Designing the practical game, Planning for the game, Executing the game demo

### Module 15: Testing and Deployment of the App

- Overview of the Process
- Deploying to a device
- Create a distribution file – IPA
- App store Submission Process
- Development and Distribution Certificates
- Debugging application in device.

### Module 16: Understanding Apple certification Process

- Apple certification and distribution process
- Types of certification
- Registering for the certificate
- Getting the access to apple developer console
- Understanding apple developer console
- Creating a certificate and provisioning profile
- Using the provisioning profile for installing the app on device
- Apple app distributed process
- Creating app distribution certificate and profile
- Uploading app to itunes connect
- Distributing the application to the app store

### Module 17: IOS Development Projects

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