

iOS Application Development Course Details

By [Besant Technologies](#)

Course Name	iOS Application Development
Category	Mobile Application Development
Venue	Besant Technologies
Address	No.24, Nagendra Nagar, Velachery Main Road, Velachery, Chennai – 600 042 Landmark – Opposite to Phoenix Market City
Official URL	iOS Training
Demo Classes	At Your Convenience
Training Methodology	30% Theory & 70% Practical
Course Duration	20-25 Hours
Class Availability	Weekdays & Weekends
For Demo Class	Call - +91-996 252 8293 / 94 Email ID – besanttech@gmail.com

Why Besant Technologies?

- Training by highly experienced and certified professionals
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iOS Training Outline

Introduction iPhone App Development course

- Introducing the iPhone, iPod Touch and iPad
- What is it like developing for Apple's Platform?
- What is Objective-C
- Xcode IDE as a development tool
- The iOS Developer Center, Programme and SDK

Objective-C Basics

- Introduction to Objective-C
- Use Objective-C for iPhone/iPad development
- Objective-C syntax and constructs
- Objective-C classes
- allocate and deallocate objects
- How to define properties
- memory management and ARC
- Foundation classes
- message sending at runtime (dynamic binding)

Cocoa Touch Design Patterns:

- Cocoa Touch for the iPhone, iPod Touch, and iPad
- What are object-oriented design patterns?
- Object-oriented libraries of Cocoa touch
- What is Model-View-Controller (MVC)?
- Use of delegation
- How to declare a protocol

Foundation

- What does foundation provide?
- Using NSString and NSArray
- Using Dictionaries
- Using NSXMLParser
- Using NSURLConnection

Xcode IDE as a development tool

- Use Xcode IDE for building iPhone applications

- Debugging and editing using Xcode IDE
- Manage project resources
- Visual Interface design

View and View Controllers

- What are views and view Controllers?
- Model-View-Controller (MVC) design for Apps
- Design Views
- Connect view to controllers
- Apple's pre-built view controllers

Interface builder GUI Tool

- How to design applications using Interface Builder
- Connect interface to your code
- File's Owner and First Responder

Table Views:

- What is a Table View
- Create data source and a delegate
- Insert and delete table data
- Navigate between tables using navigation controllers

Graphics:

- Use of images and other resources in an app
- How to use images

Gesture Recognizers:

- What are gesture recognizers
- Touch Events
- Taps, swipes and pinches

Animation:

- How to use built in Animations
- Using blocks to write custom animations

System Events

- Application Life Cycle

- The runloop
- What are notification centers?
- iPhone's built in sensors
- Local / Push Notifications

iPhone and iPad virtual keyboard

- Use of virtual keyboard
- The responder chain
- Using delegates to control keyboard input

iPad App Development:

- Difference between iPhone and iPad App
- Build a universal app for iPhone and iPad
- Split-View Controller

Performance and Debugging:

- Find and fix problems
- Eliminate hot spots and slow code
- Instruments utility

Manage Navigation:

- Create navigation in an iPhone App
- How to use Apple's navigation controller
- User of the tab bar controller

Integrate with Apple APIs:

- Integrate your app with Address Book
- Integration with Maps
- Integration with Safari.
- Integration with Messaging
- The iOS5 Twitter API

Integration with 3rd Party APIs

- What is JSON
- What is a RESTful API?
- Use of JSON in your app

Concurrency

- The main thread
- Working with threads
- Using Grand Central Dispatch on iOS

Submitting your app for approval

- How to submit app?
- What to consider before submitting app

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