

Short Course

Faculty of Information and Communication Technologies

DEVELOPING APPS FOR IOS

Apple's iOS platform is the cutting edge of mobile software development today. Learn from commercial app developers how to make native iPhone and iPad software. Level up your development skills and stay ahead of the curve. Places are limited. Make your move today, don't miss out.

- Covers Objective-C syntax, Cocoa Touch Framework and everything you will need to start constructing your own projects.
- Includes screen casts, easy to understand reference materials and sample projects for quickly constructing your own apps (contains actual production code and open source libraries).
- **Advanced Core Animation** - Animating views; animating images; animating text; animating running tasks; user confirmations in modal views; iOS app life cycle

COURSE OUTLINE

DAY ONE

- **Developer Tools** - Guided tour of core development tools including Xcode and Interface Builder; building your first app (*Hello World*); break pointing and debugging in GCC.
- **Objective C Fundamentals** - NSObject, Properties, Memory Management
- **Introduction to Cocoa Touch Framework** - Protocols, Delegates & Datasources, Interface Builder Outlets, Application Object, Collections, File IO
- **Making Interfaces with UIKit** - MVC, Views & View Controllers, Table Views, Navigation Controllers, Tab Bar Controllers, Actions and Events

DAY TWO

- **Data Storage with Core Data** - Core Data Concepts, Creating a Managed Model, Retrieving Data, CRUD Operations
- **Networking Basics** - Accessing the network, use of delegates to avoid locking the UI
- **UI & UX Concerns** - working in background threads to keep UI responsive; displaying progress for long

DAY THREE

- **Advanced UIKit** - Making tableviews searchable; customising navigation bars; camera input; map kit; modal views; common view animations
- **Advanced Networking** - Reading JSON web service, concurrent networking
- **Advanced Tools** - Unit Testing, Allocations, Leaks
- **Constructing Your Data Driven Application**

PRESENTER

Presented by Paul Chapman, Director at Long Weekend LLC, professional developers of iOS and Android Apps.

THE COURSE

Duration: 3 day course

Date: Thursday 10 November until Saturday 12 November 9:00 - 16:30

Location: Hawthorn campus

Cost: AUD\$1,950 per person (incl. GST)

Assumed knowledge: Experience in any OOP language (e.g. Java, C#, C/C++, Ruby, Python, etc)

Note: The following fees apply for withdrawal from the program prior to commencement-
14 days or more: full refund
13 to 8 days: 50% of course fee
7 days or non-attendance: no refund

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