

COURSE OUTLINE: iOS App Development– Course Outline

Course Title: iOS App Development

Brief Course Description:

This course is designed to teach candidates the development of iOS apps and publishing Apps. This course will help candidates to understand the concept of iOS devices and tools. Also it will help candidates to discuss; design and prototype the UI interface.

Textbooks required for this course:

- Objective-C Programming: The Big Nerd Ranch Guide (2nd Edition), Aaron Hillegass and Mikey Ward, 2013, ISBN-13: 978-0321942067 or ISBN-10: 032194206X
- iOS Programming: The Big Nerd Ranch Guide (4th Edition), Joe Conway and Aaron Hillegass, 2014, ISBN-13: 978-0321942050 or ISBN-10: 0321942051
- Recommended Tools: MAC OS and XCode
- iPhone, iWatch

Course Duration: 40 weeks (4 hours/week)

Homework Hours: 120-160 hours

Delivery Method: On-site delivery

Course Capacity: 14 students (at one time)

Learning Objectives:

After this course candidates, will be able to:

- The basics of an iPhone app
- X-Code, and programming in Objective-C as well as Swift
- Parse XML feeds available from the internet, and make use of the Web View
- Controller
- Use of the GPS and Map Kit functions
- Multimedia functions – Playing audio and video files
- Develop apps for Handhelds (iPhones, iPad, iPods) and Wearables (iWatch).
- How to publish an iOS app to the AppStore.

Course Fees

\$70/ hour/candidate

(This is “Digital skills training for companies big and small”. If group of candidates is less than 4 , then fees for minimum 4 candidates will be charged)

Instructor Bio

Mr. Luiz Fernando has more than 10 years of experience in Information Technology field. He is a full-time instructor at Cornerstone College since 2015. His educational background is in Computer Science and Information Technology. The focus of both his graduate and master’s education has centered upon the particular aspects of computer languages and Mobile Application Development. Teaching has been a natural progression from his passion.

TOPIC OUTLINE / COURSE SCHEDULE:
Details provided on first day of class

Week (4 hours/ week)	Topic Details (40 weeks – 160 hours)
Week 1 and Week 2	Introduction to C Language, structure of C and quick overview
Week 3 - Week 5	Introduction to Objective C, Xcode development
Week 6 – Week 9	Use of Classes in Objective-C, Creating and using Classes, Collection classes.
Week 10 – Week 11	Introduction to Swift programming, difference between Objective C and Swift
Week 12 – Week 14	Introduction to the development environment, iOS App architecture, iOS developer center, creating the first project, App life cycle
Week 15 – Week 25	iOS user interface, Xcode storyboard, UI objects/elements, Views, Table views, picker views (Assignment 1)
Week 26 -Week 30	Project 1 – in class
Week 31 – Week 32	Location handling, Introduction to iCloud,
Week 33 – Week 34	Advanced topics (Media Playback, Address book, Social Framework, Web App, Managing orientation). Multitasking, Notifications, Core Animation, Look and Feel, publishing app.
Week 35 – Week 40	Project 2 – in class (Final Project).

COURSE CHANGES:

The content of this course outline is subject to changes. Material may be added or deleted from courses. Course content is revised on an ongoing basis to ensure relevance and accuracy of information. The instructor will notify students of changes as soon as possible. The course schedule may also need to be adjusted from time to times. In all cases content will be equal to or greater than the original.