Objective-C ve Xcode kullanarak iOS Geliştirme Eğitimi

Eğitim Hakkında

Objective-C ve Xcode Kullanarak iOS Geliştirme Eğitimi'nde; iPhone ve iPad için Objective-C'de iOS uygulamalarının nasıl geliştirileceğini öğreneceksiniz.

Katılımcılar, Xcode kullanarak UI tasarımı ve uygulama geliştirmedeki temel ve gelişmiş becerileri öğrenecekler.

Neler Öğreneceksiniz

- Understand syntax, types, and flow control of Obj-C
- Perform Unit Testing with XCTest
- Integrate UI Design with Interface Builder
- Use blocks for passing code
- Utilize collections for storing data
- Understand protocols for defining roles
- Implement categories to extend classes
- Incorporate design Patterns to bind them all

Eğitim İçeriği

Introduction

Getting Started

- Intro to Obj-C
- Data Types, Variables & Constants
- Strings, Numbers, Bools
- Literals
- Type Casting
- nil

Unit Testing

- Introduction
- XCTest Framework
- Asserts
- Performance Testing
- Xcode Service

More Objective-C: Flow Control

- Loops
- Switch
- Logical Operators

UI with Interface Builder

- Introduction
- View Controllers
- Views
- Outlets
- Actions

More Objective-C: Functions

- Parameters
- Return Values
- Blocks
- Completion Handler

Debugging

- Introduction
- Breakpoints
- Debug Gauges

More Objective-C: Objects and Memory

- Properties

- Dot Notation
- Automatic Reference Counting (ARC)
- Object Initialization

Windows and Views

- View Types
- Responder Chain
- View Resizing
- Screen Size Considerations
- Autosizing
- Auto Layout

More Objective-C: Collections

- Arrays
- Sets
- Dictionaries
- Enumerations

Asset Management

- Asset Catalogs
- App Icon

More Objective-C: Beyond Basics

- Protocols
- Categories
- Blocks

Application Patterns

- Model-View-Controller (MVC)
- Model-View-Presenter (MVP)
- Model-View-View-Model (MVVM)

- Target-Action Pattern
- Subclassing
- Delegation
- Protocol Oriented Programming (POP)

Storyboards

- Introduction
- Scenes
- Segues
- Moving Data Between Controllers

Navigation Controller

- Introduction
- Root View Controller
- Navigation
- Segues and Passing Data

UI Design

- Constraints
- Missing/Insufficient Constraints
- Misplaced Views
- Conflicting Constraints
- Content Hugging, Compression Resistance

Table Views

- Overview
- Delegates and Data Sources
- Table Styles
- Cell Styles
- Prototype View Cells
- Navigation
- Static Table Views

Universal Apps

- Introduction
- UI Considerations
- Full Screen
- UI Variants

UIPicker View

Directories and Files

- Introduction
- Obj-C Classes
- Pathnames
- Directories
- Files
- File I/O
- UserDefaults

CoreData

- Introduction
- Entities
- Relationships
- Code Generation

Multitouch, Taps and Gestures

- Touches
- Gestures
- Gesture Recognizers

Drawing

- Introduction
- Points, Coordinates, Pixels

Animation

- CoreAnimation
- Animation Blocks
- Transformations

App States

- Introduction
- AppDelegate
- Considerations and Limitations
- Background Execution

Notifications

- Overview
- Permission
- Local Notifications
- Push Notifications
- Notification Center

CoreLocation

- Basics
- Location Accuracy
- Distance Filter
- Location Updates
- Calculating Distances

MapKit

- Introduction
- MKMapView
- Regions
- Map Type
- Location
- Annotations

Concurrency

- Introduction
- Grand Central Dispatch (GCD)

Networking

- Reachability
- Synchronous Downloads
- Asynchronous Downloads
- GET and POST Requests
- JSON

Localization

- Introduction
- Resources
- Language and Region
- Translation Considerations

Running on a Physical Device

- Developer Account
- Development Certificate
- Registering the Device
- Build for Device

Performance and Power Optimization

- Introduction
- Measuring Performance
- Memory Considerations
- Networking Considerations

Deployment

- Icons and Launch Storyboard
- Archiving

- Distribution
- iTunes Connect

Debugging

- LLDB and Custom Breakpoints
- Stack Trace
- Thread Inspection
- View Hierarchy Debugger

API Design

- Server calls
- Completion Blocks
- User Feedback
- Handling UI Updates
- Notification Center

Instruments

- Leaks
- CPU/Performance

Threading

- Operation subclassing
- Concurrent Queues
- Serial Queues
- OperationQueue vs GCD
- Semaphore-based Locking

Swift and Obj-C

- Interoperability
- Bridging Header
- Swift from Obj-C
- Obj-C from Swift