

Swift ve Xcode Kullanarak iOS Geliştirme Eğitimi

Eğitim Hakkında

Swift ve Xcode Kullanarak iOS Geliştirme Eğitimi, katılımcılara Swift programlama dilini ve Apple'ın Xcode IDE'sini kullanarak iPhone ve iPad için iOS yerel uygulamalarının nasıl oluşturulacağını öğretir.

Swift, Apple'ın iOS 8 SDK ve Xcode 6'da tanıtılan yeni programlama dilidir.

Swift yardımıyla iOS Uygulama Geliştirmeyi öğreneceksiniz. Swift, C Uyumluluğu kısıtlamaları olmaksızın C ve Objective'ın en iyilerini temel alan iOS ve OS X uygulamaları için yeni bir programlama dilidir. Swift, güvenli programlama kalıplarını benimser ve programlamayı daha kolay, daha esnek ve daha eğlenceli hale getirmek için modern özellikler sunar.

Neler Öğreneceksiniz

Swift is Apple's new programming language introduced in iOS 8 SDK and Xcode 6. In this course, students will learn to create iOS Application Development with the help of Swift. Swift is a new programming language for iOS and OS X apps that build on the best of C and Objective, without the constraints of C Compatibility. Swift adopts safe programming patterns and adds modern features to make programming easier more flexible and more fun.

Eğitim İçeriği

Swift

- Introduction to Swift
- Introduction to Playground
- Variables and Constants
- Optional & Forced Unwrapping
- Class and Objects
- Playing with Methods

Introduction to iOS Application Development

- Introduction of iOS
- What's different about coding for iOS ?

iOS Stack and Setting development Environment

- A top down tour of the layers
- About UIKit, Cocoa Touch
- Setting up your project in XCODE

Getting Familiar with XCODE (IDE)

- The XCODE workspace window
- The Toolbar
- The Navigator View
- Project Navigator
- Symbol Navigator
- Search Navigator
- Debug Navigator
- Break- Point Navigator
- Log Navigator
- The Jump Bar
- The Utility Pane
- Closer look to Project

MVC and User Interfaces

- View Controller
- Outlets and Actions
- Button and Action Methods
- Image View and Text Fields
- Closing Keypad
- Slider and Label
- Tags,
- Checkbox and Radio
- Alert Controller
- Switches and Segment Controls
- Web View
- More UI Components

Auto rotation, Auto sizing

- Mechanics of Autorotation
- Points, Pixels and Retina display
- Autorotation Approaches

- View Orientation
- Auto sizing with different apple devices

Multi view Application

- Architecture of Multi View Application
- Root controller
- Navigation Controller
- Tab Bar Controller
- Segues

Working with Pickers

- Date Picker
- Single Component picker
- Multi Component picker
- Custom picker with images
- Delegates and Data sources

Table view with Navigation Controllers

- Working with Table View
- Working with Table View Controller
- Grouped and Indexed Section
- Header and Footer
- Custom Table View
- Connecting View controller with Table View Controller

Basic Data Persistence

- Store data in file
- Core Data
- SQLite Databases
- Accessing remote database (Web Services)

Grand Central Dispatch

- Overview of Grand Central Dispatch
- Slow worker
- GCD: Playing with queues
- Background processing

Gestures

- Taps Gesture
- Pinch Gesture
- Rotation Gesture
- Swipe Gesture
- Pan Gesture
- Screen Edges Pan Gesture
- Long Press Gesture

Working with Maps

- iOS Core Location Framework
- iOS Map Kit Framework
- The Location Manager
- Getting Location Updates
- Visualizing your movement on a map
- Annotation
- Latitude & Longitude

Camera, Photo Library, Collection

- Image Picker Controllers
- Camera and Library
- UI Collection

Multimedia

- Playing video using URL
- Playing video using resource
- Working with Audio

Localization

- Localization Architecture
- Localize application

Deploy your application

- Overview on deployment of application
- Generating Certificate Request
- Provision Profile
- App ID Creation
- Deploy Application