

iPhone/iPad Course Content **(Duration: 64 Hours)**

Course Prerequisites

- Experience with the C or Java programming language is required.

Introduction

- iOS SDK: iPhone, iPod Touch, iPad
- Xcode
- Interface Builder
- iPhone Simulator
- Debugger

Objective-C 2.0

- Classes
- Protocols
- Messages
- Properties
- NSObject
- NS Classes
- UI Classes

Window-Based Application

- Application
- Application Delegate
- Window
- Timer

Device Info

- Screen
- CGRect, CGPoint, CGSize
- CGRectMake(), CGRectZero
- Static Device Info
- Dynamic Device Info
- Orientation Info

View-Based Application

- View
- View Hierarchy
- View Controller
- View Rotation
- Interface Builder

Alerting Users

- Alert View
- Alert View Delegate
- Action Sheet
- Action Sheet Delegate

Controls

- Controls
- Labels
- IBOutlet
- Buttons
- IBAction
- Interface Builder

Text Controls

- Text Field
- Text Field Delegate
- Text View
- Text View Delegate

Tables

- Table View Controller
- Table View
- Table View Cell
- Data Source
- Table View Delegate

Files and Media

- NSHomeDirectory(), etc.
- Bundles
- Resource Files
- Read/Write Text Files
- Audio Services

Utility Application

- Application Controllers
- Main View
- Flipside View
- Animation
- Button Handling

Tab Bar Application

- Tab Bar Controllers
- Tab Bars
- First View Controller
- Second View Controller
- Creating New Classes
- Classes and Interface Builder

Navigation-Based Application

- Root View Controller
- Navigation Controller
- Navigation Bars
- Navigation Items
- Button Bar Items