

Course duration

- 4 days

Course Benefits

- Learn how to perform unit testing.
- Learn to work with flow control.
- Learn how to perform debugging.
- Learn to work with windows and views.
- Learn to work with collections.
- Learn to manipulate design and work with picker view and date picker.
- Learn to work with directories and files.
- Learn to work with MapKit and Networking.
- Learn to run you app on a physical device and deploy.

Course Outline

1. Getting Started
 1. Introduction to Objective-C
 2. Lab: Hello World
 3. Data Types and Variables
 4. Lab: Properties
 5. Constants
 6. Alloc-Init & New
 7. Strings, Numbers, Bool
 8. Literals
 9. Typecasting
 10. nil
2. Unit Testing
 1. Introduction
 2. XCTest
 3. Performance Tests
 4. Lab: Unit Tests
 5. Xcode Server
 6. Create Bot
 7. Lab: Xcode Server
3. More Objective-C: Flow Control
 1. Loops
 2. Switch
 3. Lab: Loops
 4. Logical Operators

- 5. UI with Interface Builder
- 6. Introduction
- 7. View Controllers
- 8. View
- 9. Connections
- 10. Lab: Connections
- 4. More Objective-C: Functions
 - 1. Functions
 - 2. Parameters
 - 3. Lab: Functions
 - 4. Blocks
 - 5. Completion Handlers
 - 6. Lab: Blocks
 - 7. Debugging
 - 8. Introduction
 - 9. Breakpoints
 - 10. Debug Gauges
 - 11. Debug Area/Console
 - 12. Lab: Debugging
 - 13. Classes
 - 14. ARC
 - 15. Initializers
- 5. Windows and Views
 - 1. Windows
 - 2. Views
 - 3. Responder Chain
 - 4. View Resizing
 - 5. Screen Size Considerations
 - 6. Auto Layout
 - 7. Lab: Constraints
- 6. More Objective-C: Collections
 - 1. Arrays
 - 2. Sets
 - 3. Dictionaries
 - 4. Enumerations
 - 5. Lab: Collections
 - 6. Asset Management
 - 7. Asset Catalogs
 - 8. App Icon
- 7. More Objective-C: Beyond Basics
 - 1. Protocols
 - 2. Lab: Protocols
 - 3. Categories
 - 4. Application Patterns
 - 5. Model-View-Controller
 - 6. Model-View-Presenter
 - 7. Model-View-ViewModel

- 8. Target-Action
- 9. Subclassing
- 10. Delegation
- 8. Protocol Oriented Programming
 - 1. Storyboards
 - 2. Introduction
 - 3. Segues
 - 4. Passing Data
 - 5. Lab: Storyboards
- 9. UI Design
 - 1. Constraints
 - 2. Table Views
 - 3. Table View Styles
 - 4. Cell Styles
 - 5. Prototype Cells
 - 6. Table Views
 - 7. Navigation
 - 8. Static Table Views
 - 9. Lab: Table View
- 10. Universal Apps
 - 1. Picker View
 - 2. Date Picker
- 11. Directories and Files
 - 1. Introduction
 - 2. Paths
 - 3. Paths and Directories
 - 4. File I/O
 - 5. User Defaults
 - 6. Lab: Files
- 12. CoreData
 - 1. CoreData
 - 2. Entities
 - 3. CoreData
 - 4. Core Generation
 - 5. Lab: CoreData
- 13. Touches, Taps, and Gestures
 - 1. Touches
 - 2. Gestures
 - 3. Lab: Touches
 - 4. Animation
 - 5. Lab: Animations
- 14. App States
 - 1. App States
 - 2. App Delegate
 - 3. Considerations/Limitations
 - 4. Background Execution
- 15. Notifications

1. Overview
2. Permission
3. Local Notifications
4. Push Notification
5. Notification Center
6. CoreLocation
7. Lab: CoreLocation
16. MapKit
 1. MapKit
 2. Concurrency
 3. Operations and Operation Queue
 4. NSInvocationOperation
 5. NSBlockOperation
 6. Grand Central Dispatch
 7. Lab: Concurrency
17. Networking
 1. Reachability
 2. Asynchronous Downloads
 3. Lab: Downloads
 4. GET Request
 5. POST Request
 6. JSON Data
 7. Lab: JSON
 8. Localization
 9. Resources
 10. Translation Considerations
 11. Language and Region
18. Running on a Physical Device
 1. Developer Account
 2. Device
 3. Performance and Power Optimization
 4. Performance
 5. Measuring Performance
 6. Memory Considerations
 7. Network Considerations
19. Deployment
 1. Icons and Launch Storyboard
 2. Archiving
 3. Distributing
 4. iTunesConnect
 5. User Feedback
 6. Obj-C from Swift
 7. Swift from Obj-C

Class Materials

Each student will receive a comprehensive set of materials, including course notes and all the class examples.

Class Prerequisites

Experience in the following *is required* for this Objective-C class:

- Basic computer experience.

Experience in the following *would be useful* for this Objective-C class:

- Some experience in a programming language.
- Broader exposure than HTML, CSS, etc. is strongly suggested.
- If unsure about your experience and prerequisites, contact Webucator customer service who can put you in touch with an Objective-C instructor.
- End-user experience with an iPod, iPhone, or iPad.