

iOS App Development Level 1

Get started in iOS development. In this class, you will code 4 separate apps while learning the basics of Swift, Xcode, and object-oriented programming.

Group classes in NYC and onsite training is available for this course. For more information, email hello@nobledesktop.com or visit: nobledesktop.com/classes/ios-app-development-with-swift-level1



hello@nobledesktop.com • [212-226-4149](tel:212-226-4149)

Course Outline

Week 1

Introduction to Tools of the Course

- XCode
- iOS
- Swift

Hello World App

Roll The Dice App

The Swift Programming Language

- The Swift Playground
- Comments
- The `println()` function

Variables

- Variables
- Constants
- Data types
- Optionals
- Type inference

Conditional Statements & Operators

- The if statement
- The else statement
- The else if statement
- Comparison operators
- Arithmetic operators
- Logical operators

Strings

- Literals
- Mutable strings
- Comparing strings
- Concatenating strings

Week 2

Tip Calculator App

Functions

- Functions with parameters
- Functions with returned values

Optional Unwrapping

- Forced optional unwrapping
- Implicitly unwrapped optionals
- Optional binding

Loops

- For loops
- While loops
- For in loops
- Iterating over arrays

Creating a Class

- Object-oriented programming
- Objects & classes
- Methods
- Properties

Methods

- Methods with parameters
- Methods with return values

Structs

- Creating a struct
- Accessing a struct

Inheritance

- Creating a subclass
- Method overriding

Extensions

- Extending existing classes
- Using extensions

Protocol & Delegates

- Defining & implementing protocol
- Delegate design pattern

- Implementing & using delegates

Closures

- Defining a closure
- Closures with parameters
- Closures with returned values
- Closures as callbacks

Week 3

ENUMS

Creating & using enumerations

Type Casting

- Type checking
- Type casting
- Downcasting

Tuples

Creating & using tuples

Type aliases

Creating & using type aliases

ARC

- Strong & weak references
- Avoiding strong reference cycles

Card War App

- Importing the images
- Adding the button that draws the cards
- Labeling the deck & each player's score
- Adding constraints to our labels
- Adding a button to restart the game & constraining it
- Adding & constraining the background image