

iOS App Development Level 2

Take your iOS development skills to the next level with this course. Learn how to build an app that interacts with an outside database, integrates with Apple's Mapkit and Firebase, and links to content on the web. Prior coding experience is recommended.

Group classes in NYC and onsite training is available for this course. For more information, email hello@nobledesktop.com or visit: <https://www.nobledesktop.com/classes/ios-app-development-with-swift-level2>



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Course Outline

Section 1

Hello World: Starting a Simple App

- Creating a Single View Application
- Getting to Know Xcode's Interface
- Creating a Label and Button
- Document Outline: View vs View Controller

Hello World: Making a Button Change Some Text

- Assistant Editor
- ViewController.m vs .h
- Creating an Outlet for the Text
- Creating a Method for the Button
- @synthesize
- Testing the App in the iOS Simulator

Hello World: Making Label Initially Blank

- Using Xcode's Help
- Removing the Initial Label Text

Section 2

Hello World: Intro to Swift

- Creating a Class
- Defining Properties
- Error Alerts
- Methods

- @property Modifiers: strong/weak & nonatomic/atomic
- @synthesize

Hello World: Finishing Up

- Instantiation
- Creating Outlets
- Dot Notation vs. Getter and Setter Methods
- Placeholders for Values
- First Responder, Delegates & Dismissing the Keyboard
- Debugger Area and Breakpoints

Creating Simple Cells and Managing Retina Images

- Adding Cells to the Table View
- Adding Images
- Adding Retina Images

Section 3

Building a Table View Controller

- Creating a Class and Connecting it to the Storyboard
- Adding Properties for the Band Data
- Editing the Three DataSource Protocol Methods

The Navigation Controller

- Navigation Controllers
- Setting the Initial View Controller
- Setting the Root View Controller
- Adding the Detail View Controller
- Segues

Creating the Band Detail View

- Adding Label Objects
- Adding View Objects
- Changing Text Properties
- Adding a Divider Line
- Adding the Band Images

Section 4

Segues Part 1

- What Is a Segue?
- prepareForSegue Method
- Band Detail Object

Segues Part 2: Passing Objects

- NSMutableArray vs NSArray
- Creating a Mutable Array
- Connecting Band Detail Outlets in Code

Tab Bar Controller

- Creating a Tab Bar Controller
- Using an Apple-Provided Tab Icon
- Using a Custom Tab Icon

Creating a Location Map

- Adding the MapKit Framework
- Adding a Map View
- Setting a Specific Location on the Map
- Defining Location Coordinates

Section 5

Linking to an External Webpage

- Creating the Web View Controller
- Coding the Link to the Webpage
- Adding a Button Linking to the Webpage
- Making the Webpage Scale to Fit

Embedding Video into the App

- Adding a Video
- Moving the Video to the Band Detail

Setting the Video for Each Band

- Adding a videoURL Property
- Defining videoURL for bandDetail Objects
- stringWithFormat Method

Customizing the App for iPad

- Creating a New iPad Storyboard
- Setting the Interface Orientation

Section 6

Making the App Real World

Setting up a Model

- Creating a Model
- Converting Code to Function Generically

Connecting to the Real World

- Creating a Parse Account
- Creating a Parse App
- Importing Parse
- Creating a Dataset on Parse
- Connecting Your Model with Parse

Connecting the View Controller with the Model

- Talking Back and Forth with the Model

- Handling Data Error
- Adding UI to Allow the User to Refresh Data

Additional Topics

Creating the Split View Controller

- Adding a Split View Controller
- Connecting and Reordering the View Controllers

Programming the Split View Controller

- Connecting the Master and Detail View Controllers
- Setting an Initial Detail View
- Using the viewDidLoad Method

Fixing the iPad Layout

- Fixing the Detail View for iPad
- Finding Elements that Seem to Have Disappeared

App Settings: Icons & Launch Images

- Preparing the Assets
- Adding App Icons & Launch Images