iKompass iOS WORKSHOP

FEATURES
- 6 Days classroom
- 2 extra days if no coding exp
- Over 70% hands-on
- Based on best practices
- 1 year access to videos

WHAT TO BRING
A. Macbook
   With the latest OS and a minimum of 4 GB RAM
B. XCode Installed
   XCode is the tool used to build apps. It is free to download
C. Positive Attitude
   Learning a new skill is not easy. A positive attitude is necessary
D. Questions
   We want you to ask a lot of questions in class

TYPICAL DAY
A. Concept explanation
   Our trainers will explain the concept and show you the steps
B. Learn by Doing
   You will complete the steps that the trainer showed you
C. Challenge of the Day
   Each day you will write code to build an app with our help
D. Demo & Retrospective
   We will randomly choose one participants’ code to review

REGISTRATION
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ENROLL www.ikompass.edu.sg
**Programming basics**
Optional module. For those with no programming experience, this module covers the basics of writing good code. Starting with the basics of C, this module introduces participants to object-oriented programming.

**Storyboards & Segues**
A storyboard is a visual representation of the user interface of an iOS application, showing screens of content and the connections between those screens. Segue objects are responsible for performing the visual transition between two view controllers.

**Delegation, TableViews**
Delegation is a simple and powerful pattern in which one object in a program acts on behalf of, or in coordination with, another object. The UITableView is one of the most commonly used complicated user interface objects used in iOS application development.

**Gesture Recognizers**
Gesture recognizers interpret touches to determine whether they correspond to a specific gesture, such as a swipe, pinch, or rotation. If they recognize their assigned gesture, they send an action message to a target object.

**Classes & Properties**
Creating custom classes allows the developer to model real-world problems using domain-specific language. If your application deals with users, you will likely want to create a custom class called User.

**CollectionView & Dynamics**
UICollectionViews are a staple of iOS applications. They empower us to display large amounts of data in a flexible way. UICollectionViews are commonly in a grid layout. UIDynamics provides a way to simulate physics in our application's animations.

**Dictionaries & APIs**
Dictionaries are one of three fundamental container-based data structures. Comprised of keys and values, Dictionaries are responsible for many behind-the-scenes iOS magic. Dictionaries are also natural consumers of Web API JSON data.

**MapKit**
What is an iOS device without a map? The MapKit framework provides an interface for embedding maps directly into your own windows and views. This framework also provides support for annotating the map, adding overlays, and performing reverse-geocoding lookups.

**Other stuff...**
Persistence
Data Modeling/MVC
Core Data
XCTest
Deployment
To date, App Store developers have earned a cumulative $25 billion from the sale of apps and games. The digital storefront saw billings rise 50 percent last year, generating over $10 billion in revenue for developers. The App Store debuted in 2008, a year after the iPhone first launched. There are now more than 1.4 million apps available for iPhone, iPad and iPod touch, with 725,000 of those made specifically for the larger display of the iPad.

Sanat has over 13 years experience in the software development industry. He has worked with fortune 500 companies running large scale software projects in various roles including that of project manager, solution architect, sponsor and development lead. Sanat has been developing iOS applications since the launch of the iPhone for his enterprise clients in the area of finance and payment systems. His main strengths lies in developing native applications that integrate with existing web services using JSON. Sanat is a foodie and lives trying our new recipes.

Prakash has over 10 years experience in writing code and is a big fan of Object Oriented Programming. He is an expert in Spring MVC and has been working with web based applications for big companies. He has a wealth of experience gained from companies such as HP, Barclays, Ericsson. He loves mobile applications development and has been developing apps for the past 3 years. His strength lies in creating solutions for complex apps including games. He is an avid scuba diver and loves to travel when he gets time.

Jorge has over 9 years of experience in applications development. For the past 4 years, he has been working solely in building apps on the iOS platform. He is an expert in Objective C and has recently moved to becoming an expert in Swift. He has created many apps on the app store covering education, lifestyle and games. He loves to build educational apps for kids that encourages their inquisitive nature. His main strength lies in working with the different frameworks such as MapKit, SpriteKit etc. Jorge loves singing and dancing.