learn

experiment

know

help

assimilate

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 attidue is necessary

D **Questions**
We want you to ask a lot of
questions in class

TYPICAL DAY

AM 9-10 **Concept explanation**
Our trainers will explain the
concept and show you the steps

AM 10-12 **Learn by Doing**
You will complete the steps that
the trainer showed you

PM 1-3 **Challenge of the Day**
Each day you will write code to
build an app with our help

PM 3-5 **Demo & Retrospective**
We will randomy chose one
participants' code to review

Registration

EMAIL   contact@ikompass.edu.sg

CALL   +65 66381203

ENROLL   www.ikompass.edu.sg

iOS Workshop

WHAT IS COVERED

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.

CollectionViews & Dynamics

UICollectionViews are a staple of iOS applications. They empowers us to display large amounts of data in a flexible way. CollectionViews 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 s an iOS device without a map? The Map Kit 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
XCTests
Deployment

WHY iOS MATTERS?

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.

EXPERT TRAINERS

Sanat

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

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

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 educationsal 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.

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