SWIFTUI

1. Introduction to SwiftUI

- What is SwiftUI?
- Running SwiftUI on macOS Mojave with Xcode 11 Project

2. Creating and Combining Views

- Hello SwiftUI
- Customizing Text and Combining Views Using Stacks
- Displaying Images

3. Building List and Navigation

- Populating List
- Adding Images to the List
- Adding Navigation
- Implementing Details Screen
- Adding Tap and Zooming Animation

4. Building Grid Layout in SwiftUI

- What is a Grid?
- Creating Grid with Row and Cells
- Implementing Array Chunking Algorithm
- Displaying Grid with Dynamic Data

5. Understanding State and Binding

- What is State?
- Implementing @State
- Adding Items to List Maintained by State
- Using State to Filter List
- What is Binding?
- Understanding @Binding
- Understanding ObservableObject
- Understanding @EnvironmentObject

6. Integrating SwiftUI with UIKit Apps

- Displaying SwiftUI View In UIKit App
- Passing Data to the SwiftUI View
- Implementing the Image Loader Service
- Building URLImage SwiftUI View
- Displaying UIKit Control in SwiftUI View

7. Building Custom Views with SwiftUI

- Getting Started with Graphics in SwiftUI
- Implementing a BarGraph View
- Implementing the Report Model
- Building Dynamic Graph Using Reports
- Adding Animation

8. Implementing Gestures in SwiftUI

- Adding the Tap Gesture
- Adding the Drag Gesture
- Adding Magnification Gesture
- Adding Rotation Gesture

9. Forms

- What are Forms?
- Building Form for Notifications Settings

10. Building Map View with Swift UI

- Integrate Maps
- Get Location

11. Camera, Photo Library, Date Time Pickers

- Open Camera
- Take Picture
- Selecting Date and Time with DatePicker

12. Swift UI Animations

- Implementing a Basic Animation
- Creating Spring Animations
- Combining Animations

13. Core Data and Web Services

- Setting Up Core Data

- Implementing CoreDataManager
- Saving to Persistent Storage Using Core Data
- Performing CRUD Operations
- Fetching Data from Web API and Displaying Using SwiftUI