

iOS Application Development for End Users

1. An Introduction to Swift
 - a. Introduction to Playground
 - b. Variables & Constants
 - c. Optional Variables
 - d. Class, Object & Methods
 - e. Protocols

Lab: A Simple Calculator Operation with Playground.

2. A Tour to XCODE
 - a. Tool Installation & Perquisite.
 - b. The Inspectors Window
 - c. Assistant Editor
 - d. Object Library
 - e. Project Configuration.

Lab: Hello iOS world Application.

3. Understanding User Interface with XCODE
 - a. View Controllers
 - b. Outlet and Actions
 - c. Alert Controller
 - d. Navigation Controller
 - e. Multi View Controllers
 - f. Use of segue

Lab: Create Login Application with Registration with Account Screen.

4. Table View: Listing Data
 - a. Table View Controller
 - b. Header and Footer Section
 - c. Customized Table View Controller
 - d. Table View Control

Lab: Display List of Data (from Static Array) in Account Screen of Lab 3 Application.

5. Core Data – An internal Database System
 - a. An Overview of Core Data
 - b. NSManagedObjectContext
 - c. NSManagedObject

Lab: Finish Lab 3 application including CRUD operation using Internal Database.