

'Experience the revolution'

iOS devices are going to play a large part in all our futures. Being an integral part of this revolution is now possible. The first step towards your future starts with CMM's new Learning Objective-C and Introduction to iOS App Development training courses.

What do I learn?

Objective-C is the language used to develop Apps on Apple's Mac OS X and iOS platforms. Based on the C language, it has a long history, but has recently undergone a renaissance due to the popularity of the iPhone and iPad, and is now one of the Top 5 most commonly used programming languages.

Learning Objective-C is a 3-day course taught by well known author and programmer, Drew McCormack, and is designed to teach you the basic programming language necessary to developing your own iApplications.

Apple has extended and modernized the language in Objective-C 2.0, making it much more powerful, as well as more approachable for new developers. In this course, you will learn to write basic tools with the Objective-C 2.0 language. The emphasis in this 3-day course will be on learning the language, not on developing Apps with a Graphical User Interface (GUI), but a good understanding of Objective-C is essential to begin developing iOS Apps. The course will also cover the Foundation framework, which is a library of fundamental data containers and utilities used in every iOS software application.

During this course you learn how to program in Objective-C, which is prerequisite knowledge for the follow-up "Introduction to iOS App Development"

This course is available as part of a specially priced Programming and Development Bundle, duration 8 days.

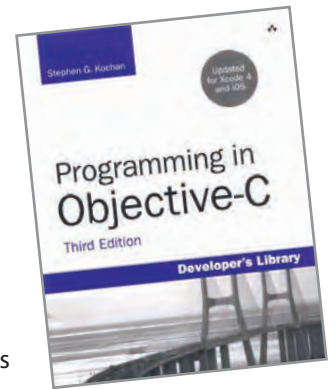
Please see pricelist for details.

Duration

3 days from 10:30 hrs - 17:30hrs

Book

This course includes reference book Programming in Objective-C by Stephen G. Kochan



Prerequisites

- You must have prior knowledge of scripting or a program language as a prerequisite to enter this training. PHP/MySQL, Java, JavaScript or C++ are suitable pre's.
- A Computer Science Degree is highly favored.
- Good English skill, as this course is taught in the English language.
- Your own iOS device.
- Additional time for self-study and homework will be a required during the duration of this course.

Course content includes

The Objective-C Language

- Classes, objects & methods
- Data types & expressions
- Programming looping
- Polymorphism, Dynamic typing & binding
- Underlying C language features

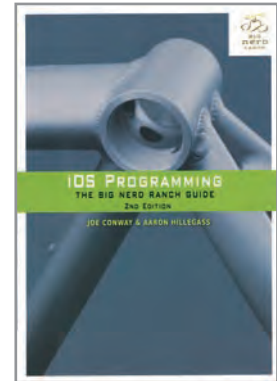
The Foundation Framework

- Numbers, strings collections
- Files
- Memory Management
- Archiving



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'The next step – here's why'



The iPhone ushered in a technological revolution, and 'Apps' were a big part of that. The iTunes App Store made it easy for developers to build, deploy software, and market it to customers who can purchase and install with a single tap.

What do I learn?

This 5-day course is taught by well known author and programmer, Drew McCormack and during this course, you will learn how to develop Apps for iOS devices, including the iPhone and iPad. Beginning with fundamentals, like the Model-View-Controller (MVC) design pattern, we will move through the most important aspects of UIKit, the framework used to create onscreen graphics, and onto mobile-specific aspects like accessing location data and utilizing the built-in accelerometer.

We'll also look at how you can download data from Web Services, and store it on the device with the Core Data framework. In short, you will come out of the course with everything you need to develop basic iOS Apps, and sell them via the iTunes App Store.

Duration

5 days from 10:30 hrs - 17:30 hrs.

This course is available as part of a specially price Programming and Development Bundle, duration 8 days.

Please see pricelist for details.

Book

This course includes reference book iOS Programming by Joe Conway & Aaron Hillegass.

Prerequisites

- You must have followed the Learning Objective-C programming course or similar C training, as a prerequisite to enter this training. If you are in doubt of the standard required please contact CMM.
- A Computer Science Degree is highly favored.
- Good English skill, as this course is taught in the English language.
- Your own iOS device.
- Additional time for self-study and homework will be a required during the duration of this course.

Course content includes

- iPhone / iPad application
- Memory management
- Delegation & core location
- Making a simple application
- Accelerometer
- UITableView & Controller
- UINavigationController
- Camera & UIPopoverController
- Core animation layer
- Controlling animation with CAAAnimation
- Web services
- Core Data
- Developing universal applications for iPad



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