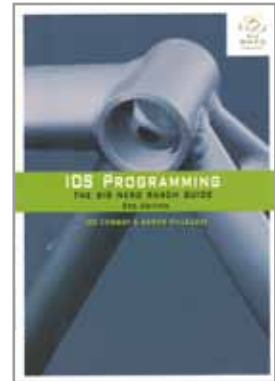


## 'The next step – here's why'



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



Authorised Training Centre