

iPhone App Development for Beginners

Course Overview

In iPhone App Development for Beginners workshop, we assume that you have ZERO computer programming or software development experience. You don't need to have any previous computer programming skills—as long as you have a desire to learn. Starting from the fundamentals, you will learn how to develop applications to run on the iPhone and iPad.

This course cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development in language anyone can understand. The course also gives you simple, step-by-step instructions that make learning easy.

Schedule

MARCH 2012						
SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Session 1: Friday March 9, 2012, 8:30 AM – 5:30 PM

Session 2: Saturday March 10, 2012, 8:30 AM – 5:30 PM

Location: Oasis Beach Tower, Jumeirah Beach Residences, Dubai --- UAE

Fees

Course Fee before 19 February 2012	Course Fee before 29 February 2012	Final Fee
USD \$1,197	USD \$1,347	USD \$1,497

Registration

Sign up for the course here:

<http://www.logicks.com/upcoming-training-and-courses/iphone-ipad/>

Course Content

Module 1: Preparing for iOS 5 Development

While iOS 5 application development offers a world of opportunity to create useful and entertaining iPhone and iPad applications, it is important to understand the basic building blocks and development environment before getting started.

In this session, participants will understand some of the prerequisites required to prepare for iOS development, including:

- Introduction to programming
- Introduction to Objective C,
- Comprehensive tour of Xcode (Apple's tool for application development)
- Comprehensive tour of iOS developer program.

Module 2: Developing applications with iOS 5

During this session you will create your first two iPhone/iPad applications.

The first application will be a simple "Hello World" application with a button that captures users actions and reacts to user actions.

The second application will be a little more advanced, and will utilize various user interface controls that are used in many of the popular iPhone and iPad applications.

The session will conclude by testing the applications that you have developed on iPhone and iPad simulators.

Module 3: Programming Concepts and Essentials

After developing your first two basic iPhone and iPad applications in the previous module, we will progress onto more advanced applications in order to understand the basic underlying principles of Objective C including:

- Arrays
- Classes
- Delegates

You will also learn techniques on how to manage memory effectively in your applications.

Finally, in this session you will learn how to integrate your applications with iPhone/iPad built-in apps such as Phone, Email, SMS and Contacts.

Module 4: Storyboarding

The user interface is what users interact with while they are using your applications.

The process of building user interfaces is greatly simplified with the use of storyboards and templates. In this module, you will learn how to use ready-made templates and storyboards available within Xcode to significantly reduce the development time and effort. We will provide you with an overview of the different templates that are available along with their uses.

Finally, you will also learn how to use Segue to communicate between different views of the same application.

Module 5: Animation, Touch and Movement

iOS devices such as the iPhone and iPad are usually equipped with accelerometer hardware. Some iOS devices also include a gyroscope, which allows our application to detect movements made by the user. This allows for much more fluid and flawless movement detection routines. We will exploit these capabilities in our applications and also write and introduce animation into our apps.

Module 6: Distribution and Monetization

You're almost there! Now that your applications have been developed and tested, you want to share it and market it to the world. Before you can sell your application on the App Store, you must complete a few finishing touches.

During this session, you will learn how to prepare your applications for the App Store. You will also learn the process for submitting your applications to the App Store. You will also learn how to distribute your apps to your friends for testing purposes.