

1. Introduction

1. What is iOS programming ?

2. Requirements for Doing an iPhone App:

3. iPhone Application Development Introduction:

4. iOS Application Development Process:

5. MVC (Model View Controller)

6. What is Objective C ?

7. Features of Objective C:

1. Class/Object

2. Properties

3. Protocol

4. Categories

5. Selectors

6. Exception handling

7. Threading

8. Messaging

9. Memory Management

10. id/Dynamic Binding/over riding

11. inheritance/enum

8. Objective C Keywords:

9 .View Life Cycle Properties

- 1.atomic
- 2.nonatomic
- 3.retain
- 4.copy
- 5.readonly
- 6.assign
- 7.strong

10. List of Frame Works:

- 1.Foundation Frame work
- 2.UIKit Frame Work
- 3.Core Graphics
- 4.Quartz Core Frame work
- 5.Message UI Frame Work
- 6.Media Player Frame work
- 7.AVFoundation Frame work
- 8.Address Book UI Frame work
- 9.Address Book Frame work
- 10.External Accessories Frame work

- 11.SQLite 3.0 dylib frame work
- 12.System Configuration Frame work
- 13.open GL Frame work
- 14.Network Frame work
- 15.game Kit
- 16.Store Kit
- 17.inApp
- 18.Map Kit Frame work
- 19.Core Location
- 20.Twitter Frame work

11. Web Service Integration

- 1.XML Response
- 2.JSON response
- 3.Real Time Examples for Web Services:

12 .Maps

- 1.User Location
- 2.User Place mark
- 3.Map View Delegate Methods

13. File Manager

14. Data Storing in iPhone:

1. NSUserDefaults
2. Using plist
3. Data base
4. Web services
5. CoreData

15. Real Time project experience will be provided

16. Additionally Swift training also provided

17. Migration from objective C to swift also provided