

IOS Apple Phone Programming (Objective & Swift) Training Program

Who can do?

- Fresh Matriculated or Intermediate but must have programming background
- Fresh Graduates and last year computer science graduates would like to get knowledge of Apple Mobile Application Development
- Are already working in programming and interested to switch over to Apple Programming
- Who want to be good and reputable jobs in the market and are like to enhance their skills in Apple Phone Programming

**100,000+ Students
have been Trained**

since
1997

**Program is
offered by**

**3D EDUCATORS
INT**
22 Years of
Excellence in
Training &
Development

**Invest in
People the
only Asset
that Appreciates**



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About the Program Designer & Instructor

This Training Program has been designed and will be conducted by senior most programmer and CERTIFIED PROFESSIONALS who having the huge experience of Programming especially on Apple Programming Applications & Development. They have worked with various large commercial industries and for different departments. They also served foreign, Local & International organization.

The Trainers who are conducting this program are have on the position of the following:

- Senior Project Manager Head
- Director Information Technology
- Corporate Trainers & Consultants

They trainers are foreign qualified and having the degrees of PHD, MBA, MS(IT), M.Sc. (Applied Physics) and Certification of MCSE, MCDDBA, CISA, CISSP, PMP Certification

Inauguration

The Training Program will be inaugurated by a senior member of 3DEducators

Program Structure

No of classes per week	01 Class
Duration of each class	02 – Hour
Total Duration	03 Months

Other Learning Activities

Classroom Assignments	15
Presentations by Trainees	01
Final Project	01

As Consultant & Senior Trainers, the team of trainers at **3D Educators – Trainers & Consultants** would not compromise on the faculty quality, where the trainers who are also provide training for different service local and multinational industries or companies.



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Course Content:

Introduction and Setup

- Start Here
- Joining the Apple iOS Developer Program
- Installing Xcode and the iOS SDK
- A Guided Tour of Xcode
- An Introduction to Xcode Playgrounds

Swift Programming Language

- Swift Data Types, Constants, and Variables
- Swift Operators and Expressions
- Swift Flow Control
- The Swift Switch Statement
- An Overview of Swift Functions
- The Basics of Object Oriented Programming in Swift
- An Introduction to Swift Subclassing and Extensions
- Working with Array and Dictionary Collections in Swift
- Understanding Error Handling in Swift



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Views, Layouts, and Storyboards

- Creating an Interactive iOS App
- An Introduction to Auto Layout in iOS
- Working with iOS Auto Layout Constraints in Interface Builder
- An iOS Auto Layout Example
- Implementing iOS Auto Layout Constraints in Code
- Implementing Cross-Hierarchy Auto Layout Constraints in iOS
- Understanding the iOS Auto Layout Visual Format Language
- Using Size Classes to Design Adaptable Universal iOS User Interfaces
- Using Storyboards in Xcode
- Organizing Scenes over Multiple Xcode Storyboard Files
- Using Xcode Storyboards to Create an iOS Tab Bar Application
- Working with the iOS Stack View Class
- An iOS Stack View Tutorial
- An iOS Split View Master-Detail Example
- A Guide to Multitasking in iOS
- An iOS 9 Multitasking Example
- Implementing a Page based iOS Application using UINavigationController
- An Example iOS UINavigationController Application



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Data Storage with Files, iCloud, and Databases

- Working with Directories in Swift on iOS
- Working with Files in Swift on iOS
- iOS Directory Handling and File I/O in Swift – A Worked Example
- Preparing an iOS App to use iCloud Storage
- Managing Files using the iOS UIDocument Class
- Using iCloud Storage in an iOS Application
- Synchronizing iOS Key-Value Data using iCloud
- iOS Database Implementation using SQLite
- An Example SQLite based iOS Application using Swift and FMDB
- Working with iOS Databases using Core Data
- An iOS Core Data Tutorial
- An Introduction to CloudKit Data Storage on iOS
- An iOS CloudKit Example
- An iOS CloudKit Subscription Example

Touch, Taps, and Gestures

- An Overview of iOS Multitouch, Taps and Gestures
- An Example iOS Touch, Multitouch and Tap Application
- Detecting iOS Touch Screen Gesture Motions
- Identifying Gestures using iOS Gesture Recognizers
- An iOS Gesture Recognition Tutorial
- An iOS 3D Touch Force Handling Tutorial
- An iOS 3D Touch Quick Actions Tutorial
- An iOS 3D Touch Peek and Pop Tutorial



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Advanced View Options

- Basic iOS Animation using Core Animation
- iOS UIKit Dynamics – An Overview
- An iOS UIKit Dynamics Tutorial
- An Introduction to iOS Sprite Kit Programming
- An iOS Sprite Kit Level Editor Game Tutorial
- An iOS Sprite Kit Collision Handling Tutorial
- An iOS Sprite Kit Particle Emitter Tutorial
- An iOS 9 MapKit Flyover Tutorial

Extensions

- An Introduction to Extensions in iOS
- An iOS Today Extension Widget Tutorial
- Creating an iOS Photo Editing Extension
- Creating an iOS Action Extension
- Receiving Data from an iOS Action Extension

Multimedia, Facebook, and Twitter

- Accessing the iOS Camera and Photo Library
- An Example iOS Camera Application
- iOS Video Playback using AVPlayer and AVPlayerViewController
- An iOS Multitasking Picture in Picture Tutorial
- Playing Audio on iOS using AVAudioPlayer
- Recording Audio on iOS with AVAudioRecorder

The App Store

- Preparing and Submitting an iOS Application to the App Store

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TERMS & CONDITIONS

WITHDRAWAL FROM THE CERTIFICATION OR DIPLOMA

Students are not allowed to withdraw from the CERTIFICATION/DIPLOMA. If a student cannot continue the CERTIFICATION his/her fee will be forfeited.

CONDUCT AND DISCIPLINE

A disciplinary action, leading to rustication, will be taken against students whose conduct is found objectionable at any time during the course of study. Reference will be made to 3D Educators code of conduct.

EVALUATION AND GRADING

The performance of students is evaluated through continuous observation of a student's performance in the CERTIFICATION/DIPLOMA – class participation, submission of assignments, quizzes and exercises.

The student will be examined through three hourly exams conducted at the midterm and a final exam at the end of the program. Total marks for passing the CERTIFICATION/DIPLOMA will be 70 out of a total of 100.

Students who do not meet the attendance or any other eligibility criteria will not be allowed to appear in the final examination.

The following grading plan will be applicable for the CERTIFICATION/DIPLOMA:

A	B+	B	C+	C	F
87-100	81-86	72-80	66-71	60-65	Below 60

Students who are unable to appear for the final exam are required to submit a written application stating the reason for not appearing for the exam. 3D Educators reserves the right to approve or deny such applications. If approved, the student will be allowed to sit for the exam within one month. Failure to do so, the student will be resubmit the examination fee and sit the future schedule exam. Without passing of the exams no certification will be awarded.



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ONLINE LIVE CLASSES FACILITY AVAILABLE

- Instructor Led Training
- Real Time Presentations
- Interactive Classes
- Complete Notes and Other Stuff shall be provided through our Secure Student Login Member's Area
- For Online Live Classes, you may please download the Admission Form through our website <http://www.3deducators.com>. Fill it properly and attached the required document along with Picture and send back to info@3deducators.com with scanned fee submitted voucher in the bank.
- For Pakistan you may submit the fee at any MCB Branch with the title of "3D EDUCATORS-TRAINERS & CONSULTANTS".
- If you are outside Pakistan then you may transfer via Bank to Bank or any western union, Fast Track, Money Gram or else International Transfer Body.
- After Admission, if you don't have GMAIL Account then you are requested to kindly make one GMAIL Account and shared it info@3deducators.com. Then further correspondence shall be made by our institute official.
- Extra Bandwidth Charges shall be incurred.

DISTANCE NOT MATTER

You can join in the live classes Sessions of 3D EDUCATORS – TRAINERS & CONSULTANTS from anywhere of the world.



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PRECAUTIONARY MEASURES

- During Classes, you are requested to make sure that you are in isolated room, where no noise should be there except your voice.
- Kindly Switch Off your Cell Phone during the class, because it will disturb the quorum of class.
- If you have taken the admission in the course online lonely, then ethically it is recommended and suggested that you alone in the class.
- Recording of Lectures are not allowed at your end.

This world is emerging and growing in the 21st Century very rapidly because of latest and remarkable technologies and its advancement. Due to advancement of technology, we 3D EDUCATORS offer Live Interactive class sessions

3D EDUCATORS believe on Information Technology and its systems. Now you can also avail this facility at your home.

CONTACT US

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021-34857148

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<http://www.3deducators.com>

Get the Admission Form

Download Form | 

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3D EDUCATORS
TRAINERS & CONSULTANTS**