

## iphone Course Content

### Overview of the iphone Applications

- ❖ SDK and IDE Basics
- ❖ Obtaining and installing SDK
- ❖ How to create a project
- ❖ Familiarizing with IDE
- ❖ Understanding generated code
- ❖ Creating interfaces
- ❖ Interface builder
- ❖ Using the debugger
- ❖ Hello iphone
- ❖ Create the Hello iphone project
- ❖ Creating a simple interface
- ❖ Rotating the Text: Adjusting the UI
- ❖ Rotating the Text: Adjusting the code
- ❖ Code Navigation
- ❖ Running your Application on iphone
- ❖ iphone Development fundamentals
- ❖ The iphone Software Architecture
- ❖ Essential cocoa touch classes
- ❖ Working with X code and interface builder
- ❖ Anatomy of your iphone application
- ❖ Customizing behavior
- ❖ Managing Application Memory
- ❖ Accessing Variables as properties
- ❖ The View
- ❖ View Geometry
- ❖ Useful geometric type definitions
- ❖ The UIScreen class
- ❖ The frame and center properties
- ❖ The bounds property
- ❖ The View Hierarchy
- ❖ The Multitouch Interface
- ❖ The UITouch class
- ❖ The UIEvent class
- ❖ The UIResponder class
- ❖ Drawing
- ❖ Controls
- ❖ The foundation of all controls
- ❖ UI Control Attributes
- ❖ Target-action Mechanism
- ❖ The Text Field
- ❖ Interacting with the keyboard
- ❖ The delegates

### Creating and working with UI Text Field

- ❖ Sliders
- ❖ Switches
- ❖ Buttons
- ❖ Segmented Controls
- ❖ Page controls
- ❖ Date Pickers
- ❖ View Controllers
- ❖ Implementing a Button Action
- ❖ Building a Model
- ❖ Adding Outlets and Action to the Controller
- ❖ Updating the UI
- ❖ Implementing the Controller
- ❖ Creating the new View Controller
- ❖ Building the UI
- ❖ Making the Movie Editor and view Controller
- ❖ View controller in Interface Builder

### Custom View Controllers

- ❖ Tab Bar Controllers
- ❖ Model View Controllers
- ❖ Combined View Controller Interfaces
- ❖ Event Handling
- ❖ Events and Event Types
- ❖ Event Delivery
- ❖ Touch Events
- ❖ Motion Events
- ❖ Copy, Cut, Paste Operation
- ❖ Table Views
- ❖ Basics of Table Views
- ❖ Implementing a simple Table
- ❖ Adding an Image
- ❖ Additional Configuration
- ❖ Customizing Table View Cells
- ❖ Grouped and Indexed Sections
- ❖ Implementing a Search Bar
- ❖ Sorting Table Data
- ❖ Dynamic Table Views
- ❖ Navigation
- ❖ The Navigation Controller
- ❖ Navigation based Application
- ❖ Customizing the Navigation Bar
- ❖ File Handling
- ❖ Exploring File System
- ❖ File Attributes
- ❖ Reading Data from Files
- ❖ Asynchronous Files Reading
- ❖ Creating and Deleting Files Directories
- ❖ Writing Data to Files
- ❖ Property Lists and NS Coding
- ❖ Working with Resources and Low level File Access
- ❖ The SQLite Database
- ❖ Basic Database operation
- ❖ Opening creating and closing Database
- ❖ Table Operation
- ❖ Creating the sample Application
- ❖ Putting your Database on the devices
- ❖ Using your Database on the devices

### Location and Google Maps API

- ❖ The Core location Framework
- ❖ Google Maps API
- ❖ A geo-coding Application
- ❖ Tracking Application with Maps
- ❖ Working with Address Book Database
- ❖ Property Type
- ❖ Accessing single value properties
- ❖ Accessing Multi-Value Properties
- ❖ Person and Group records
- ❖ Address Book
- ❖ Multithreading and Identifiers
- ❖ Some Applications

### Connecting to the Internet

- ❖ Building a Browser with UI web view
- ❖ Reading Data from Network
- ❖ HTTP Authentication
- ❖ Sending Mail from Your Application