

ITG Software Engineering



Apple Swift Application Development

Course ID: ITG-MOB-300

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Course Overview:

This 3 day course will introduce students to Swift in a comprehensive way so that participants can start working with and exploring the technology. Completing this course will provide the students with the basics of Swift and the ability to build custom apps. Additionally, students will become ore experienced in working with Xcode.

Prerequisites:

Some software development experience along with MAC knowledge.

Who Should Attend this course?

Those who have an interest in developing Swift applications.

<ul style="list-style-type: none">• Swift command line programming	<ul style="list-style-type: none">• Using Interface Builder
<ul style="list-style-type: none">• Live Rendering	<ul style="list-style-type: none">• Debugging
<ul style="list-style-type: none">• Testing App performance	<ul style="list-style-type: none">• Using the XCTest framework
<ul style="list-style-type: none">• Xcode 6	<ul style="list-style-type: none">• Xcode Server
<ul style="list-style-type: none">• Using Storyboards	<ul style="list-style-type: none">• Developing Games
<ul style="list-style-type: none">• Localizing Apps	<ul style="list-style-type: none">• Playgrounds
<ul style="list-style-type: none">• REPL	<ul style="list-style-type: none">• 3D Rendering

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Day 01 Modules:

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Module 01: Introducing Playgrounds

- Script Language vs. Native Code
- Adding lines to a Timeline Assistant
- Working with Sprite Kit scenes
- Moving your code from the Playground to Your Project

Module 02: Swift and Command Line Programming

- How to use REPL
- How to use Swift Syntax in evaluating your app
- How to write new code in a script-like environment

Module 03: Interface Building and Live Rendering

- Overview
- Displaying custom objects
- Adding properties to IB Inspector
- Understanding “Design Times” changes
- How to create storyboards for any iOS device
- Preview with IB for any iOS device

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Day 02 Modules:

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Module 04: Debugging your App

- Overview
- 3D Renders of all layers in a stack
- Inspection & Debugging
- Using Inspector

Module 05: Performance Testing with the XCTest Framework

- Overview
- Understanding the XCTest Framework

Module 06: Xcode 6

- Overview
- Xcode 6
- Xcode Server

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Day 03 Modules:

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Module 07: Storyboards

- Overview
- Multiple Views
- Animations

Module 08: Extensions & Frameworks

- Overview
- Using frameworks to streamline app features across multiple frameworks

Module 09: Developing Games

- Overview
- Tips & Tricks
- Using SceneKit

Module 10: Localizing your App

- Overview
- Understanding localization
- Localization upgrades in Xcode