

W3 Engineers

Standards/ Curriculum Format for Developing Mobile App with iOS Platform

Course Duration: Three Months

Course Curriculum

- **C-programming revision and Introduction to Objective C**

- What is Obj-C?

Lesson

- Comparison C vsObj-C

Lesson

- **Introduction XCode and Interface Builder and Hello world iPhone Application**

- Simple application to demonstrate the users

Lesson

- **Obj-C advance theoretical part**

- Protocol, Categories, Extensions

Lesson

- **Assignment to build simple calculator in iPhone**

- It will be the first assignment for the students to build a normal calculator

Lesson

- **Introduction to Cocoa touch (touch based application development)**

- Cocoa is used as term for special iPhone specific tools.

Lesson

- Discussion will be on the touch functionality

Lesson

- programming in iPhone

Lesson

- **Apple Quartz2d engine in iPhone**

- How to work with low-level customized graphics

Lesson

- Animation using Quartz2d engine

Lesson

- **XML parsing in iPhone**

- How to parse data from Apple specific (plist) XML as well as normal XML schema

Lesson

- **Position base content pushing application using GPS location.**

- Introduction to GPS and its usability in developing the GPS (CoreLocation) functionality in iPhone.

Lesson

- **HTTP POST data programming for iPhone.**

- How to developed a obj-c based interface for input data and send the information to remote server using

Lesson

- **Project :**

- There will be a real life project.