

IW001b: Preliminary Syllabus

Day 1	
	iPhone Development – introduction Why are we here? Not in the world – in this class. We are in the time of the iPhone development “gold rush” – and one thing is promised to you – it’s gonna be an adventurous journey.
	ObjectiveC Objective C is the base of iPhone development. A good grasp of it is essential. We’ll explore: classes, objects, properties, message sending, memory management, the Foundation classes, and so on.
Day 2	
	ObjectiveC – Continue.. More about its classes and syntax.
	IDE - Xcode & Interface Builder Xcode is Apple’s Visual Studio. If it’s a Mac OSx software – it was probably built using Xcode IDE. Combined with the WYSWYG Interface Builder tool, it makes a powerful development environment. We’ll show how to use them both efficiently to create your apps.
	Learning Practices - Offline / online References Learning how to learn is one of the most essential skills we can teach you during this workshop. Every beginning iPhone developer is bound to “sail” into uncharted territories. We’ll make sure you can find your way when this happens.
Day 3	
	View Based Apps - UI Elements Every interface has them. Learn how to use them properly. From UILabels to UISlider and UIPickerView – some of iPhone’s elements will look familiar to you while other can be described as a whole new UI “language”.
	MVC and View Controllers View controllers are the conductors of the MVC “symphony”. You’ll learn how to create controller outlets, write actions, and wire them up to the user interface in NIB files.
Day 4	
	Navigation Based Apps iPhone’s new push-to UI concept is one of the most usable navigation paradigms. You’ll learn how to use navigation and tab bar controllers to improve the user experience.
	Table Based Apps You’ll need a UITableView to display your data at some point in your near development future. The reason - It’s a convenient way to display your data and navigate through it.
Day 5	
	Dealing with Data: User Defaults, SQLite, Web Services, Basic data persistence Since you don’t want a “memento style” app - that forgets anything you do, you’ll need ways to save data, load data and manipulate it with your UI.
	Device APIS: Image Picker, Core Location, Accelerometer, Battery Life One of the main reasons iPhone is cool is his sensors. They really put the “smart” into “smart-phone”. Those allow you to know a lot about how and where the user interacts with this clever piece of technology.
	Introduction to Open GL / Quartz A quick introduction to the fascinating world of Quartz and iPhone graphics.