

LEARN.
IMPROVE.
ENHANCE.
REFINE.

iKOMPASS iOS TRAINING

5 DAYS iOS training for developing iPhone and iPad applications

iOS

After attending our iOS training course, you will be able to develop, test and debug iPhone and iPad applications seamlessly. We teach you how to use Objective-C and Apple's new Xcode development environment with an integrated easy to use Interface builder.

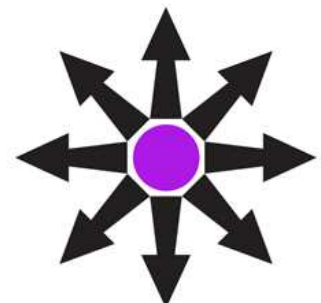
- *Designed for people with no programming experience*
- *Hands-on exercises throughout*
- *Focus on avoiding common errors and pit falls*
- *Flexible class pace based on learning ability*
- *Additional class hours for any extra support or guidance*
- *Fun learning environment*

GET THE MOST OUT OF YOUR TRAINING.

The training is structured to provide 75% hands-on experience. You will work on building small applications and widgets in the class. After class, in case you need support for your projects, our trainers will be accessible as experts to guide you upto 6 months.

TEACHER:STUDENT

In order to sustain high individual attention, we maintain a low teacher to student ratio. For every one teacher, we normally limit the number of students to 15. As such our iOS courses fill up quickly. To avoid disappointment, we recommend you register as quickly as possible. In case you want to cancel or move to another date, you will need to let us know at least a week in advance so your seat can be assigned to someone else.



iKOMPASS

Integrated Knowledge Management

iKOMPASS

5 DAYS iOS TRAINING

Response to the iPhone and the iPad has been nothing short of overwhelming. The App Store has captured the hobbyist's imagination like no other platform in recent memory. Hobbyists have made—and will continue to make—money from their creations sold on the App Store. This is the perfect time to become an iOS programmer.

TARGET AUDIENCE

Our 8 day iOS course is ideal for people with a passion to learn applications development for the iOS platform. Don't worry if you do not have any programming experience. The course covers the basic programming skills needed to get you started. To drive a car, you don't need to know how the engine works. Similarly, you don't need to worry about the bits and bytes that make programming a complex endeavor.

PRE REQUISITES

Passion to learn and willingness to struggle. The course is going to be quite tough and your perseverance is vital to the learning process

SOFTWARE/HARWARE

Mac running OS X 10.7.4 or later, with at least 4GB RAM.

The latest release of Xcode

ASSIGNMENTS / HOMEWORK / PROJECTS

The course contains assignments and homework which will need you to work upon outside the classroom hours. Students are **expected to bring in their own laptops** to the class so that the assignments and homework can be portable.

iOS Course Objectives

- Develop a grasp of the iOS application development architecture
- Understand the application development lifecycle
- Experiment with database to store data locally
- Familiarize with concepts of data storage, retrieval, user preferences, files and content providers
- Identify, analyze and choose tools for development
- Construct user interfaces
- Create multi-media components
- Create an iOS based application

Roles that benefit from this training

- Hobbyists
- Developers
- Programmers
- Business Analysts
- Consultants
- Project Managers
- IT professionals looking for exposure to iOS development



OUR PROMISE IS 100% SATISFACTION. 100% OF THE TIME.

The course is a combination of lectures, demos and hands-on. 75% of the time will go in hands-on activities with the lecturer paying close attention to each individual and adjusting group progress accordingly. In case a participant needs additional support, the lecturer will spend extra time after class with the student

:://TEL/

+44 203 514 0518

:://TIME/

9:30—17:30

:://DURATION/

5 DAYS

:://VENUE/

Call Us

<www.ikompass.co.uk>

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5 DAYS iOS training Outline

- C Programming refresher
- Just enough Objective C
- Getting familiar with Xcode
- Writing your first Hello World Application
- Understanding View
- Understanding Views, Outlets, and Actions
- Exploring the Different View Controllers
- Enabling Multi-Platform Support for the iPhone and iPad
- Handling Keyboard Inputs
- Supporting Screen Rotations
- Displaying and Persisting Data Using the Table View
- Using Application Preferences
- File Handling
- Database Storage Using SQLite
- Programming iCloud
- Performing Simple Animations and Video Playback
- Accessing Built-In Applications
- Accessing the Sensors
- Using Web Services
- Displaying Maps
- Programming Background Applications
- Testing on an Actual Device

This course is an excellent stepping stone to the wonderful world of applications and games development for mobile devices for IT professionals with no programming background



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