BATKY HOWELL

Introduction to Objective-C for iOS Development

This course teaches the fundamentals of programming in Objective-C, the language used to develop iPhone and iPad applications. This course covers Xcode, the integrated development environment used to build Objective-C applications. Primitive and reference variables are covered as well as arithmetic operators, conditional processing, looping, and functions. The object-oriented nature of the language is presented as well as the Foundation framework. An introduction to the Cocoa framework and a discussion of a basic user interface for mobile devices are included. You will use Xcode built-in iPhone and iPad simulators for the exercises and demonstrations in this course.

Course Objectives:

- Learn how to use Xcode for developing Objective-C programs
- Learn how to define primitive and reference variables.
- Understand the use of arithmetic operators.
- Know how to write conditional and looping statements.
- Learn how to write and call a function.
- Understand the object-oriented features of Objective-C.
- Learn how to create objects and methods.
- Understand important classes in the Foundation framework.
- Learn how to build a basic user interface using the Cocoa framework.

Audience: Experienced programmers.

Prerequisites: Minimal programming experience; including some object-oriented and C++ or C# experience.

Number of Days: 4 days