

# **Swift 3: Exploiting the Latest iOS 10 Features**

**Modality: On Demand**

**Duration: 5 Hours**

## **About the course:**

Swift of Apple is swiftly (sorry) proceeding with its excursion to supplant C and Objective-C. Quick 3.0 is the most recent variant and first significant release since the language was open-sourced. It covers significant refinements and improvements, and in this online course, we'll take you through the full lowdown. Get the hang of all that you have to think about the language's most recent features right here!

## **Get familiar with the Latest Swift 3 Syntax**

- Execute iOS 10 highlights with Swift 3
- Utilize fluently Swift 3 syntax
- Increase your odds of having your application acknowledged
- Comprehend Swift 3 language essentials

## **Your App should be perfect for the App Store**

This online course is an unquestionable requirement for any Swift engineer who needs to find a workable pace with Swift 3 and use the features of iOS 10. You will require working information on past editions of Swift, and some involvement in application improvement. However, in case you're relocating over from C or Objective-C, you ought to be more than fit for following along.

The course begins with a review of Swift basics and Swift 3's new language structure. When the essentials are included, you'll find out about methods and classes, notifications, message integrations, and Sirikit implementation. As you do as such, you'll move into creating little applications in every area, everyone utilizing another iOS 10 elements. These are the structure hinders that will permit you to make a wide scope of apps, all dependent on Swift 3 and the most recent iOS update.

Before the finish of this course, you'll realize how to streamline your application and utilize the most recent features of iOS to your potential benefit, consequently boosting your odds of having your application acknowledged to the App store and acquired by clients.

## **About Swift:**

Swift is a moderately new language for programming committed to everything Apple (MacOS, iOS, and so on.). It is viewed as the successor to C and Objective-C, taking the best components of both and modernizing them for security and effectiveness. It is a broadly useful language and is intended to work with Apple's systems of Cocoa and Cocoa Touch. It is utilized for building applications for all platforms of Apple.

## Course Outline:

- Introduction to the course
- Language Fundamentals
- Classes & Methods
- Message Integrations
- Notifications
- Sirikit
- Project Source
- Course Conclusion