

# **Intermediate iOS 9 Programming**

**Modality: On Demand**

**Duration: 2 Hours**

## **About this course:**

The learner will figure out how to make native iPad and iPhone applications using Swift and Xcode in this course. The course shows the most famous features of iOS - interfacing with accessing media (videos, photographs, and audio), remote data services, and the media library, using the GPS to follow current area, mapping, social interaction including Facebook and Twitter, information access with Cloud Kit, and in-application purchasing. The most effective method to execute these features using the structures of iOS will appear, and also some of the exchange offs and options. Application source code will be given and examined, line by line, and the conduct of the resulting application will have appeared.

## **Course Objective:**

- Remote Data Access
- The iOS Media
- GPS and Mapping
- Motion Framework
- Social Networking
- Cloudkit
- In-App Purchasing

## **Pre-requisites:**

Understudies will require some information on programming. Also, they will require the Xcode and Mac PC improvement applications.

## **Audience:**

- Individuals with the development of PC application information of some related experience writing iOS applications.
- They ought to comprehend the software improvement process and programming structures.

## **Course Outline:**

- Section 1: Course Introduction
- Section 2: Remote Data Access
- Section 3: iOS Media
- Section 4: GPS and Mapping
- Section 5: Motion Framework
- Section 6: Social Networking

- Section 7: Cloudkit
- Section 8: In-App Purchasing
- Section 9: Conclusion