Swift 3: Exploiting the Latest iOS 10 Features

Modality: On Demand

Duration: 5 Hours

Apple's Swift is swiftly (sorry) continuing its journey to replace C and Objective-C. Swift 3.0 is the latest version and first major release since the language was open-sourced. It contains major improvements and refinements, and we'll take you through the full lowdown in this online course. Learn everything you need to know about the language's latest features right here!

Learn the Latest Swift 3 Syntax

- Implement iOS 10 features with Swift 3
- Use Swift 3 syntax fluently
- Boost your chances of having your app accepted
- Understand Swift 3 language fundamentals

Optimise Your App for the App Store

This online course is a must for any Swift developer who wants to get up to speed with Swift 3 and use iOS 10 features. You will need a working knowledge of previous versions of Swift, and some experience with app development. However if you're migrating over from C or Objective-C, you should be more than capable of following along.

The course starts off with an overview of Swift fundamentals and Swift 3's new syntax. Once the basics are covered, you'll learn about classes and methods, message integrations, notifications, and Sirikit implementation. As you do so, you'll move into building small apps in each section, each one making use of a new iOS 10 feature. These are the building blocks that will allow you to create a wide range of applications, all based on Swift 3 and the latest iOS update.

By the end of this course, you'll know how to optimise your app and use the latest iOS features to your advantage, therefore boosting your chances of having your app accepted to the App store and purchased by customers.

About Swift

Swift is a relatively new programming language dedicated to all things Apple (iOS, MacOS etc.). It is considered the successor to C and Objective-C, taking the best elements of both and modernising them for safety and efficiency. It is a general purpose language and is designed to work with Apple's Cocoa and Cocoa Touch frameworks. It is used for building apps for all Apple platforms.

Course Outline:

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