



iPhone Training Course Content

Module 1 – OBJECTIVE C

- Introduction to Objective-c programming
- Flow Control Statements
- Basics of Designing

- Arrays and Structures
- Classes, Objects, and Messaging
- Memory Management and Properties
- Inheritance, Polymorphism
- Protocols and Categories
- File Handling
- Property Lists, NSCopy, and Archiving
- Selectors and Targets

Module 2 – IPHONE OS

- Introduction to iPhone Architecture
- Introduction to Development IDE – XCODE

- Interface Builder
- Nib File and Story Board
- Creating and building simple applications
- Handling Basic Interaction
- Creating basic view controllers
- Monitoring events and actions
- Memory Management
- Storyboarding Integration
- Programmatic Interface creation
- Integrating with core services
 - Email, Contacts, Camera, Map kit etc
- Data: actions, preferences, files, and addresses

iPhone (IOS) @ Marqui Computer

PREREQUISITES

Student should have good knowledge of a modern, object oriented language such as **Java, C#, C++**.

HOW WE PROVIDE

- iPhone Training provided by Real-time iPhone Application Developer of our Training Center, has more than 4-5 years of domain experience.
- Student will go through the training of Objective-C as complimentary package before starting of iPhone Training.
- We offer weekend training in iPhone Training.
- Study material is provided with the course which consists of concepts, examples and real time examples.

PROJECTS

After completion of 75% of course, student will go through Live Project Training.

TIME

We offer regular, fast track and weekend training in iPhone and My SQL course.

CERTIFICATE

Certificate



CERTIFICATE iPhone COURSES

- iPhone Training
- Professional iPhone Training
- Project Training
- 6 Months Internships

BENEFITS OF COURSES

- iOS Developer
- iPhone/iPad Application Developer

We provide Live Project Training (Internship) for B.E. / B. Tech / Diploma (CS, IT, EC) / M.C.A / M.Sc.-IT / B.C.A. / B.Sc.-IT / PGDCA and IT Students. **More Info Please Call: (+91) 903-323-0082.**

- Camera, WebKit, Mapkit and core location
- Creating of database and using it in iPhone app
- Introduction to url loading system
- Debugging, testing the application

- SQLite Data Types
- Parsing Data with Sqlite
- Inserting, Updating & Deleting records

- Communication with the Services
- Bluetooth Programming
- BLE Programming

Module 4 – IOS ADVANCED

- Introduction to iPhone Architecture
- Navigation controller
- iPad specific split controllers etc Integrating with Core Services – Core Audio, Video
- Push notification

Module 3 – DATABASE

- Overview of creating and adding SQLite data to a database
- Including the database

