

iPhone Lecture Flow

The below given flow should be followed by each faculty while taking lectures. If the faculty decides to change the flow – he/she will need to first take permission from the Training coordinator at the HO (Ahmadabad)

Topic	No. Of Lectures
Introduction Lecture	1
Introduction of students Career in IT Understanding Student Login of TOPS ERP Exam Process Working on Project and Assignment Using Lab	
Module – 1 (Fundamentals)	
About iPhone Industry OOPS, Software Engineering ,SQL Queries	4
Module – 2 (Language Objective C)	
Data type with example, Bool , Enum data type, NSNumber data type with example NSInteger with example Looping statement With Example	4
Introduction of .H file And .M file Inheritance, Method Overloading with example	3
Mutable String and Immutable string Mutable array and immutable array with all method and example	3
NSDictionary and NSMutableDictionary File I/O	1
Module – 3 (IPHONE OS)	
Introduction of iPhone Architecture and Cocoa Framework, Tools, interface builder, Xib, Nib file, MVC architecture Introduction of Objective	2
Module – 4 (Application Development iPhone-I)	
Introduction of application Templates , Creating IBAUction , IBOutlet, Property, App Delegate, Memory Management , File owner	2
Alert view, UIAction Sheet and Segmented Control Example Picker View and Date Picker view control, Image Picker view example	2

First Exam (Module 1 – 4)	
Navigation with view push and pop view and navigation controller	1
Table View, Table View Group, Table View Sub Detail, Table View With Image view File with accessory, navigation with table view	3
Custom Table view Cell ,Slider, Progress View and UICollectionView, UIGesture recognizer	3 1
Module – 5 (Database)	
Sqlite with Terminal operation	1
Sqlite operation with Application (insert, update, delete, select data)	2
XML and JSON parsing, Web service	1
Location mapping (Google map)	1
Notification – local and push notification	1
Application Deployment	1
Audio Video Player and Read pdf file with Simulator	1
Story Board and ARC	1
Second Exam (Module 1 - 5)	
Module – 6 (Applicability to Industrial Project)	
Animation and 2-D Graphics	2
Introduction of Tab bar and tool bar application with Example	1
Phone Lock and iAd integration	1
Email and message sending	1
Third Exam (Module 1 – 6)	