DEVELOP IN SWIFT AND SWIFTUI

Duration: 4 days; Instructor-led | Virtual Instructor-led

WHAT WILL YOU LEARN

How to use Xcode, Apple's advanced tool for developing apps. The basics of Swift, Apple's modern programming language, which is designed to be easy to learn and fun to use. A foundation in SwiftUI, which helps you build great-looking apps with the power of Swift. How to publish your app on the App store.

WHAT YOU WILL NEED

- Curiosity and imagination
- A Mac running macOS Ventura or Sequoia
- Xcode

AUDIENCE

This content is for anyone — no prior coding experience is required.

METHODOLOGY

This program will be conducted with interactive lectures, PowerPoint presentations, discussions, and practical exercises.

COURSE CONTENTS

Day 1

Module 1: A Swift Tour
- Simple Values
- Control Flow
- Functions and Closures
- Objects and Classes
- Enumerations and Structures
- Concurrency
- Protocols and Extensions
- Error Handling

Module 2: Explore Xcode
- Welcome to Develop in Swift Tutorials
- Hello, SwiftUI
- Wrap-up: Explore Xcode

Module 3: Views, structures, and properties
- Customize views with properties
- Wrap-up: Views, structures, and properties

Day 2:

Module 4: Layout and style
- Design an interface
- Wrap-up: Layout and style

Module 5: Buttons and state
- Update the UI with state
- Wrap-up: Buttons and state

Module 6: Lists and text fields
- Create dynamic content
- Wrap-up: Lists and text fields

Day 3:

Module 7: Custom types and Swift Testing
- Welcome to data modelling
- Model data with custom types
- Wrap-up: Model data with custom types
- Add functionality with Swift Testing
- Wrap-up: Custom types and Swift Testing

Module 8: Models and persistence
- Save data
- Wrap-up: Models and persistence

Day 4:

Module 9: Navigation, editing and relationships
- Navigate sample data
- Wrap-up: Navigate sample data
- Create, update and delete data
- Wrap-up: Create, update and delete data
- Work with relationships
- Wrap-up: Navigation, editing and relationships

Module 10: Observation and shareable data models
- Complete a game with logic
- Wrap-up: Observation and shareable data models

Module 11: Publishing your app on the App Store
- Getting an App Store account
- Using the Developer portal

- Using AppStoreConnect
- Publishing your app