

iOS Mobile App Development with Xamarin

Duration:

5 Days

What is the course about?

In this course you will learn how to develop native iOS applications using the C# programming language with Xamarin. Mobile applications developed with Xamarin are compiled to native code and they are indistinguishable from iOS apps developed using Objective-C or Swift. The course is designed for .NET developers that would like to develop native iOS mobile apps.

Duration

The course is full time 5 days. The course can also be taken as part of the Cross Platform Mobile App Development with Xamarin for Android and iOS using C#. The cross platform course also covers Android mobile app development.

Programming Experience

Extensive knowledge in .NET is required. A minimum of 2 years working experience is recommended. Proficient Java developers can also take this course but they will need to invest more time in getting to grips with the C# programming language.

Technical Skill

A good command of working in Visual Studio is required if using Windows or Mac experience is running on OS X.

Private Training

The course is primarily offered privately to a group, team or company. The training will be run on your premises or you can come to us. We have offices in Johannesburg and Cape Town and can also conduct the training in Durban at Regus Business Centre. We can train anywhere in South Africa and the rest of the African continent if we are coming to you. Private training is R9 500 per delegate if training is conducted on your premises and we require a minimum of 4 delegates to schedule the course. The same training is R12 599 when coming to us and a minimum of 4 delegates is required to schedule the course. There is no fixed date to run the course; we find dates would suit your team.

Public Training

We also conduct the training publicly. This is suitable for individuals or delegates that cannot book the private training. The class will be comprised of delegates and individuals from different companies. The training content and duration is the same and training will run at our premises in Johannesburg or Cape Town, South Africa. The course price is R12 599 per delegate. A minimum of 4 delegates is required to run the course. A preliminary date is scheduled and will be confirmed once we have 4 delegates to run the course.

Course Topics

Xamarin for iOS

Introduction to Xamarin.iOS
Working with the Storyboard

Understanding MVC

Introduction to Auto Layout

- Introducing Auto Layout
- Auto Layout Concepts
- Working with Constraints in Interface Builder
- Resolving Auto Layout Issues
- Supporting Multiple Devices
- Previewing the App on Multiple Devices

Using iOS Views

- Text Entry with UITextField
- Displaying Text with UILabel
- Using UIButton
- Using DatePicker
- Using UIStepper
- Using UISlider
- Introducing UITableView

Using Table Views

- Introduction to table views
- Creating a basic table view and a data source
- Loading a property list into a table view
- Reusing table view cells
- Customizing table views
- Customizing table view cells

iOS Navigation Patterns

- Hierarchical navigation using UINavigationController
- Using Segues for Navigation
- Using PushViewController
- Modal Segues with PresentationViewController and UIAlertController
- Drill-down using UINavigationController
- Navigation drawer using components
- Tabs using UITabBarController

Maps and Location

- Getting the User's Location
- Region Monitoring and iBeacon
- Geocoding Location Data
- Displaying Maps
- Annotating Maps
- Plotting Directions
- MapKit Overview
- Enabling MapKit
- Using CoreLocation
- Getting the Current Location and Location Updates
- Customizing Maps

Photos and Contacts

- Using the Camera
- Accessing Photos in the Gallery
- Accessing Contacts
- Adding and Editing Contacts

iOS Networking

- Accessing a REST API
- iOS App Transport Security
- Parsing JSON with Newtonsoft JSON.Net Library
- Using the HttpClient

Multiple-view Application

- Introduction to multiple-view applications
- Using Segues
- Passing Data between Screens
- Using navigation controllers
- Deconstructing a master/detail app

Basic Animation and Visual Effects

- Basic Animations Using UIView
- Transform Animations
- Spring Animations
- Gestures
- UIKit Dynamics