Swift for iOS, Part 2 of 2: Creating an Application

Meet the expert: Jordan Hudgens has certifications for Ruby on Rails, Thinkful; Ruby on Rails, Bloc.io; Front End Development, Thinkful; and AngularJS, Thinkful. He is currently vice president of engineering for TRACKR in Midland, Texas and is working on his PhD in Computer Science from Texas Tech. In addition to Ruby, Jordan works with PHP, JavaScript, MySQL, Postgres, CSS3, C, C++, C#, Objective-C, and Python. He also works with the frameworks Rails (Ruby), Zend (PHP), and Django (Python), plus the libraries AngularJS, jQuery, and Backbone.js.

Prerequisites: This course requires some knowledge of using a Mac UI. Anyone with moderate computer end-user experience should be able to take this course. You should have already viewed the course Swift for iOS: Basics before taking this course.

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Course description: In this course you are going to learn how to take your Swift programming knowledge and apply it to building a real world iOS application. You'll be taught the basics of navigating the X-Code environment working with Views and Controllers, and many of the nuisances that application developers face through actually building your first iOS mobile application.

Course outline:

Creating the App and Layout
- Introduction
- Introduction to iOS Applications
- Creating the iOS Application
- Demo: Create iOS Application
- Demo: Build iOS Application
- Working with Views
- Demo: Adding Controllers
- Demo: Adding Buttons
- Demo: Add Segue & More Buttons
- Summary

Coding the Application
- Introduction
- Development with Swift
- Demo: Connect ViewController
- Demo: Connect TableView
- Demo: Wire Up the Buttons
- Demo: Create TodoItem Class
- Demo: Set Up Items
- Summary

Coding Continued
- Introduction
- Demo: Grab the Cell Value
- Demo: Selected Item Value
- Demo: Updating the View
- Demo: Add Items Dynamically
- Demo: Prepare for Segue
- Demo: Add to List
- Summary