iOS developer workshop

Prerequisites
- Basic programming knowledge: variables, strings, functions
- Familiarity with iOS UI concepts: touch screens, buttons, apps, gestures

Overview

With the upcoming release of iOS 8, it's never been a better time to start learning to make apps for iPhone and iPad.

This iOS developer workshop introduces Swift, a new programming language for developing apps for iOS and Macs, and covers both the development tools and the design process for apps. Attendees will learn how to use Xcode, how to program using Swift, and how to build a simple app from start to finish.

They'll come away knowing the basics of how to design and makes apps, how to use Xcode, what steps to take next to further their iOS development skills, and how to make the best use of Apple developer technologies.

This workshop is suitable for anyone who has at least basic programming experience, and is comfortable working with concepts like variables and functions. In addition, attendees should be familiar with how to use iOS devices.

Technical Requirements
- Apple computer capable of running Xcode 5 and Xcode 6 developer preview (latest version) for each participant (or pair of participants, if computers are limited), either supplied or brought along by the participant.
- Projector and workstation area for presenter(s)

Topics and Preliminary Schedule

Xcode	10:00 am
Playgrounds	10:10 am
Swift	10:20 am
Variables	10:30 am
Functions	10:45 am
Closures	10:55 am
Classes	11:10 am
iOS apps	11:25 am
Designing interfaces	11:30 am
Connecting actions and outlets	11:45 am
View controllers	12:00 pm
Navigation controllers	12:10 pm

Tab controllers	12:20 pm
Segues	12:30 pm
Lunch	12:40 pm
Making a photos app	1:25 pm
Image views	1:35 pm
Image picker controller	1:50 pm
Sharing to Twitter and Facebook	2:15 pm
Sprite Kit	2:40 pm
Physics	3:10 pm
Shipping to the App Store	3:25 pm
Wrap-Up and Q&A	3:45 pm
End	4:05 pm