

Swift Programming

Audience Swift Programming Course

The course Swift Programming is designed for participants who want to learn the basics of the newest version of Apple's programming language Swift for iOS apps.

Prerequisites Course Swift Programming

No programming knowledge is required to participate in the course Swift Programming. Prior knowledge of other programming languages such as Objective C, Java or JavaScript is beneficial for the understanding.

Realization Training Swift Programming

The theory is treated on the basis of presentations. Demos are used to explain the theory. There is ample opportunity to practice and theory and exercises are interspersed. The course uses the newest version of the XCode development environment.

Certification Swift Programming

After successful completion of the course participants receive an official certificate Swift Programming.

Duration: 3 days

Price: € 1999

[Open Schedule](#)



Swift Fundamentals



Content Course Swift Programming

In the course Swift Programming participants learn the basics of the powerful and intuitive Swift programming language developed by Apple for creating apps for iOS, Mac, Apple TV, and Apple Watch. Swift is a modern language, easy to use and open source.

Swift Intro

After an introduction to the XCode development environment, the playground projects and the iOS projects, the syntax of the Swift language is discussed. The relationship with the older Objective C language is also treated.

Variables and Types

Attention is paid to Swift versions of well-known C data types such as Int and Float. The course also covers the main Collection types, Array and Dictionary, and new advanced types such as tuples. Swift uses a lot of variables whose value should not change, making the code more secure and clear.

Swift Syntax

Next the Swift syntax is discussed, in which control flow with conditionals and loops and operators are covered. Functions and the transmission of parameters are also on the agenda.

Classes and Objects

Then it's time to treat classes with properties and methods. Unlike some other languages, in Swift it is not necessary to create separate interface and implementation files for classes.

iOS App Architecture

The schedule of the Swift Programming course also covers how the Swift language is used in the development of iOS Apps. This includes the architecture of iOS Apps with Models, Views, Controller, IBOutlets and IBActions.

Views and Controls

The course concludes with a treatment of Interface Builder and the various controls and views that can be used in iOS Apps.

Modules Course Swift Programming

Module 1 : Swift Intro	Module 2 : Swift Types	Module 3 : Swift Syntax
What is Swift? Why Swift Comparison with Objective C XCode Environment Environment setup Creating Playground Project Creating iOS Project .playground files Setting preferences Using navigator	Constants Variables Strings Interpolation Statements Integers and Floats Dictionaries and Tuples Arrays Optionals Enumerations	Operators Conditionals Overflow Checking Looping XCode Playground Timeline Defining Functions Calling Functions Parameters Scope of Declarations Default Parameter Values
Module 4 : Classes and Objects	Module 5 : iOS Apps	Module 6 : Views and Controls
Class Definition Access Modifiers Class Methods Properties Attributes Initializers Value Types Reference Types Method Overloading Inheritance Polymorphism	MVC Architecture Model and View Controller IBOutlets IBActions Subclassing Delegation Root View Controller Navigation Controller Controlling Stack Navigation Controller Communication	Interface Builder Basic Interaction Buttons and Text Fields Action sheets and Alerts The View Hierarchy View Behavior Containers and Controls Collection Views Navigation View Tab Bars Alert Views and Action Sheets