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Swift Training

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Course Overview

You get to learn Swift programming for iOS app development right from scratch to advanced level.

we will learn almost everything about Swift from scratch to the advanced level.

The Swift Training is comprised of several videos where every video describes different topics.

Swift Training Skills

We learn the following skills:

Throughout this tutorial, it has been tried to make you cognizant about the Swift programming language. It has covered the topics from basic to advance level that enhances your knowledge like anything.

In this Swift Training, every unit covers several vast topics and every topic is followed by an illustration to give you real exposure of working with Swift programming language.

Course Features



Course Duration-
33+ Hours



Number of Courses



Verifiable
Certificates



Lifetime Access



Technical
Excellence

About Swift

Swift may be defined as a multi-purpose programming language that is used in application development macOS, iOS and other Apple products.

It is very popular among the developers due to it is easy to use the feature that makes working with codes really very easy and efficient.

The program written in Swift could be fast to execute and its scalability is very high as well.

Its syntax is very simple to use and it helps to improve the readability of the program.

Swift Course

This is a Bundle Course that includes complete in-depth Swift Learning Courses combined into one Complete Course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as a Swift professional.



Swift Programming Tutorial

Section 1. Introduction

- Variable in Swipe IOS
- Example Variable in Swipe IOS

Section 2.Statement

- IF Else Statement in IOS
- IF Else Statement in IOS Example

Section 3. Function

- Function In IOS
- Example Function In IOS

Section 4. Array and Dictionaries

- Array in Swift
- Dictionaries in Swift

Section 5. Sets

- Sets in Swift

Section 6. Hive Structure and Loops

- Structure
- Example of Structure
- For Loops
- While Loops

Section 7. Enum and Web View

- Enum
- Web View Using Table View
- Example of Web View

Section 8. Register Data Model

- Register Data Model
- Register Data Model using Place Holder
- Creating Data Model Object and Classes
- Running Register Data Model



Swift Programming Tutorial

Section 9. User Defaults

- User Default in Swift
- User Default in Swift Example

Section 10. Application Life Cycle

- Application Life Cycle in Basic Swift
- Application Life Cycle in Basic Swift Example

Section 11. Scroll View and Features

- UI Scroll View
- Features of Scroll View

Section 12. HTML Web View and PDF Web View

- Creating Html Web View Using Scroll View
- Creating Html Web View Using Scroll View Continues
- Adding PDF Files Using Scroll View
- Example of Scroll View
- Working with Scroll View Programmatically

Section 13. Gesture(Tap Gesture)

- Creating Tap Gesture in IOS
- Creating Tap Gesture in IOS Creating
- Tap Gesture Coding

Section 14. SwipeGesture

- Creating Swipe Gesture in IOS
- Swipe Gesture Example

Section 15. Pan Gesture and and Pinch Gesture

- Creating Pan Gesture in IOS
- Adding Pinch Gesture in IOS
- Output of Pinch Gesture

Section 16. Rotational Gesture

- Rotational Gesture in IOS

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Programming in Swift 4 for iOS Development

Section 1. Introduction

- Introduction to Swift

Section 2. Basic Operators

- Logical Operators
- Comparison Operators
- Range Operators

Section 3. Strings

- Strings
- Prefix and Suffix Methods
- Conditional Statement
- Light Modification and Letters Remove

Section 4. Collection Types

- Introduction to Collection Types
- Arrays
- Sets
- Certain Value
- Dictionaries
- Value Arrays

Section 5. Control Flow

- Control Flow

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SWIFT Programming Step by Step

Section 1. Advanced Control in Swift

- Working with table view & collection view
- UITableView control in Swift
- Further Continuation of UITableView control in Swift
- Example of UITableView control in Swift

Section 2. Navigation Bar Controls

- Local Notifications
- UIProgressView
- UIWebView control
- UIScrollView control
- UINavigationController control
- UIActivityViewController control
- UISegmentedControl
- UISlider control

Section 3. Basics of UI Controls

- UIPickerView and UIDatePicker controls
- UISwitch control
- (alertView and actionsheet) control
- UIAlertController (alertView and actionsheet) control
- UIImageView-control
- UIButton-control
- UITextView-control

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SWIFT Programming Step by Step

Section 4. Basic controls in Swift

- UILabel and AttributedString control
- UITextField-control
- Working with basic controls

Section 5. Theory of SWIFT 2.0

- Protocol & Extensions
- Objects & Classes
- Functions & Closures
- Control Flows
- Basics of SWIFT
- Swift Programming Fundamentals

Section 6. UI Collection View Controller in Swift

- UICollectionViewController in Swift
- UICollectionViewController in Swift
- UICollectionViewController in Swift

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Swift Enhancement in iOS 9

Section 1. Basics of Swift 2 in Playground

- Introduction to Swift Enhancement in iOS9
- Renaming the string variable
- If else Statement
- Variables in Option

Section 2. Simple program in Playground, Command Line tool

- Writing a simple program in background
- How to play with Command Line Tool
- Printing guess number

Section 3. Arrays, Objects and Classes in Swift 2

- Creating a new background
- Command Line Tool
- Swift File

Section 4. Simple app in Swift 2

- Creating a new background
- Command Line Tool
- Swift File

Section 5. WatchOS 2 in iOS 9

- Introduction to WatchOS 2
- Practical Session of WatchOS 2

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iOS 10 and Swift 3 – An Introduction

Section 1. Introduction

- Introduction to iOS 10

Section 2. Apps

- Hide Native Apps
- Live Broadcasting Apps
- Siri for Third Party Apps
- Apple Maps and Home App

Section 3. SiriKit

- Siri Kit
- User Notification
- Adapting to True Tone Display
- Security and Privacy Enhancements
- App Extensions and Deprecated APIs

Section 4. Practical Objective-C for iOS 10

- Local Notification iOS 10
- Sticker App
- Local Notification on iPhone SE iOS 10
- How to use User Notifications Framework
- How to Set Local Notification
- Notification Appearance of Locked Screen
- Create Sticker Message App Extension
- Run Message Sticker Extension App
- How to Set Animated Images as Sticker
- New Feature of Scribble in iOS 10
- Increment and Decrements Operator

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iOS 10 Firebase using Swift 3

Section 1. Introduction

- Introduction to Firebase in iOS 10 using Swift 3

Section 2. Firebase

- What is Firebase
- Firebase- Login and Sign up
- UI Design for Firebase Sign up Demo Project

Section 3. Firebase - Login and Sign

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- Configure your Project with Firebase
- How to Install Cocoa Pods
- Firebase - Login and Sign up
- Logout Using Firebase Sign in Method - Email and Password
- Add User From Firebase Console
- Reset password and Disable Account
- Reset Password Using Firebase Sign in Method

Section 4. Firebase - Login and Sign up using Facebook

- Login and Signup Using Facebook in Firebase
- Example of Login and Signup using Facebook Firebase
- Integration of Facebook APK and SDK Corekit in Firebase
- Creating a Sign up Button in the Firebase
- Login of Firebase Using Facebook
- Fetching the Username



iOS 10 Firebase using Swift 3

Section 5. Firebase for Real-Time Database

- Firebase for Real Time Database
- Adding of Swift File Using Item List
- Import of Firebase Database
- Creating a Register Button
- Add Firebase to your iOS App
- Change Rules of Firebase Database
- Retrieving Data from Firebase Database to Table View
- Delete Data from Table View
- Toggle Checkmark for Items
- Authenticate User Using Email-Password

Section 6. Firebase Cloud Messaging

- Firebase Cloud Messaging and How Does it Works
- Coding of Firebase Cloud Messaging
- Extension App Delegate
- Running the FCM Testing
- Creating a FCM Launch Screen
- Object User Information
- Displaying a Batch on Device
- Filtering the Object

Section 7. Remote Config

- Firebase Remote Configuration
- Adding New Constraints in Firebase
- Running the Firebase Remote Configuration
- Adding and Installing the Pod
- Debug Mode Activation
- Adding Values to Remote Configuration
- Using View Controller in Remote Configuration
- Adding Loading Indicator in Remote Configuration
- Flag Values and Color in Remote Configuration



In-App Purchase in iOS 10 (using Swift 3)

Section 1. Introduction

- Introduction to In App Purchase

Section 2. In App Purchase - Practical

- UI Designing of Our Demo Project
- Adding to App Store
- Pricing and Availability
- I Tune Connection to App Store
- Create a Sandbox Tester Account
- Create In-App Purchase
- Creating IB Outlet
- IB Actions Control
- Implementing the Delegate
- SK Payment Queue
- Types of Transaction States
- Output of Demo Project



Frequently Asked Questions

Why Should we learn Swift?

In the current time where the popularity of Apple products is increasing day by day, it can be a fantastic opportunity for folks who want to be a swift developer. There are several vacancies in the market of swift developers that one with good experience in swift can fill.

How long it may take to learn this Swift Training?

Depending on your familiarity with a programming language, you can learn swift at the earliest using this Swift programming course. If you are a programming savvy, you may learn it within a month and if you are beginning, you may take around two to three months to be a swift expert.



Customer Reviews

“

You'll be introduced to iOS 10 and straight away get into the introduction of what iOS is. From historical; into compatibility; functional use(s) and how to navigate and optimize the iOS. I would recommend this video in the series first. This is a great, quick course for those looking to gain a little knowledge into staff BYOD you might encounter on the job site(s) as well as anyone around others that might be interacting with iOS.

Lee Gill

”

eduCBA has helped me a lot and helped me gain knowledge and experience. The videos provided were extremely useful and the assignments further aided in clarifying the concepts and applying concepts practically. I would recommend eduCBA to anyone who is interested in pursuing a career or aid his development further.

Glory

“

This course was pretty good and fairly in-depth. It would have benefitted from some sort of quiz/test at the end of each module (or section). I would recommend it for anyone who wants to get a basic grounding in Swift and anyone who wants to see what Swift, as a language, can offer.

Eliot Geller



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Swift Training

For Queries please contact:

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