



Information Technology

Developing IOS Mobile Apps for Business

Course Introduction

Today's technology has placed mobile applications as an important part in the alteration of manifold industries. Most enterprises are spending in iOS app development for their business to attract more customers. As such, iPhone and iPad are among the most popular of mobile devices in use today. This training course is designed to provide participants with the essential knowledge and techniques in developing and publishing iOS apps, focusing on developing business apps for iPhones and iPads.

Target Audience

1. iOS Developer
2. Mobile App Developer
3. Software Engineer
4. UI/UX Designer
5. Full-Stack Developer
6. IT Manager
7. Product Manager
8. Business Analyst
9. Digital Transformation Manager
10. Entrepreneur / Startup Founder
11. Technical Project Manager
12. Backend Developer
13. Mobile App Tester
14. Cloud Engineer
15. Solutions Architect

Learning Objectives

- Gain a comprehensive understanding of how to Use Xcode to create and run an iOS app.
- Identify common iOS design patterns and user interface standards.
- Enable an app to present graphics and animation and interact well with other apps, the iOS system, and the mobile device it runs on.
- Create storyboards to lay out the user interface for an iOS app.
- Write Swift code to enable iOS app user interface elements to interact with users.
- Access data from various locations, including app resources, user preferences, private app storage, and web services.
- Debug an app, implement runtime error handling, and use iOS cybersecurity features.
- Prepare an app for release, including configuration to support internationalization, and adding graphics to brand the app.

Course Outline

- Day 01

PROGRAMMING IN XCODE USING SWIFT

- Set Up and Use the Development Environment
- Write and Test Swift Code in a Playground
- Process Numbers and Strings
- Create Custom Data Types
- Work with Optionals
- Control the Flow of Execution

CREATING AN IOS APP USER INTERFACE

- Begin an App Project
- Add Components to a User Interface Layout
- Test a User Interface Layout in Simulator

- **Day 02**

HANDLING USER INTERACTION IN AN IOS APP

- Write Code to Respond to Events
- Write Code to Modify Component Properties

DESIGNING AN IOS APP

- Design an App to Meet User Expectations
- Adhere to Common iOS Design Patterns

- **Day 03**

IMPLEMENTING MULTIPLE VIEW NAVIGATION

- Create an iOS App with Multiple Views
- Add a Custom View Controller Class

WORKING WITH DATA

- Select an Appropriate Data Storage Approach
- Load App Data from Property Lists
- Access Web Data and Services
- Store and Retrieve Preferences

- **Day 04**

WORKING WITH GRAPHICS AND MEDIA

- Load Graphic Images
- Draw Graphics through Code
- Add Animation Effects

INTEGRATING WITH THE APP ECOSYSTEM

- Manage App State Changes
- Use Capabilities

• Day 05

MAKING CODE MORE ROBUST AND MAINTAINABLE

- Debug an App in Xcode
- Write Code to Handle Runtime Errors
- Implement Security and Privacy in iOS Apps

FINALIZING AN APP

- Enable an App to Support Multiple Languages
- Prepare an App for Release

Confirmed Sessions

FROM	TO	DURATION	FEES	LOCATION
May 26, 2025	May 30, 2025	5 days	4250.00 \$	UAE - Dubai
Aug. 4, 2025	Aug. 8, 2025	5 days	4950.00 \$	England - London
Dec. 22, 2025	Dec. 26, 2025	5 days	4250.00 \$	UAE - Dubai