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UIKit IOS training: Building a user interface with IOS

2 days (14 hours)

Presentation

Our [UIKit IOS](#) training course is designed for developers wishing to deepen their knowledge of IOS application programming. UIKit lets you add user interface construction to your daily programming workflows.

Using UIKit IOS gives you access to a set of tools and components for building the core of IOS, IpadOS or TvOS applications. UIKit supports all the basic elements of applications, but also offers advanced functions such as animations, drawing and document printing. You'll also learn how to manage internal application data and create user interactions.

In this training course, you will learn how to build the user interface of an application by discovering basic and advanced functions. Practical exercises are included to apply all the UI concepts covered.

This course is based on the latest version: [IOS 16](#).

Objectives

- Understanding IOS UI principles
- Building a V1 application
- Use advanced functions to enhance the user experience

Target audience

- IOS developers

Prerequisites

- Knowledge of Swift
- Knowledge of Xcode

Our UIKit training program

Outlet and shares

- Connecting outlets
- Connecting actions
- Storyboard
- UIButton, UILabel and UISwitch
- IBOutlet and IBAction

Segue and Views

- Viewing modes
- Differences between presentation and navigation
- UI kit classes

Delegate Pattern

- Connections between model, view and controller
- UI Kit components
- Building applications

Graphics

- Images and PDF
- Drawings
- Impressions

Building a V.1 application

- Table usage
- Adjust application UI
- Customize appearance
- Building windows
- Adapting the interface to the medium

Navigation

- IOS navigation stack
- Multiple views
- Navigation structure
- UITableViews
- Table rows

Advanced application functions

- Create your own version of an application
- Collection view
- Table controller
- AppDelegate for data management
- Interaction with users

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.

[Training Program Web page](#) - Appendix 1 - Training sheet