

“I have a great idea
for an iPhone App”



So Build It.

HOW MANY TIMES have you been out with some friends and one of you has started an exclamation with the phrase “*There should be an iPhone app that does...*” Whether you’re an aspiring game developer, an in-house IT guru or just a person with a dream, it’s time for you to learn the techniques and skills that will take your Mac, iPod Touch or iPhone project from concept to code, and from code to the Apple® App Store.

Three 5-day Bootcamps. 9am - 5pm. **Enroll now:** 902 444 4225 or splicetraining.ca

Objective-C Bootcamp

A solid foundation in the language of choice. Start with Object Oriented Programming principals and grow into the unique message handling and CoreFoundation elements of the language.

Cocoa Bootcamp

Great looking apps that feel natural in Mac OS X. Emphasis on the Model-View-Controller design pattern applied to data manipulation and rich interfaces that utilize CoreAnimation.

iPhone/iPod Bootcamp

Take the Cocoa content further to learn the unique aspects of developing on the iPhone/iPod Touch. Autorotation, location discovery, OpenGL rendering, UI elements and App publishing.

Course Outlines

Objective-C Bootcamp - \$1295

Monday	Tuesday	Wednesday	Thursday	Friday
XCode Setup .m/.h Classes & Objects Method Args Locals and scope Extensions to C: BOOL, id	Mem. Management Properties Inheritance Polymorphism Static Typing	Categories Extensions Instance Variable Scope Protocols Delegates NSString. NSArray NSDictionary	Garbage Collection KVC/KVO Files + Archiving NSDate NSURL NSThread NSBundle	Handling Unhandled Messages The Runtime(.h) Dynamic Method Creation Q&A Project Help

Cocoa for Mac OS X Bootcamp - \$1295 or \$995 with Objective-C Bootcamp

Monday	Tuesday	Wednesday	Thursday	Friday
Introduction Sample App Interface Builder Target/Action Helper Objects Cocoa Bindings	Undo Manager Archiving NSDocument CoreData Nib Files Responder Chain User Defaults	Notifications Alert/Open Panels Sheets Localization Custom Views Keyboard Events	Pasteboards, Drag and Drop, UTIs Timers Formatters Printing Web Services View swapping	Core Animation OpenGL NSTask

iPhone / iPod Touch Bootcamp - \$1295 or \$995 with Objective-C Bootcamp

Monday	Tuesday	Wednesday	Thursday	Friday
Intro + Architecture Action/Outlet Buttons, Sliders, Text Fields Delegates Sheets	Autorotation Multi View Controllers Tab Bars + Pickers Table Views Nav Controllers	Localization Settings + Defaults Persistence Networking Web Views URL Handlers	Custom Views Intro Taps OpenGL Core Animation	CoreLocation Embedded Maps Accelerometers Camera



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