



Course Schedule at a glance

May 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
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2	3	4	5	6	7	8
9	10	11	12	13-14 Foundation of iPhone OS 3 Programming		15 iPhone LBS Programming
16	17 iPhone Network Programming	18 iPad Programming	19	20	21	22
23	24	25	26	27	28	29
30	31					



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		1	2	3	4	5
6	7	8	9	10	11	12
13	14-15 Foundation of iPhone OS 3 Programming		16	17-18 Windows Phone 7 Programming		19
20	21-22 Android Programming		23 iPad Programming	24 iPhone LBS Programming	25 iPhone Network Programming	26
27	28	29	30			



Course Pricing

- iPad Programming (S\$**499** nett)
- Foundation of iPhone 3 Programming (S\$**997** nett)
- iPhone Location-Based Services Programming (S\$**499** nett)
- iPhone Network Programming (S\$**499** nett)
- Android Programming (S\$**997** nett)
- Windows Phone 7 Programming (S\$**997** nett)



2-day Foundation of iPhone 3 Programming

In this 2-day workshop, you will learn the fundamentals of native iPhone programming using the Apple iPhone SDK. You will understand basic concepts such as views, view controllers, protocols and delegates, as well as the tools that help you to develop iPhone applications – Xcode and Interface Builder. You will then dive into the details of programming the iPhone, such as how to invoke the built-in applications and access the hardware of the iPhone and iPod Touch device.

Topics

- Introduction to Xcode
- Exploring the Different Application Templates
 - Developing a View-based Application
 - Developing a Window-based Application
 - Developing a Navigation-based Application
 - Developing an Utility Application
- Using the iPhone Simulator
- Handling Screen Orientation
- Crash course in Objective-C
- Understanding Outlets and Actions
- Understanding Views and View Controllers
- Handling Text Inputs
- Files Handling
- Using the Table View
- Implementing Application Settings
- Database Programming using SQLite
- Invoking Built-in Applications
 - SMS
 - Mail
 - Phone
 - Safari
 - Contacts
 - Photo Library
- Simple Animations
- Integrating your Web application with native application





1-day iPhone Network Programming Course

In this 1-day course, you will learn about the various techniques for writing iPhone applications that communicate with the outside world. Topics covered include Bluetooth communications, Apple Push Notification Services, and Web services access.

Topics

- Consume XML Web services in your iPhone/iPod Touch applications
- Use Bluetooth to connect to another iPhone/iPod Touch
- Use sockets to communicate with another server using TCP/IP
- Implement voice chatting in your applications
- Use the Apple Push Notification Services to ensure your application is always notified of changes.



Note: This is an advanced class and you should preferably have attended the iPhone foundation class.



1-Day iPhone Location-Based Services Programming

In this 1-day workshop, you will learn how to write Location-Based Services (LBS) applications on the iPhone.

TOPICS

- How to use the Core Location Framework to obtain your geographical location
- How to use the MapKit to display the Google Maps on your iPhone application
- How to use reverse geo-coding to obtain addresses of a location
- How to display annotations on the Google Maps
- Building a location-tracker client-server application



Note: This is an advanced class and you should preferably have attended the iPhone foundation class.



1-day iPad Programming Course

In this 1-day course, you will learn how to write applications for the iPad, a revolutionary product from Apple that is based on the proven iPhone OS platform. You will use your knowledge of iPhone development to extend it to developing applications for the iPad.

Topics

- Getting started with iPad programming
- Creating Universal applications
- Targeting multiple devices
- Using the Media Player Framework
- Views and View controllers for iPad – Popovers and Split View Controller
- Gesture Recognizers
- Text Processing and Input



Note: This is an advanced class and you should preferably have attended the iPhone foundation class.



2-day Android Programming

Android is Google's operating system for mobile devices. Using the Android SDK, developers can develop applications on the Android platform using the Java Programming language. In this course, participants will learn the various techniques to program their Android devices. This feature-packed course will show you how to get started in Android development, right from the start till deployment.

Topics

- Setting up the development environment using Eclipse
 - Installing the ADT plug-in
 - Configure the Android SDK
- Using the Android Emulator
 - Configuring the emulator
 - Tips and Tricks using the emulator
- Understanding Activities, Views, Intents, and Content Providers
- Building the UI of an Android Application
- Error Logging using the Eclipse IDE
- Using the Notification Manager
- Persisting data
- Using Google Maps
- Sending and receiving SMS messages
- Using the built-in camera
- Creating Services
- Downloading files using HTTP GET and POST
- Location based services using GPS and Cell ID
- How to deploy Android applications

**Covers
Android 2.1**





About the Instructor



Wei-Meng Lee (Microsoft MVP) is a technologist and founder of Developer Learning Solutions (<http://www.learn2develop.net>), a technology company specializing in hands-on training on the latest Microsoft and Mac OS X technologies. He is also an established author with Wrox and O'Reilly.

Wei-Meng first started the iPhone programming course in Singapore and it has since received many positive feedbacks. His hands-on approach to iPhone programming makes understanding the subject much easier than reading books, tutorials, and documentations from Apple.





Course Application Form

Please fax a signed copy to (+65) 6-453-8946

Name					
Designation					
Company					
Mailing Address					
Office Tel		Mobile		Fax	
Email					

Course Title: _____ Date: _____

Participant Information	Amount
Name: Email:	S\$
Name: Email:	
Name: Email:	
Name: Email:	
Grand Total S\$	

Important Note

- Developer Learning Solutions reserves the right to cancel or reschedule the course. If the course is rescheduled or cancelled, you will be informed **two (2) weeks** before the commencement of the class.
- You can withdraw from the course provided you inform us **one (1) month** in advance before the commencement of the class. There will be no refund after this period.

☐ I understand that attendees have to bring their notebook computer for the course (for iPhone related courses, the notebook must be a Mac).

Authorized Signature & Company Stamp

Name & Designation

Date