

Kotlin Multiplatform Development - for Android developers

(Part A - 30 hours)

iOS Basics

iOS User Interface (UI)

- Storyboards and XIBs
- ViewControllers and Views
- Auto Layout
- UIKit Components
- TableViews and CollectionViews

Swift and SwiftUI

- Introduction to Swift
- Swift Language Fundamentals
- Xcode and Interface Builder
- SwiftUI Basics
- Networking with URLSession in Swift
- Combine Framework
- Core Data in SwiftUI
- Unit Testing in Swift

iOS Fundamentals

iOS Fundamentals

- Navigation Controllers
- Data Persistence (UserDefaults, Core Data)
- Grand Central Dispatch (GCD)
- Networking with URLSession

(Part B - 30 hours)

Mobile Development on iOS and Android differences

- Overview of Mobile Development
- Android vs. iOS
- Setting up Development Environment (Android Studio, Xcode)
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- **Compose**
- Basics of Compose for UI development
- Building Compose UI components

Kotlin Multiplatform

- Introduction to Kotlin Multiplatform
- Shared Code Structure
- Building and Running Kotlin Multiplatform Projects
- Data Serialization with `kotlinx.serialization`
- Networking with Ktor

Interoperability and Platform-Specific Tasks:

Creating shared code modules

- Writing platform-specific code for iOS and Android
- Interoperability with existing iOS and Android code
- Using Kotlin/Native for platform-specific tasks

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