sQLabs
המכללה הגבוהה להייטק

Kotlin Multiplatform Development - for IOS developers

(Part A - 30 hours)

Android Basics

Android User Interface (UI)
- Layouts and Views
- Activities and Fragments
- UI Design Guidelines
- Handling User Input
- RecyclerView and Adapter
- KMM Native code both OS

Android Fundamentals

Kotlin Fundamentals
Android Fundamentals
- Intents and Navigation
- Data Persistence (SharedPreferences, SQLite)
- AsyncTask and Threading

- Handling Permissions

(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)

* **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

מבין לקוחותינו:

J.P.Morgan   NCR   לאומי leumi   AT&T

דיסקונט   (Apple)   אלביט מערכות   waze

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