

Multiplatform Development - Android/Kotlin/Swift

(40 hours)

Android Basics

Android User Interface (UI)

- Layouts and Views
- Activities and Fragments
- UI Design Guidelines
- Handling User Input
- RecyclerView and Adapter
- Compose
- KMM Native code both OS

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

Kotlin Multiplatform

Introduction to Kotlin Multiplatform

- Shared Code Structure
- Building and Running Kotlin Multiplatform Projects
- Data Serialization with kotlinx.serialization
- Networking with Ktor
- Unit Testing Shared Code

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



דיסקונט



Cal.



Google

ebay



SONY

בנק הפועלים

Qualcomm



BROADCOM

harmonic

