

### **iOS File Manager System**

- Directory Structure
- File Detection
- Basic File Instructions
  - Load
  - Save
  - Move
  - Delete

### **File Saving and Loading**

- File Manipulation
- Saving and Loading Files
- Archiving and Unarchiving to Files
  - Binary
  - XML
  - plist

### **Core Data and Database Development**

- Core Data Managed Object Model
- SQLite Database Support
- Core Data Classes and Programming Protocol
- Apple iCloud Storage

### **Internet Communication**

- Communication Using Internet Protocols
- Using the HTTP Request/Response System

### **Hardware Camera Use**

- Camera Detection
- Image Capture
- Image Display Options

### **Web Service Support**

- Exploiting Service Oriented Architecture
- Creating Apps that Use Web Services
- Advantages of Using RESTful Web Services

### **Audio Systems**

- Recording
- Playback
- Streaming
- Overview of the OpenAL Sound Engine

### **XML Parsing**

- Using DOM and SAX Parsers
- Using Built-in XML Parsers

### **Video Systems**

- Recording
- Playback
- Saving Locations

### **Multi-Platform Development**

- Creating Apps that Work on iPhone and iPad
- Creating User Interfaces for Multiple Screen Resolutions
- Detecting and Using Hardware at Runtime

### **Core Motion System**

- Gyroscope Detection
- Precise Measurement of Device Orientation

### **Games and Graphics Support**

- Creating a Simple Game Using Cocoa Graphics



- Shake Gesture Recognition
- 2D and 3D Graphics Support

### **Core Location System**

- MapKit Introduction
- CoreLocation Library Development
- Input and Display of GPS Information

### **Security Considerations**

- Encrypting Files
- Setting Phone Security
- Accessing Keychain Settings