

uCertify

Course Outline

The Ultimate SwiftUI Crash Course



04 Aug 2025

1. Exercises, Quizzes, Flashcards & Glossary

Number of Questions

2. Expert Instructor-Led Training

3. ADA Compliant & JAWS Compatible Platform

4. State of the Art Educator Tools

5. Award Winning Learning Platform (LMS)

6. Chapter & Lessons

Syllabus

Chapter 1: Introduction

Chapter 2: Introducing SwiftUI

Chapter 3: Basics of the Swift Programming Language

Chapter 4: Getting Started with the Basics of SwiftUI

Chapter 5: Handling User Inputs and Custom Views

Chapter 6: Displaying Lists of Items

Chapter 7: Creating Navigation and Tabbed Applications

Chapter 8: Formatting Your User Interface

Chapter 9: Understanding State Management in SwiftUI

Chapter 10: Using Legacy UIKit Views and View Controllers in SwiftUI

Chapter 11: Drawings and Special Effects

Chapter 12: Performing Animations in SwiftUI

Chapter 13: Creating a Complete Project

Chapter 14: Ten SwiftUI Tips and Tricks

Chapter 15: Ten Great SwiftUI Resources

Chapter 16: Appendix: Code Snippets for Common SwiftUI Views

Videos and How To

1.  **Expert Instructor-Led Training**

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

2. ADA Compliant & JAWS Compatible Platform

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

3. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assessments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

4. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's finest products and services. Since 1986, thousands of products, services and solutions have been recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 7 years:

- **2014**

1. Best Postsecondary Learning Solution

- **2015**

1. Best Education Solution
2. Best Virtual Learning Solution
3. Best Student Assessment Solution
4. Best Postsecondary Learning Solution
5. Best Career and Workforce Readiness Solution
6. Best Instructional Solution in Other Curriculum Areas
7. Best Corporate Learning/Workforce Development Solution

- **2016**

1. Best Virtual Learning Solution
2. Best Education Cloud-based Solution
3. Best College and Career Readiness Solution
4. Best Corporate / Workforce Learning Solution
5. Best Postsecondary Learning Content Solution
6. Best Postsecondary LMS or Learning Platform
7. Best Learning Relationship Management Solution

- **2017**

1. Best Overall Education Solution
2. Best Student Assessment Solution
3. Best Corporate/Workforce Learning Solution
4. Best Higher Education LMS or Learning Platform

- **2018**

1. Best Higher Education LMS or Learning Platform
2. Best Instructional Solution in Other Curriculum Areas
3. Best Learning Relationship Management Solution

- **2019**

1. Best Virtual Learning Solution
2. Best Content Authoring Development or Curation Solution
3. Best Higher Education Learning Management Solution (LMS)

- **2020**

1. Best College and Career Readiness Solution
2. Best Cross-Curricular Solution
3. Best Virtual Learning Solution

5. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

Syllabus

Chapter 1: Introduction

- About This Course
- False Assumptions
- Where to Go from Here

Chapter 2: Introducing SwiftUI

- Understanding What SwiftUI Is
- Getting the Tools
- The Gory Details

Chapter 3: Basics of the Swift Programming Language

- Basic Swift Syntax
- Basic Data Types
- Arrays
- Dictionaries
- Optional Types
- Functions
- Flow Control
- Looping
- Structures
- Classes
- Closures
- Protocols

Chapter 4: Getting Started with the Basics of SwiftUI

- Taking a Look at SwiftUI Views
- Displaying an Image
- Displaying a Button
- Stacking the Views
- Putting on the Finishing Touches

Chapter 5: Handling User Inputs and Custom Views

- Looking at Input Views
- Composing Custom Views

Chapter 6: Displaying Lists of Items

- Using the List View to Display Items
- Displaying the List within a NavigationView
- Displaying Sections
- Previewing in Light and Dark Modes

Chapter 7: Creating Navigation and Tabbed Applications

- Creating Navigation Apps
- Creating Tabbed Applications

Chapter 8: Formatting Your User Interface

- Laying Out Views Using Stacks
- Using Container Views

Chapter 9: Understanding State Management in SwiftUI

- Using a Property Wrapper
- Maintaining State Using State Variables
- Binding State Variables
- Managing State from External Objects
- Sharing Objects
- Accessing Built-in Environment Variables

Chapter 10: Using Legacy UIKit Views and View Controllers in SwiftUI

- Using UIKit in SwiftUI
- Using the UIViewRepresentable Protocol for UIKit Views
- Using the UIViewControllerRepresentable Protocol for UIKit View Controllers

Chapter 11: Drawings and Special Effects

- Drawing Using the Five Built-in Shapes

- Clipping with the Basic Shapes
- Drawing Custom Shapes
- Using Special Effects in SwiftUI

Chapter 12: Performing Animations in SwiftUI

- Understanding How to Animate
- Performing Your Own Animation
- Creating a Custom Progress Indicator

Chapter 13: Creating a Complete Project

- Understanding What the App Does
- Building the Project
- Deploying the App

Chapter 14: Ten SwiftUI Tips and Tricks

- Resuming Live Preview
- Implementing Localization
- Combining Text Views
- Creating Custom Modifiers
- Displaying Multiple Alerts

- Enabling Debug Preview
- Previewing Using Different Devices
- Dark Mode Only Works On NavigationView
- Extracting Subviews
- Displaying a Context Menu

Chapter 15: Ten Great SwiftUI Resources

- Apple
- SwiftUI by Example
- 100 Days of SwiftUI
- Gosh Darn SwiftUI
- SwiftUI Hub
- Awesome SwiftUI
- raywenderlich.com
- Swift Talk
- About SwiftUI
- Stack Overflow

Chapter 16: Appendix: Code Snippets for Common SwiftUI Views

- ContentView
- Using Modifiers
- Image View
- Text View
- Button View
- VStack View
- HStack View
- ZStack View
- TextField View
- SecureField View
- Toggle View
- Slider View
- Stepper View
- Picker View
- List View
- NavigationView View
- NavigationLink View
- Section View

- TabView View
- Form and Section Views
- Rectangle View
- RoundedRectangle View
- Circle View
- Capsule View
- Ellipse View

You can't stay away! Get [. . .](#)



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