

SWIFTUI APP

TOUCH
DOWN

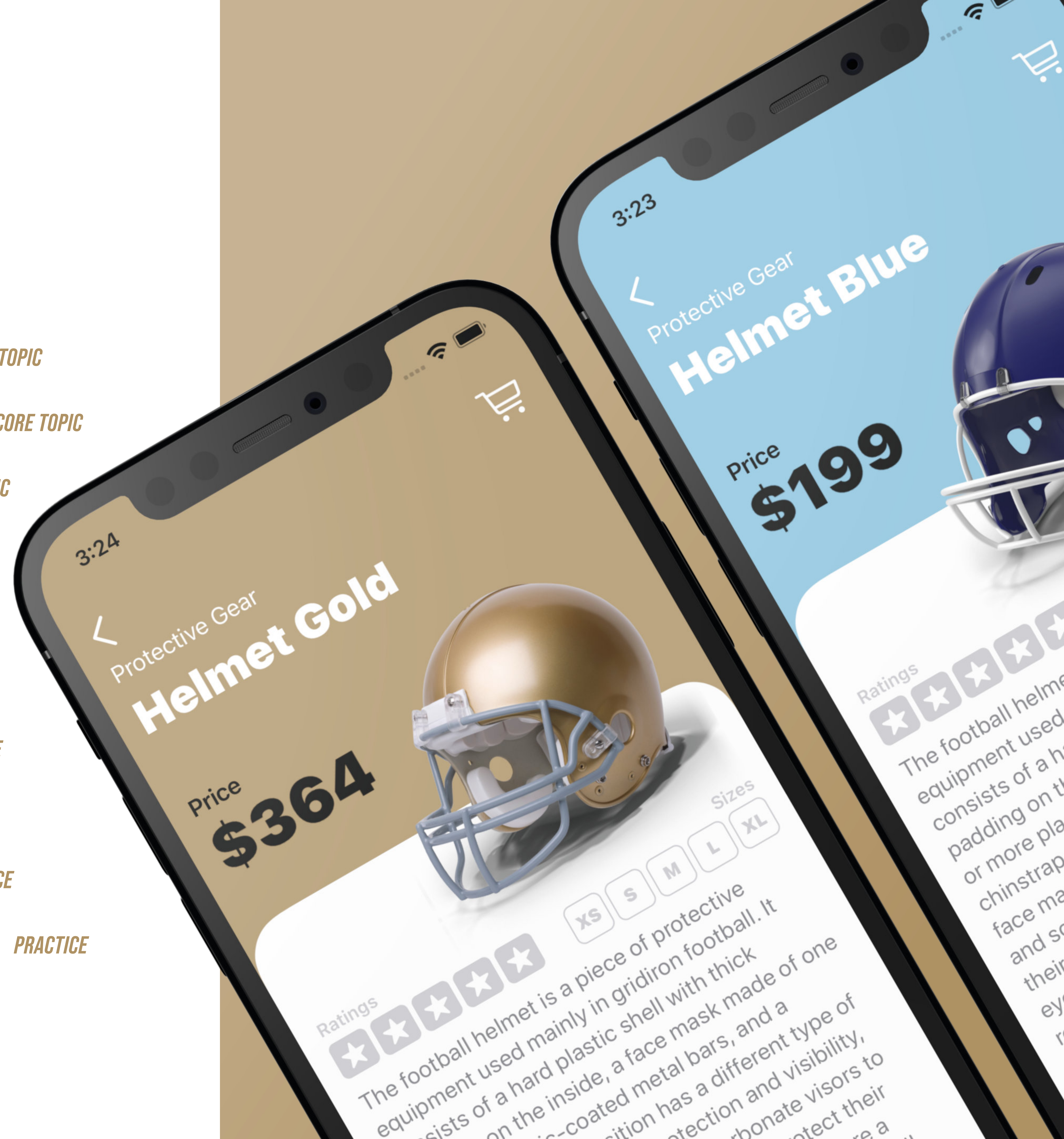
 Masterclass



WHAT WILL YOU LEARN?

OBJECTIVES

- 1 How to prototype an E-commerce app with SwiftUI 2.0 *CORE TOPIC*
- 2 Learn how the @Environment property wrapper works *CORE TOPIC*
- 3 How to use the Observable Object property wrapper *CORE TOPIC*
- 4 How to share the data model across the whole app *CORE TOPIC*
- 5 How to develop a custom navigation bar *NEW FEATURE*
- 6 How to create a custom shape with Shape Path *NEW FEATURE*
- 7 Learn why to store all constants in a separate file *NEW FEATURE*
- 8 Proportionally resize an item in Page Tab view *NEW FEATURE*
- 9 Learn how to create horizontal grid layouts in SwiftUI *PRACTICE*
- 10 Learn how to decode JSON files and fetch data with SwiftUI *PRACTICE*



USER INTERFACE AND USER EXPERIENCE

APP DESIGN

- 1 High-Quality Resources
- 2 Explicit Light Apperance ^{NEW}
- 3 Custom Navigation Bar ^{NEW}
- 4 Dynamic Color Themes
- 5 Adaptive Layout Design ^{NEW}
- 6 Outstanding Sound Design





swiftuimasterclass.com



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