

Legend

Heading

Subject

Resource

Starting iOS Development Journey

Software Development Knowledge

General Operating System Knowledge

- Computer Hardware
- Processes
- Threads
- Files

Modern Operating Systems by Tanenbaum

Algorithms

- Boolean Algebra
- Loops
- Search and Sort
- Recursion

Discrete Mathematics and its Applications by Kenneth H. Rosen

Introduction to Algorithms by Cormen, et al.

Data Structures

- Array
- Dictionary
- Set

Data Structures and Algorithms in Swift by Vincent Ego & Kelvin Lau

Networking

- TCP/IP
- HTTP

<https://beta.computer-networking.info>

Relational Database

- Normalization
- Relations

An Introduction to Database Systems, by C.J. Date

Object Oriented Programming, Language, IDE

- Encapsulation
- Inheritance
- Polymorphism
- Swift
- Xcode

The Swift Programming Language, e-book by Apple

Xcode Help

Swift.org

Mastering Swift 5, by John Hoffman

Basic iOS Application Development Skills

User Interaction and UIKit

- UI Elements
- Storyboard
- Auto Layout
- Custom Views
- Notifications
- Widgets
- App Clips
- Animation

Mastering iOS 14 Programming, by Mario Eguluz Alebicto, Chris Barker, Et al

Apple Documents

UI Architectural Patterns

- MVC

<https://www.raywenderlich.com/1000705-model-view-controller-mvc-in-ios-a-modern-approach>

Fetching data from Network

- NSURLSession

<https://developer.apple.com/documentation/foundation/urlsession>

Data Persistence

- User Defaults
- Core Data

Mastering Core Data with Swift, by Bart Jacobs

<https://developer.apple.com/documentation/coredata>

Version Control Systems

- Git
- GitHub
- Git in Xcode
- Git in Terminal

Version Control with Git, by Jon Loeliger & Matthew McCullough

Xcode Help

Dependency Mangers

- Swift Package Manager

<https://swift.org/package-manager>

<https://cocoapods.org>

Advanced iOS Application Development Skills

Multi-threading

- GCD
- Operations

Apple Documents

App Quality

- Unit Test
- Xcode Instruments

Apple Documents

Enriching Apps

- ARKit
- CoreML
- Bluetooth
- Location
- Animation

Apple Documents

SwiftUI

Etc.

Legacy Code

- Objective-C

Objective-C for Swift Developers, by Paul Hudson

UI/UX Design

- Apple HIG
- Adobe XD

Sketch

Senior iOS Application Development Skills

Software Architecture & Coding Patterns

- Clean Architecture
- DDD
- TDD
- SOLID
- Etc.

iOS Unit Testing by Example: XCTest Tips and Techniques Using Swift by Jon Reid

Clean Architecture by Robert C. Martin

The Clean Coder by Robert C. Martin

Dependency Injection: Principles, Practices, and Patterns by Mark Seemann and Steven van Deursen

Domain-Driven Design by Eric Evans

Clean Code by Robert C. Martin

Object-Oriented Software Engineering by Ivar Jacobson

Design Patterns by Tutorial by Joshua Greene & Jay Strawn

Design Patterns by Gamma, Johnson, Vlissides, Helm

General Education

Mastery by George Leonard

The Checklist Manifesto by Atul Gawande

Chasing Excellence by Ben Bergeron

Discipline Equals Freedom by Jocko Willink

The Five Dysfunctions of a Team by Patrick Lencioni

The Power of Habit by Charles Duhigg

The Four Agreements by Miguel Ruiz

Hal Moore on Leadership by Harold G. Moore

How to win friends and influence people by Dale Carnegie

Principles by Ray Dalio

The Visual Display of Quantitative Information by Edward R. Tufte

Influence by Robert B. Cialdini

Man vs. Markets by Paddy Hirsch

Mindstorms: Children, Computers, And Powerful Ideas by Seymour Papert

Thinking, Fast and Slow by Daniel Kahneman

Sapiens: A Brief History of Humankind by Yuval Noah Harari

The New New Thing: A Silicon Valley Story by Michael Lewis

The Alliance by Reid Hoffman

From Third World to First by Lee Kuan Yew

Dealers of Lightning by Michael A. Hiltzik

People and Medias to Follow

Apple WWDC

Essential Developer

<https://www.essentialdeveloper.com>

Paul Hudson

<https://www.hackingwithswift.com/about>

raywenderlich.com

<https://www.raywenderlich.com>

Keep Learning

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