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1. Общая информация

1.1. ООП

<http://www.raywenderlich.com/45940/intro-object-oriented-design-part-1>

https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/OOP_ObjC/Articles/ooOOP.html

1.2. Принципы проектирования

<http://williamdurand.fr/2013/07/30/from-stupid-to-solid-code/>

http://principles-wiki.net/principles:keep_it_simple_stupid

<http://www.itexico.com/blog/bid/99765/Software-Development-KISS-YAGNI-DRY-3-Principles-to-simplify-your-life>

1.3. Паттерны

<https://developer.apple.com/library/mac/documentation/General/Conceptual/DevPedia-CocoaCore/MVC.html>

<http://blog.teamtreehouse.com/ios-design-patterns-model-view-controller-part-3>

<http://www.twirpx.com/file/1023157/>

<http://habrahabr.ru/post/210288/>

1.4. Системы контроля версий

<http://guides.beanstalkapp.com/version-control/intro-to-version-control.html>

<https://git-scm.com/book/en/v2/Getting-Started-About-Version-Control>

<http://githowto.com/ru>

<http://habrahabr.ru/post/106912/>

1.5. Использование third-party решений в iOS разработке

<http://www.raywenderlich.com/41377/creating-a-static-library-in-ios-tutorial>

<http://www.raywenderlich.com/65964/create-a-framework-for-ios>

<http://www.brianjcoleman.com/tutorial-using-sub-projects-git-submodules-to-create-a-framework-in-ios/>

<https://cocoapods.org/>

<http://www.raywenderlich.com/64546/introduction-to-cocoapods-2>

2. Среда разработки

2.1. Xcode, создание проекта

https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/FirstTutorial.html#//apple_ref/doc/uid/TP40011343-CH3-SW1

https://developer.apple.com/library/mac/recipes/xcode_help-general/_index.html

https://developer.apple.com/library/ios/recipes/xcode_help-project_editor/Articles/EditingBasicSettings.html

<https://www.youtube.com/watch?v=6y71y2aTR5k>

2.2. Дебаггинг

<https://developer.apple.com/videos/wwdc/2014/#413>

2.3. Инструменты

<https://developer.apple.com/library/mac/documentation/DeveloperTools/Conceptual/InstrumentsUserGuide/Introduction/Introduction.html>

<http://www.raywenderlich.com/23037/how-to-use-instruments-in-xcode>

3. Objective-C

3.1. Категории, протоколы, коллекции, блоки

<https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/ProgrammingWithObjectiveC/Introduction/Introduction.html>

3.2. Управление памятью и ARC

<https://developer.apple.com/library/ios/documentation/Cocoa/Conceptual/MemoryMgmt/Articles/MemoryMgmt.html>

<https://developer.apple.com/library/ios/documentation/Cocoa/Conceptual/MemoryMgmt/Articles/mmRules.html>

<http://rypress.com/tutorials/objective-c/memory-management>

<http://habrahabr.ru/post/209288/>

4. iOS приложение

4.1. Жизненный цикл iOS приложения

<https://developer.apple.com/library/ios/documentation/iPhone/Conceptual/iPhoneOSProgrammingGuide/TheAppLifeCycle/TheAppLifeCycle.html>

4.2. Основные паттерны в iOS приложениях

<http://www.raywenderlich.com/46988/ios-design-patterns>

<https://developer.apple.com/library/mac/documentation/General/Conceptual/CocoaEncyclopedia/Model-View-Controller/Model-View-Controller.html>

<https://developer.apple.com/library/ios/documentation/General/Conceptual/CocoaEncyclopedia/Target-Action/Target-Action.html>

https://developer.apple.com/library/ios/documentation/EventHandling/Conceptual/EventHandlingiPhoneOS/event_delivery_responder_chain/event_delivery_responder_chain.html

<https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/KeyValueCoding/Articles/KeyValueCoding.html>

<http://nshipster.com/kvc-collection-operators/>

<http://nshipster.com/key-value-observing/>

<http://nshipster.com/nsnotification-and-nsnotificationcenter/>

5. Построение пользовательского интерфейса

5.1. UIKit

5.1.1. UIView, UIWindow, UIImageView, UIScrollView

https://developer.apple.com/library/ios/documentation/WindowsViews/Conceptual/ViewPG_iPhoneOS/WindowsandViews/WindowsandViews.html

https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/UIKitUICatalog/index.html#/apple_ref/doc/uid/TP40012857-UIView-SW1

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIView_Class/index.html

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIWindow_Class/

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIImageView_Class/

<http://www.appcoda.com/ios-programming-animation-UIImageView/>

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIScrollView_Class/

https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/UIKitUICatalog/UIScrollView.html#/apple_ref/doc/uid/TP40012857-UIScrollView

<http://www.raywenderlich.com/10518/how-to-use-uiscrollview-to-scroll-and-zoom-content>

5.1.2. UINavigationController, UITabBarController, UINavigationController, UISplitViewController, UIPopoverController, UIAlertController

https://developer.apple.com/library/ios/featuredarticles/ViewControllerPGforiPhoneOS/Introduction/Introduction.html#/apple_ref/doc/uid/TP40007457

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UINavigationController_Class/

https://developer.apple.com/library/ios/documentation/WindowsViews/Conceptual/ViewControllerCatalog/Introduction.html#/apple_ref/doc/uid/TP40011313

<https://developer.apple.com/library/ios/featuredarticles/ViewControllerPGforiPhoneOS/CreatingCustomContainerViewControllers/CreatingCustomContainerViewControllers.html>

<https://www.youtube.com/watch?v=knFR8URCvG0>

<http://www.raywenderlich.com/29469/ipad-for-iphone-developers-101-in-ios-6-uisplitview-tutorial>

<http://www.raywenderlich.com/29472/ipad-for-iphone-developers-101-in-ios-6-uipopovercontroller-tutorial>

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIAlertController_class/

5.1.3. UITableView

https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/UIKitUICatalog/UITableView.html#//apple_ref/doc/uid/TP40012857-UITableView

https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/TableView_iPhone/AboutTableViewsiPhone/AboutTableViewsiPhone.html#//apple_ref/doc/uid/TP40007451

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UITableView_Class/index.html

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UITableViewCell_Class/

<http://www.appcoda.com/uitableview-tutorial-storyboard-xcode5/>

5.1.4. UICollectionView

https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/UIKitUICatalog/UICollectionView.html#//apple_ref/doc/uid/TP40012857-UICollectionView

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UICollectionView_class/

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UICollectionViewCell_class/

<http://www.raywenderlich.com/22324/beginning-uicollectionview-in-ios-6-part-12>

<http://pinkstone.co.uk/how-to-build-a-uicollectionview-in-ios-8/>

5.1.5. Storyboard, Xib, Autolayout, Size Classes

<http://www.raywenderlich.com/50308/storyboards-tutorial-in-ios-7-part-1>

<http://www.toptal.com/ios/ios-user-interfaces-storyboards-vs-nibs-vs-custom-code>

<http://www.raywenderlich.com/83276/beginning-adaptive-layout-tutorial>

<https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/AutolayoutPG/Introduction/Introduction.html>

<http://www.raywenderlich.com/50317/beginning-auto-layout-tutorial-in-ios-7-part-1>

https://developer.apple.com/library/ios/documentation/UIKit/Reference/UITraitCollection_ClassReference/

https://developer.apple.com/library/ios/recipes/xcode_help-IB_adaptive_sizes/chapters/AboutAdaptiveSizeDesign.html

<http://adoptioncurve.net/archives/2014/08/working-with-size-classes-in-interface-builder/>

5.2. CALayer

<http://www.raywenderlich.com/2502/calayers-tutorial-for-ios-introduction-to-calayers-tutorial>

https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/CoreAnimation_guide/CoreAnimationBasics/CoreAnimationBasics.html

5.3. Internationalization and Localization

<http://www.raywenderlich.com/64401/internationalization-tutorial-for-ios-2014>

<https://developer.apple.com/library/ios/documentation/MacOSX/Conceptual/BPInternational/Introduction/Introduction.html>

6. Многопоточность

6.1. Введение

<https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/Multithreading/Introduction/Introduction.html>

https://developer.apple.com/library/ios/documentation/General/Conceptual/ConcurrencyProgrammingGuide/Introduction/Introduction.html#/apple_ref/doc/uid/TP40008091

6.2. GCD

<http://www.raywenderlich.com/60749/grand-central-dispatch-in-depth-part-1>

<http://www.raywenderlich.com/63338/grand-central-dispatch-in-depth-part-2>

https://developer.apple.com/library/prerelease/ios/documentation/Performance/Reference/GCD_libdispatch_Ref/index.html

https://developer.apple.com/library/mac/documentation/General/Conceptual/ConcurrencyProgrammingGuide/OperationQueues/OperationQueues.html#/apple_ref/doc/uid/TP40008091-CH102-SW1

6.3. NSOperationQueue

https://developer.apple.com/library/ios/documentation/Cocoa/Reference/NSOperationQueue_class/

<http://www.raywenderlich.com/19788/how-to-use-nsoperations-and-nsoperationqueues>

6.4. Синхронизация

https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/Multithreading/ThreadSafety/ThreadSafety.html#/apple_ref/doc/uid/10000057i-CH8-SW1

7. Хранение данных

7.1. UserDefaults

https://developer.apple.com/library/prerelease/ios/documentation/Cocoa/Reference/Foundation/Classes/NSUserDefaults_Class/index.html

7.2. Keychain

<https://developer.apple.com/library/mac/documentation/Security/Conceptual/keychainServConcepts/iPhoneTasks/iPhoneTasks.html>

https://developer.apple.com/library/mac/documentation/Security/Conceptual/keychainServConcepts/02concepts/concepts.html#/apple_ref/doc/uid/TP30000897-CH204-TP9

https://developer.apple.com/library/mac/documentation/Security/Reference/keychainservices/index.html#/apple_ref/doc/uid/TP30000898

<https://github.com/soffes/sskeychain>

<https://github.com/kishikawakatsumi/UIDKeyChainStore>

7.3. CoreData

<https://developer.apple.com/library/ios/documentation/Cocoa/Conceptual/CoreData/cdProgrammingGuide.html>

<http://www.raywenderlich.com/934/core-data-tutorial-for-ios-getting-started>

<http://www.cocoanetics.com/2012/07/multi-context-coredatal/>

<https://github.com/magicalpanda/MagicalRecord>

<http://rentzsch.github.io/mogenerator/>

7.4. Realm

<https://realm.io>

7.5. Parse

<https://www.parse.com>

8. Работа с сетью

8.1. Сетевые протоколы

<http://vlaurie.com/computers2/Articles/protocol.htm>

https://en.wikipedia.org/wiki/Hypertext_Transfer_Protocol

8.2. REST, JSON, XML

<https://ru.wikipedia.org/wiki/REST>

<http://www.restapitutorial.com/lessons/httpmethods.html>

<https://en.wikipedia.org/wiki/JSON>

<https://en.wikipedia.org/wiki/XML>

8.3. NSURLConnection, NSURLSession

https://developer.apple.com/library/mac/documentation/Cocoa/Conceptual/URLLoadingSystem/URLLoadingSystem.html#//apple_ref/doc/uid/10000165i

https://developer.apple.com/library/mac/documentation/Cocoa/Reference/Foundation/Classes/NSURLConnection_Class/

https://developer.apple.com/library/ios/documentation/Foundation/Reference/NSURLSession_class/

<http://www.raywenderlich.com/51127/nsurlsession-tutorial>

8.4. AFNetworking

<https://github.com/AFNetworking/AFNetworking>

<http://nshipster.com/afnetworking-2/>

<http://www.raywenderlich.com/59255/afnetworking-2-0-tutorial>