# iOS Development

Introduction to Mobile Dev

ElectronicArmory.com

# Your Instructor

Email: MichaelZiray@BoiseState.edu

Website: Z Studio Labs, Electronic Armory

Twitter: @MkIXI

Names: Michael/Mike, Mr. Ziray, if you have to: Professor Z

~40 Mobile Apps for Android and iOS

ZSL is the largest producer of mobile apps in the area

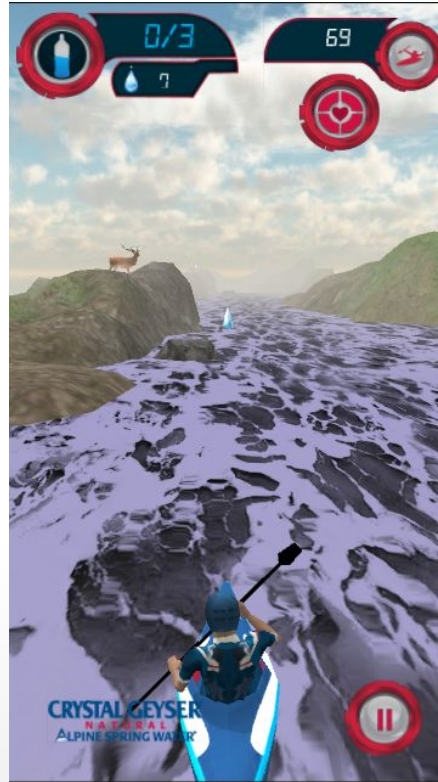Developing apps for over 8 years with 20 years of programming experience

I also work for other companies in the Valley:

Talloo.com, Boise State

# Some of ZSL's Apps

# Our latest title

# A Little Bit About You

- Any apps you've made
- Plans after graduation
- Anything in particular you want out of the class

# Readings

[Swift 4 eBook (iBooks)](required)

[Swift 4 Documentation](#)

[Electronic Armory Channel](course lectures) and tutorials)

# What you'll need

Intel-based Mac (iOS device not required)

[Apple Developer Account (free)](#)

[Download Xcode 8](#)

[Subscribe to the Electronic Armory YouTube channel](#)

[GitLab Account](#) & [SourceTree](#)

# What You'll Learn in this Class

Swift 4

Cocoa Touch (iOS SDK)

Xcode (IDE)

Developer Tools (Git, GitLab, etc)

Software Architecture

How to run your own company

# What We'll Cover

App development (Android, iOS, PhoneGap/Cordova)

Game Development (Unreal, SpriteKit)

App Design and Development (mobile UX, HCI, software architecture, analytics)

App Store Marketing and Business

Money

# Course Goals

Develop iOS-based mobile apps

Advise, consult and inform others (companies, peers, clients) on mobile app development

Sell and make money from your work (and how to do it)

# Course Promise

- You will be an iOS app developer, able to develop almost any type of app (data driven, games, utilities, etc).
- You will be able to apply your skills across multiple platforms (Android, Windows Mobile, etc)
- Huge demand for your skills (here and elsewhere)

# Objectives

- Start an LLC around your app. Super easy, but a little bit of money: one time filing fee of $100 in ID (optional)
- Develop an app of your choosing (within limits) and put it on the store.
- Add iOS development to your resume.

# Class Expectations

- Projects are on time (-20 points if late)
  - This means code committed and pushed to remote repo before deadline
- Projects function properly and compile the first time.
- Project is of high quality (self documenting code, app is well designed, iOS style)

# Assessment

Project-based course

Final will be an app *you* conceive and develop

Grading will depend on:

How original is your idea

How well designed it is

How well it works

Feature richness

# GitLab

https://gitlab.com

Create a free account with your BSU email.

Create a rep: ZirayMike-2018-Fall

Add MichaelZiray@BoiseState.edu to your course repo

# Cloning a repo in SourceTree

[Electronic Armory - Cloning a repo](Electronic Armory - Cloning a repo)

# GitLab and Xcode

Demo