

COMS4983 Section 4, Seminar: Intro to iOS Programming
ARKANSAS TECH UNIVERSITY
Department of Computer and Information Science
Fall 2014

**COURSE CLASSROOM
INSTRUCTOR:**

Corley 245
Andrew Goodwin

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E-Mail:
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Virtual Office Hours:
Mon, Tues, Wed, Thurs
5:00pm - 9:00pm

In Class Hours:
T 6:00 - 7:00
TH 6:00 - 8:00

Many questions can be dealt with online (through email). If you do need to meet, we will make arrangements as to the best time.

1. Other hours available by appointment or by chance.
2. When e-mailing questions, use a subject line of 4983 Question.

TEXT:

Programming in Objective-C (6th Edition) (Developer's Library) by Stephen G. Kochan. ISBN 978-0321967602

MATERIALS:

USB drive to hold files
Binder of some type to hold printouts and notes.
Stapler

SOFTWARE:

Xcode - free

CATALOG DESCRIPTION:

Prerequisites: COMS2203 Foundations of Computer Programming II

From learning to use XCode to launching an app in the App Store, students will gain an understanding of the core concepts involved in building an iOS app. Emphasis will be placed on the latest operating system from Apple. Topics include designing UI, connecting to an API, saving data on a device, sparse integration with social networks, and basic animations.

COURSE OBJECTIVES:

Upon successful completion of this course, students will be prepared to:

- Use Xcode to write an iOS app and manage devices
- Send/receive JSON to/from a remote API
- Store data directly to an iOS device
- Integrate 3rd party frameworks into an iOS app
- Submit an app to the App Store
- *If time allows*, an introduction to Swift will be given

**JUSTIFICATION/
RATIONALE FOR THE
COURSE:**

More and more computing that was traditionally done on a desktop or laptop is moving to a mobile environment. For this reason, mobile developers are highly coveted in today's employment landscape.

ASSESSMENT METHODS:

Student assessment is based on the instructor's evaluation of student's general understanding of problem solving and programming in objective-C/ (Swift).

The final grade will be made up of three parts: Classroom tests; classroom homework/programs; and Lab work. The following breakdown will be used:

Classroom Tests - 50%

Classroom homework/programs - 50%

The exact percentages may be adjusted as the semester progresses.

Students should plan to be in attendance for all exams. Make-up Exams are not guaranteed, and if given, may be given during finals week. Every effort should be made to notify the instructor of a missed exam as soon as it is evident that you will be absent. Time of notification and reason for missing will determine makeups. Specific details will be discussed in class.

Students will be responsible for material presented in the text and during lectures. If you miss, you will be responsible for obtaining class notes and assignments from someone in attendance as well as checking blackboard for new assignments. Points earned during class will not be made up.

The following percentage table will be used to assign scores:

90-100% -- A; 80- 89% -- B; 70-- 79% -- C; 60- 69% -- D; Below 60% -- F

Approximately 2 major tests plus a final should be expected counting up to 100 points each. Tests will be reviewed in class and returned to the instructor. They will be held on file. Any questions in your grade need to be voiced as soon as possible.

Specific information about programming assignments will be provided later.

Note: Grades will be held online. I will provide a link as soon as the first grades are entered.

POLICIES:

1. Attendance. While I do not have a set number of absences before dropping students, full time class attendance is strongly encouraged. Class material cannot be learned if you are not there. If I feel that you have been excessively absent, I will email you to rectify the problem. If it is not rectified, I reserve the right to have students removed from my course. My removing you from the course will result in an 'F' on your transcript.
2. Students should make every effort to be in class on time.
3. While students are encouraged to share ideas and knowledge, the work turned in is to be YOURS.
4. Students are expected to adhere to all University policies and regulations as set forth in the ATU Catalog and Student Handbook. Note closely policies on absences, cheating, and plagiarism.
5. Use pencils on major tests.
6. All assignments will be submitted partially electronically and partially as hard copy. The electronic part will be sent using methods and names to be discussed separately. Individual assignments involving multiple pages of hard copy should be stapled together. Do not fold your papers.
7. Students are expected to complete all assignments on time. Late assignments, if accepted, may be subject to reduced credit.
8. If I ask you to resubmit an assignment for some reason, this will be done by sending an email to andrewggoodwin@gmail.com with the file as an attachment. Do not send you files this way on the initial send.
9. Cell phones and pagers should be turned off (unless actively being used for development) or set on vibrate. Do not answer cell phones during class