CMPT 300-CC-01
iOS App Development

Mayterm 2014

Syllabus

Instructor

Chad Zeluff (czeluff@westminstercollege.edu)

Office Hours

I intend to be available in our classroom from 9:30 AM until the start of class time to help answer any questions you may have. Otherwise I am available via email, and will do my best to respond to your questions in a timely manner.

Days and Times

Mondays, Wednesdays, & Fridays 10:30 AM - 12:30 PM

Dick Hall Room 120

Description

A project-based class that covers developing applications for iOS devices (iPhone and iPad) using the Objective-C programming language in the Xcode development environment.

Prerequisites

CMPT 202

Course Schedule

This course will follow the outline described below:

Weeks 1 and 2: (May 5 - 16) Overview of iOS application development using Xcode and Objective-C. At the end of week 2, students (possible working with a partner) will identify and define a project they wish to complete.

Weeks 3 and 4: (May 19 - 30) Develop project.

Note there is no class on Monday May 26 for the Memorial Day Holiday.

Grading

Because we will meet for such a short period (22 hours total), attendance is crucial and it will count towards 50% of your final grade. Excused absences are only accepted in unusual and unforeseen circumstances. If you do miss a class due to unforeseen circumstances, please contact me and explain the situation. It is your responsibility to catch up on topics you missed.

In summary, plan on attending all class meetings this month.

Your grade will be determined using the following scale:

Requirement	Weight
Attendance	50%
Project Proposal	5%
Project Submission	45%
Total	100%

Grades will be assigned using the following scale:

Numeric Average	Letter Grade
>= 95	A
90 … 94	A-
87 … 89	B+
84 … 86	B+
80 … 83	B-
75 … 79	C+
70 … 75	C+
65 … 70	C-
< 65	F

Partners

You are encouraged to work with one partner this semester. This may be especially helpful if you have no prior development experience on the Mac. If you work with a partner, you will each receive the same score on your project proposal as well as submission.

Project

The best way to learn any new technology is to complete a project. This course will spend the first two weeks covering the basics of iOS app development, and although we won't come anywhere close to covering everything, you will have a solid foundation of iOS programming. At the conclusion of the first two weeks, you will identify an idea for a project and present the proposal to me. It can be verbally communicated, or you could send an email to me and describe the project. You **must** have me approve your project proposal before beginning work on the project!

Use of Mac Laptops

For those that have their own personal Mac laptop, you will need to run Xcode version 5.1 with the iOS 7.0 simulator installed. For those that do not have their own Mac laptop, there are 11 Mac laptops available for checkout from the computer lab in the bottom floor of the library. You must use your Westminster ID to checkout the laptop. Because we will be using laptops extensively in the classroom, those that do not have a personal Mac laptop must check out a laptop prior to the beginning of class.