**iOS App Development - An Introduction**

**Short Description**

In this course we will building a fully deployable iOS app together and put it on the app store! We are going get comfortable with using the latest version of Xcode, Apple’s professional app development environment available free for all macs. Learn and practice coding in the Swift language by building several smaller apps. Then we will build one big app together: a music player app similar to Apple’s music player. Finally, we learn how to make the app production ready such as: design, platform integration, publishing, and then apply this knowledge to our own apps. While no coding experience is required, having some programming experience is suggested.

**About this Course**

Welcome to iOS App Development - An Introduction

In this course we will learn about the Xcode environment and the Swift language by building a fully deployable app together. This course is for beginners, no coding experience needed.

We can do almost anything when we work together with our friends!

So in this course we are going to make new friends and work together to build a simple version of the iPhone music player app, and then deploy it to our phones. The goal is to gain some hands-on experience with building apps and coding, but most importantly to learn and have fun!

**What you we will learn**

*Section 1: Getting Started With Xcode 7 and Swift 2*

--Become comfortable working with the Xcode environment.

--How to work with ViewController, Stroyboard, and IBOutlets.

*Section 2: Swift 2 Programming Basics with Swift*

--How to use basic variables

--Basic object oriented programming

--Functions, arrays, conditionals, loops.

*Section 3: Applying Programming Basics*

--Build a simple app together

--Break off into groups and build an app

*Section 4: Xcode UI Design*

--How to use Auto Layout and Constraints

--How to incorporate Assets into our projects

*Section 5: Putting it all together*

--Put it all together into our final Simple Audio App.

--How to convert our app for Andriod

--How to publish it on the Apple Store.

**Requirements**

**--**OSX computer - Please bring your own Mac.

--Please try to install Xcode ahead of time, it's a free: https://developer.apple.com/xcode/

--No prior programming experience needed.

**About the instructor**

Hi, I'm Cy,

Data Scientist / Developer / Entrepreneur.

I'm passionate about using data analytics and building data driven products to help government and business leaders meet their challenges. Visit my website at www.cynonymous.com to learn more.