De Anza College **Spring 2016**

CIS 55-61Y – iOS Development

Instructor	Manish Goel
Class Hours	MW: 6:00 pm – 7:50 pm, AT202, Class Time T: 6:15 pm – 7:30 pm ONLINE
Office Hours	TTh: 1:30 pm – 3:20 pm or by appointment
Office Location	Room F-51L in Bldg F5, though I'm usually in the ATC Computer Lab
Phone	(408) 864-8996 – turnaround time can be 24 hours
Email	goelmanish@fhda.edu – this is the best way to reach me
Textbooks	*Beginning iOS 9 Programming With Swift* by Simon Ng *iOS Apprentice – Beginning iOS Development With Swift*, 3rd edition by Matthijs Hollemans
Reference Texts	*iOS 8 Application Development in 24 Hours*, Sams Teach Yourself, 6th edition by John Ray *Beginning iOS Programming For Dummies*, 1st edition by Rajiv Ramnath
Class website	Please log into Catalyst
Course Description	Introduction to native object-oriented programming language SWIFT and basic design patterns for doing development on devices running iOS. Understand core API's to construct powerful applications.
Requisites	Advisory: English Writing 211 and Reading 211 (or Language Arts 211), or English as a Second Language 272 and 273.
Student Learning Outcomes	Upon the completion of this course, students will be able to: • Design mobile applications using object-oriented methodology and SWIFT programming concepts using iOS Development Kit. • Create algorithms, code, document, debug, and test mobile applications. • Build iOS applications and publishing to the App Store.
Attendance	Any student who is a No-Show on first day of class will be dropped. After the first class, it is *your responsibility to drop the class before the last day to drop.* Otherwise, you will receive an appropriate grade at the end of the quarter. This hybrid course has 4 lecture / lab hours on campus in addition to online reading and assignments. Regular and punctual attendance is expected during the quarter. Lectures will be the main source of information.
Class Decorum	In class, you are expected to pay attention, participate, not conduct personal conversations, and use the computer for class work only. Disruptive behavior is not tolerated, and any student with excessive disruptive behavior will be asked to leave and administrative follow-up may result. On the other hand, worthwhile contribution and regular attendance can positively affect your grade.
Scholarly Conduct	Discussion and exchange of ideas on lab assignments are strongly encouraged. However, each person is expected to complete his/her own computer work. **Identical solutions will**

be given a zero grade to all parties. DO NOT SHARE EITHER SOFT OR HARD COPY OF YOUR CODE WITH ANYONE. Copying or cheating during an exam will result in a zero being assigned to the test grade for both parties and may result in a failing grade. ANY SUCH ACTIVITY WILL BE REPORTED FOR DISCIPLINARY ACTION.

Lab Assignments

There will be 5 lab assignments – each will be 20 points and may have one or more parts:

- All labs will be completed by a pair of students as a team and submitted as one.
- All labs have to be turned in as a soft copy via Catalyst by their due date.
- Both members of the team will receive the same grade for the lab.
- Partial credit will be given for incomplete labs.
- Labs turned in after the due date will receive a 20% *per weekday* penalty.
- All labs will build on the prior ones, so missing any labs could be hard to make up.

Project

Participating in a team project is ***required*** for this class. The final outcome of the project will be a published application on the App Store. Teams will be made of four members. Each member of the team will contribute one or more module to their team's project and all modules must be linked together to furnish a fully functional application. Each team will present their project to the class with each team member being responsible for presenting their own modules. Structure charts, documentation, presentation, source code and executables are to be turned in as final deliverables of the project. During team project presentation days, presence in class is mandatory and roll will be taken.

Exams

There will be 2 short quizzes, 1 midterm and 1 final.

* All exams are open book, open notes with internet access.
* You must pass the final exam in order to pass the class.
* Midterm and final will contain programming questions.
* Make up for the midterm will be allowed only with proof of emergency reasons or prior approval. Make up exam will be given no later than one week after the mid-term, will be administered after a class session and will have a 25% penalty.
* Final exam must be taken only during the scheduled time – there will be no make up.

Extra Credit

There will be other opportunities to earn extra credit – these will be determined later. You must be present in class to earn the extra credit

Grading

Grading is based on the percentage of the total points obtained (no curve will be applied):

Lab assignments:	100 points (5x20 points)
Quizzes:	40 points (2x20 points)
Project:	60 points
Midterm:	50 points
Final:	50 points
Total:	300 points

For those taking the course as a Pass/No Pass option, a score of 70% or an equivalent C grade will be needed to pass the class.

A+: 97-100%	B+: 87-89%	C+: 77-79%	D+: 67-69%	
A : 93-96%	B : 83-86%	C : 70-76%	D : 63-66%	
A- : 90-92%	B- : 80-82%		D- : 60-62%	F : 0-59%