



iOS Development

Introduction to Mobile Dev

ElectronicArmory.com

Your Instructor

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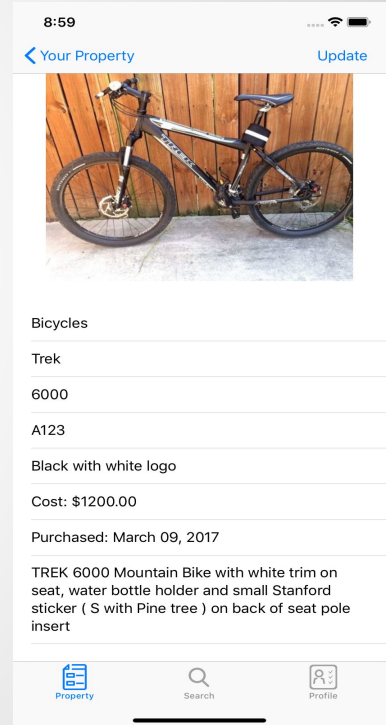
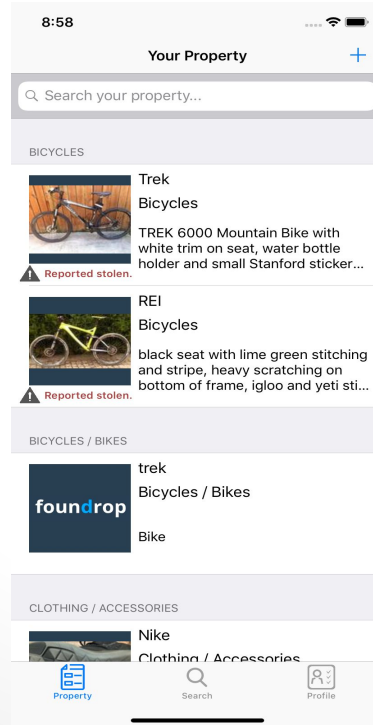
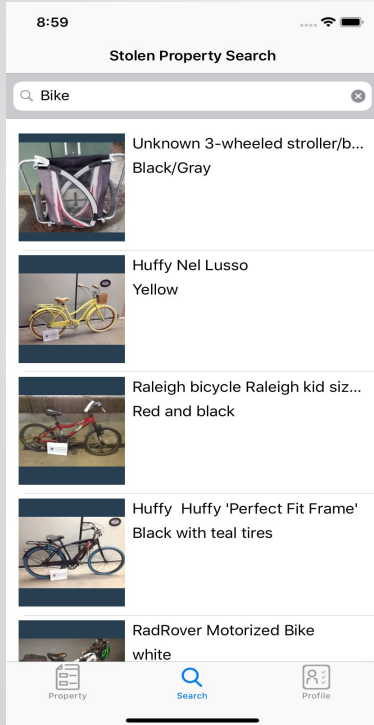
~50 Mobile Apps for Android and iOS

Developing apps for over 10 years with 20 years of programming experience

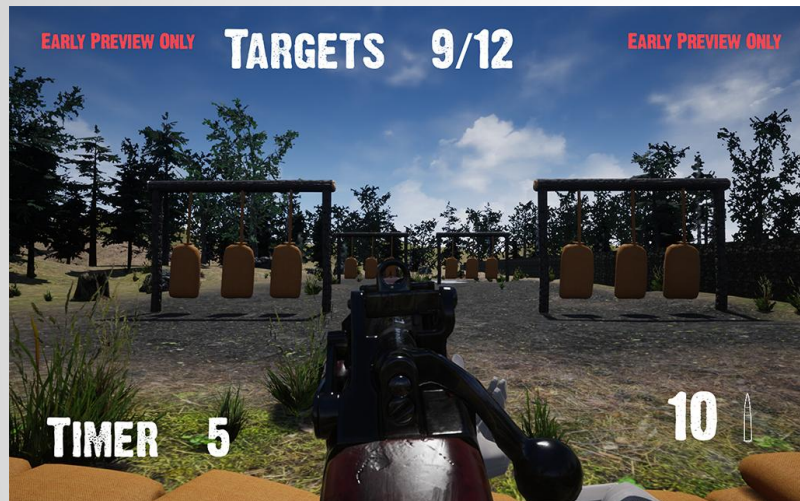
Some of ZSL's Apps



Latest work



Latest work



Our Great War

Latest Work



A Little Bit About You

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

Readings

[Swift 5 eBook \(iBooks\)](#)

[Swift 5 Documentation](#)

[Electronic Armory Channel](#) (course lectures, tutorials and live streams)

What you'll need

Intel-based Mac (iOS device not required)

[Apple Developer Account \(free\)](#)

[Download Xcode 10](#)

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

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

What You'll Learn in this Class

Swift 5

Cocoa Touch (iOS SDK)

Xcode (IDE)

Developer Tools (Git, GitLab, etc)

Software Architecture

How to sell your app

How we'll do that

(iOS Xcode): **Projects! Projects! Projects!**

Git: **Commit your projects**

Software Architecture: **Plan your apps**

How to sell your app: **We're going to sell an app**

What We'll Cover

App development (Android, iOS,
PhoneGap/Cordova, Reactive Native)

Game Development (SpriteKit)

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

App Store Marketing and Business

Money making on the app store

Learn by doing

“You can’t read about push-ups.”

“15 years ago, nothing that we’re talking about today existed.”

- Gary Vee

You can't manage what you don't understand

It's important to understand the entire pipeline.
Only then can you see the entire picture.
Only then can you make informed decisions.
I'll throw a lot at you, but don't feel
overwhelmed.

3D in Pipelines - For Example

Can't create content in VR without 3D

Can't create games without 3D

Can't 3D Print

Mobile Pipeline

Mobile apps (iOS && Android)

Web Services (ReST)

Databases (Core Data, Server-based)

Graphics Design

Marketing and Sales

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)

Stretch Goals

- 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
 - 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

Grading Basics

Projects and Homeworks: 80% base score
Above and beyond gets the remaining 20%
Certain assignments are P/F
Attendance

Github

<https://github.com>

Create a free account.

Create a rep. Ex: Ziray-2019-Fall-iOS

Add **BSUMobileDev** to your course repo

Cloning a repo in SourceTree

[Electronic Armory - Cloning a repo](#)

Attendance

- Required
- If you can't attend:
 - Let me know
 - Get the recorded course

Live Streams

Thursday's class 6:15-7:00PM Mountain Time

Lecture Only

[Source code available on Github](#)

“Office Hours”

Electronic Armory
Discord Server



Internship/Mentorship/Research

All about you.

Build what you want.

Own what you build.

Build your resume.

Add me on [LinkedIn](#) and let's talk on Discord.

How to be successful

Don't fall behind

Take it a little bit at a time

Go above and beyond

Put the time in

Your lack of preparation is not my emergency

Assignment - Week 1 - Due: 9/03 Before Class

Github account: LastName-CS402 and add
BSUMobileDev