



# iOS Development

Introduction to Mobile Dev

[ElectronicArmory.com](http://ElectronicArmory.com)

# Your Instructor

Email: [MichaelZiray@BoiseState.edu](mailto:MichaelZiray@BoiseState.edu)

Website: [Electronic Armory](#)

Twitter: [@MkIXI](#)

Names: Mike, Mr. Ziray, if you have to: Professor Z

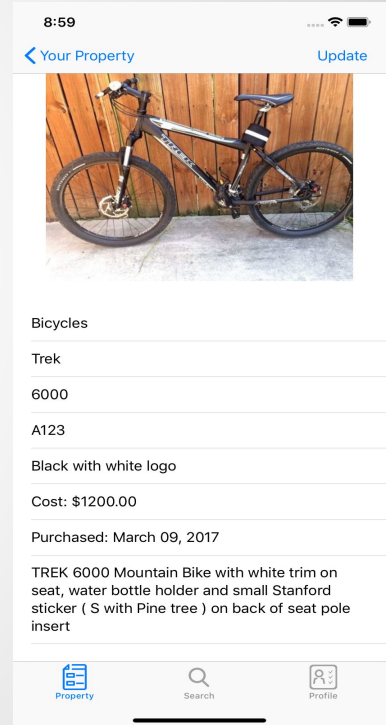
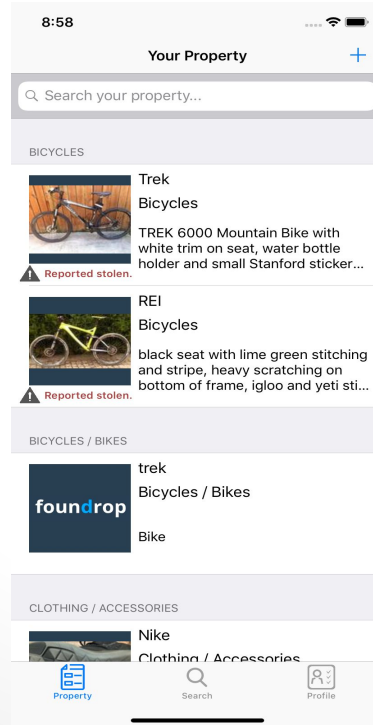
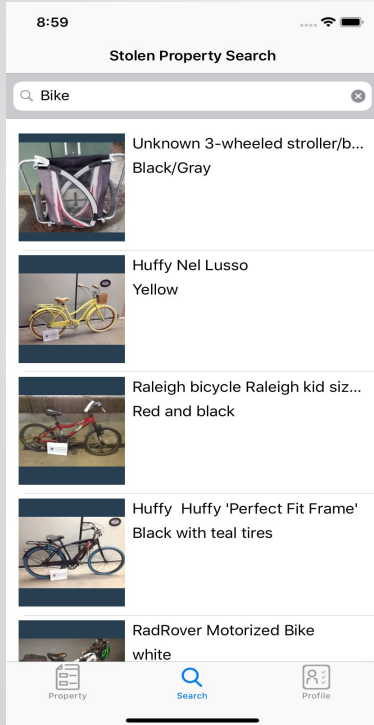
~50 Mobile Apps for Android and iOS

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
- Post them in the chat!

# 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 11](#)

[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 Vaynerchuk

# **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 3D 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-2020-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
  - Twitch records session for 6 weeks

# 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**