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Swift

I attended the Desert Code Camp in October and viewed the panel on the new Swift language that was just released from Apple. It’s a language they’ve been developing for the past four years and they want everyone to eventually use this language exclusively to develop iOS apps. Some developers have used Beta versions of the code for a couple months now and the final release just came out in October.

The presenter was someone who works at Infusionsoft. There was no live demo presented, everything was shown with Powerpoint. He encouraged those with laptops to follow along if they had the newest version of Xcode installed, though some slides went by too fast to copy everything down. He went through quite a bit of information in the hour he had and was still able to answer some questions from the audience during the lecture.

It was a good intro/overview of the language. It’s something to consider learning when I have time to dedicate to it in the near future. Code camp seems interesting and I’ll check more of it out again next year, though with most panels just being an hour long and the camp only one for one day twice a year, I’m not sure how much value there is in it at this time.

iOS Developers

I found this group through Meetup.com. They meet every Monday at 7pm at Gangplank in Chandler. I’ve never been to Gangplank though I have heard about it and it seems interesting. The group this night had around 15 people of all age groups. Twayne joined me in coming to this group. The event was on Monday, October 27th.

At first, there were introductions from the new members like myself. Then after some brief housekeeping it was turned over to a guest speaker who has had experience selling on the App store with a Sudoku game when the iPad first launched. He gave an account of his developing the game and the time crunch to get it out on time, playing with pricing or free versions, and about working with ads. He’s gone on to make app development his full time work and the challenges faced with that such as scope creep on his next app that took 18 months to build and sold very little. He’s learned to make smaller iterations like a Scrum team.

After the guest speaker the meeting derailed as the leader was asking about how the group wanted to proceed with future meetings and this was mostly hijacked by two guys both trying to say their idea was the better way to go as the rest of us just sat back and watched. Because this carried on for so long that when that was eventually put to rest and people broke off into groups to mingle/network I lost interest in this group and left. I may try again after the new year to see how a regular meeting goes.

Javascript

This was another group I found on Meetup.com. This meetup took place on November 5th at the Burton Bar Phoenix Library from 7-9pm. This is a group that meets up once a month from what I see though there is a social during happy hour coming up. This was a much bigger group with at least 25 people there, all different ages and all but two were guys.

The set up was the host asked what the group was interested in discussing or if they had any issues with a project they were working on as most seemed to be professionals developers. After generating several topics everyone voted once on what the wanted to be a part of until we got to the top three. At that point we broke up into smaller groups after someone volunteered to lead the discussion for that group.

I learned a little more about object creation in Javascript. We had the biggest group so there were some down time as the presenter walked around to help whoever was having difficulty. I did end up talking with the guy next to me as I saw he was checking ASU email and found out he graduated from Poly and was going through the Rock IT bootcamp. We’ve connected through LinkedIn and I think this is a group that I’ll continue to be involved with as there was less wasted time compared to the iOS group.