

App School July 29 2013

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The goals of the four-week course:

- 1) Introductions
- 2) House keeping – toilets, wifi password, keycard, fire escape.
- 3) Where are you at in programming?
- 4) We are doing native apps.
- 5) Learning Xcode – learn the various parts of the IDE
- 6) Learning basics of Objective C – learn the basics
 - a. Primitives
 - b. Structs
 - c. Objects
 - d. NSString and the @ symbol
 - e. Operators
 - f. Control Statements
 - g. Methods/Functions
 - h. Properties
 - i. Classes
 - j. Inheritance
- 7) Learning the Objective C specialness
 - a. ARC
 - b. Categories
 - c. Selectors
 - d. Blocks
 - e. Delegates
 - f. Notifications
 - g. Observing
- 8) Learning Cocoa Touch
 - a. The view hierarchy
 - b. iPad and iPhone differences
- 9) Exercise: The Computer Creator – a utility app
 - a. MVC
 - b. Storyboards
 - c. Navigation Controllers
 - d. Table Views
 - e. Popovers

- f. Delegates
- g. Core Data
- h. Arrays
- i. Sets
- j. Images
- k. Emails

10) Exercise: The Eggciting Tilt Game

- a. Gestures
- b. Accelerometer
- c. Modal Views
- d. Animation
- e. Paths
- f. Audio
- g. Auto Layout
- h. Timers
- i. Display Link

11) Exercise: Word Flash

- a. Refining what you've learned.

We will aim to cover the basics in the first two to three days.

We will aim to cover the first two exercises within the first two weeks.