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Class # ODT1000

Degree: Mobile Development



Building a Mobile Application: Native iOS

Site: Smashing Magazine

URL: www.smashingmagazine.com/2013/11/four-ways-to-build-a-mobile-app-part1-native-ios/

Subject: MD

This article focuses on native iOS as a mobile application development tool, but is part one in a four part series with the other tools including native Android, PhoneGap and Appcelerator Titanium. First off I learned that iOS apps are generally coded in Objective-C using an OSX only program called Xcode which is included in a package downloadable from Apple's App store. Other points covered are use of storyboards for laying out controllers, or ways to navigate through an app, and the difference between view and navigation controllers. I feel the information from this site is laid out intuitively with plenty of visuals and information links appropriately placed. For example, in part of the article that describes the difference between view and navigation controllers there is a hyperlink directly to each with a more detailed description. It is a source I have book marked and will use in the future.



Blog by John Gruber

Site: Darling Fireball

URL: <http://daringfireball.net/>

Subject: MD

Recommended from the assignment's diigo page is Darling Fireball for my second resource review. I'm never really been into following blogs but being enrolled in Mobile Development I feel like it is a good idea to find some current and informative blogs to follow. As for this one it looks to be very current with multiple daily entries from many external links. With so many entries and a tumblr layout, minimal graphics and low contrast between the font and solid color background it will be a good idea to check in daily to to catch all of the information it has to offer. A negative point to this layout especially the low contrast font and solid background is the unnecessary difficulty presented in searching through the entries visually. But with an eclectic selection of entries I will be using this blog to find good resources related directly to Mobile Development which has provided better results compared to direct search engine searches thus far.

AREA

Resource for Autodesk modeling software

Site: Area by Autodesk

URL: <http://area.autodesk.com/>

Subject: CA

I chose Area by Autodesk as my off degree resource because I've had an interest in the past with CAD and Autodesk and a name I am familiar with. This website is a one stop location for digital artist including sections to post work, tutorials, forums and even a jobs section. I feel the webpage layout feel is clean modern and up to date, loads fast and functions well. I would like to know how to incorporate functional 3D graphics into my future app development so I will be looking to sites like this and Lynda.com for ways to do that.