

Assignment for iOS Mobile Training Course

Submission date is due on 08th of June, 2015.

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Subject 1. Project methodology for Mobile software development.

In this exercise students will explore and present about the difference that aims to offer the best solution for developing mobile applications.

Consider models such as Agile, Scrum, Clean, etc.

+ Model would be best suit for mobile programming (Agile, Scrum, and Clean). Why?

+ Any adaptive methods to be appropriate for mobile software development

Reference.

[1] An Investigation into Mobile Application Development Processes: Challenges and Best Practices

<http://www.mecspress.org/ijmecs/ijmecs-v6-n6/IJMECS-V6-N6-1.pdf>

[2] Adopting an Agile Approach for the Development of Mobile Applications

<http://research.ijcaonline.org/volume94/number17/pxc3896199.pdf>

Subject 2. The required rules when uploading application on the app store. Compare with Google play's rules.

For examples

- ① - Coding conventions
- ② - Content
- ③ - Screen and layout
- ④ - Features

Subject 3. Analysis of the development process and statistical applications in the Apple store. iOS development market in the world compared to the growth of Google play, black berry, windows mobile.

In this exercise, students will offer analysis and statistics on the growth from Apple store.

Reference

[1] <http://blog.scottlogic.com/2014/03/20/app-store-analysis.html>

[2] <http://www.zdnet.com/article/ios-versus-android-apple-app-store-versus-google-play-here-comes-the-next-battle-in-the-app-wars/>

Subject 4.

Investigate on Health kit and Push Notification in iOS SDK. Propose example model and design for implementation.

Reference

<http://developer.apple.com/healthkit/>

<https://developer.apple.com/library/ios/documentation/NetworkingInternet/Conceptual/RemoteNotificationsPG/Chapters/ApplePushService.html>

Subject 5.

The statistical analysis of mobile market in Vietnam and in world.

- ① Compare the development between programming apps vs. game programming.
- ② Stats between apps and games development in apple store and Google play.
- ③ Classify and evaluate of categories in apple store compared to Google play.