**IOS Developer Task Sheet**

**Daily Working Hours Total: 7 Hours (10AM to 5PM)**

**Recap Class: 3 Hours**

**Assignment: 1 Hours**

**Concept Development with Team Work: 2 Hours**

**Apps/Game Analysis: 1 Hour**

**1st week (Date: 24-28):**

**Day 1:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 2:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 3:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 4:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 5:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**2nd week (Date: 01-05):**

**Day 1:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 2:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 3:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 4:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 5:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**3rd week (Date: 08-12):**

**Day 1:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 2:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 3:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 4:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis:

**Day 5:** Class Topics:

Assignment:

Concept:

Apps/Game Analysis: