CS 1998 Syllabus

Welcome to Intro to iOS Development!

Hello and welcome to the class! We are Mindy and Kevin and we're incredibly excited to help you learn how to make iOS apps this semester. We both got our start in iOS development through this course, and now we get to pass on our knowledge to you! It's going to be a great semester and we can't wait to get started.

Course Instructors

Kevin Chan: kc626@cornell.edu
Mindy Lou: mml234@cornell.edu

If you have a question for the course staff, **please post a private note on Piazza with visibility to all instructors, see us before or after class, or come to office hours**.

Office Hours and Piazza

Course instructors and TAs will be holding weekly office hours. See the Google calendar for all office hours (to be posted).

All communication, questions, and announcements will be handled through Piazza.

Lectures and Schedule

There will be **ten lectures every Monday from 7:30 to 8:30pm in Gates G01**. Each one will go into detail about a specific topic in iOS and build upon previous lectures.

Additionally, each lecture will correspond with a project (with the exception of the last one). Projects will typically be due on Sunday.

Hack Challenge

At the end of the course, you and up to three other members of AppDev courses (Intro to Digital Product Design, Intro to Backend Engineering) will have the chance to work in a group and apply all that you've learned in the course to create a functional, polished app. **Participation in the Hack Challenge is required as the final project for this course.** The course staff will judge the best apps and there will be sponsored prizes! Last semester's winners won Google Homes, bluetooth speakers, Echo Dots, or Chromecasts. This could be you this semester, so start brainstorming ideas!

Check out last semester's Hack Challenge website for more information.

Schedule

Dates are tentative and subject to change.

Lecture Date	Topic	Project	Project Due Date
2/18/19	Intro, Swift, Xcode	Swift Practice	2/22/19
3/4/19	AutoLayout and UIKit	Grocery List	3/10/19
3/11/19	Navigation, MVC, Delegation	Red Blue Arenas	3/17/19
3/18/19	UITableViews	My Music	3/24/19
3/25/19	UICollectionViews	Eatery	4/10/19
4/8/19	Networking I and Cocoapods	Hack Challenge - Proposal Closures Playground	4/14/19
4/15/19	Networking II and Codable	Recipe Searcher	4/21/19
4/22/19	TBD	Hack Challenge - Midpoint	4/28/19
4/29/19	TBD	Hack Challenge - Final	5/5/19
5/6/19	Hack Challenge Finale		

Grading

This is a **2 credit S/U course** and grading will be determined by all projects, with more emphasis on the Hack Challenge final project.

Each project is worth 10 points, and the final project is worth 30 points: 15 points for the midpoint submission and 15 points for the final submission.

Each project (with the exception of the first) will have extra credit opportunities for you to challenge yourself and dive deeper into iOS development.

One project grade drop is allowed, **excluding the first and final project.**

Academic Integrity

As with any other course at Cornell, the code of academic integrity will be enforced in this class. All individual projects must be done **by yourself**. We encourage using the Internet to learn more about iOS development, but this learning should be done individually.