

Unitec Course Structure

Lesson 1 (Unit 1) - DT - 22 July

- Course Intro
- Introduction to Swift
- Constants, variable, data types
- Operators
- Control flow
- Scrum + Agile + Refinements + Waterfall
- Lean Canvas + Design Thinking

Lesson 2 (Unit 1) - HD

- XCode
- Debugging
- Interface Builder
- UI Kit (Various components)
- GitHub
- Project: Corgi Slideshow

Lesson 3 (Unit 2) – DT

- Strings, functions, struct, classes, inheritance
- Briefly touched on this - Loops, Collections
- Project: Temperature conversion app/Password

Lesson 4 (Unit 2) - HD

- Display Data
- Arrays, Loops, Collections
- Auto Layout
- Project: Xylophone

Lesson 5 (Unit 3) – DT

- Optionals
- Type casting & inspection - Guard
- ARC (Memory/Performance) issues

Lesson 6 (Unit 3) - HD

- Scope of variables
- Enum
- Segue + navigation controller
- Project: Navigation intensive app (possibly forms app?)

Lesson 7 (Unit 3) – DT

- Tab bar controller
- Workflow
- View controller life cycle

Lesson 8 (Unit 4) - HD

- System view controllers
- Web requests
- Decode JSON
- Concurrency
- Project: Random photos of [dogs/cats/fox](#) ??? AND Project: custom table views (record sounds)

Lesson 9 (Unit 4) – DT

- Scroll view
- Table view
- Intermediate table view
- Unit testing
- Explain Assignment 2

----- MID SEM BREAK -----

Lesson 10 (Unit 4) – HD

- Protocols
- App lifecycle
- MVC (MVVM?)
- Cocoapods?
- Project: Multipage app that passes data across pages (what kind of animal are you quiz)
AND That shows how the app would behave when different lifecycle methods are used