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| **COP2654 - Mobile App Programming** |
| **Course Specifics** |

As always, begin with reading the course syllabus.   This will explain how the course will work and what is expected of you.     
  
This course will teach you some of the basic structures of mobile app programming for the iOS platform, that is, the iPhone, iPad, and iPod Touch.     Due to the nature of the course, we will be using Xcode 4 to program all of our projects.   While the iPhone and iPad are Apple products and run on the Mac OS X system, you are **not required** to purchase a Mac, iPhone, or iPad for this course.    You can decide if you'd rather work on a Mac system or a Windows-based system.     
  
**Mac or Windows?**  
  
**If you choose to use a Mac system**, you'll need the OS X (Mountain Lion) operating system along with Xcode 4 will be used to create mobile apps.   It is understood that not everyone has access to a Mac system.   That's why I will be holding some office hours in the SF Mac lab in N110.   See my webpage (found on the syllabus) to see available times.   You are welcome to come and work at your leisure.   An added bonus is that I will be there for you to ask questions or get help with any of your programs.   Another option will be to use the K05 labs.  To check the K lab availability, go to:  <http://home.ite.sfcollege.edu/hours.php>.   
  
**If you choose to use a Windows system**, you'll need to add some components to your current system.   Unfortunately, I have not had the time to try this out on my own, so I'll be eager to hear how your experience with this goes.   There are many sites regarding this setup and advice by the ton on the Internet, but the guru I work with suggested this site:   <http://www.gnustep.org/experience/Windows.html>    If the GNUstep site is a bit foreign to you, I suggest you Google running Xcode 4 on Windows to see what others have experienced.     
  
The Mac lab computers in N110 are dual-boot so that you can choose to run on the Mac system or Windows.   The labs in K05 are not dual-boot, but have both types of systems - Mac and Windows.  
  
**App Developer Program**  
  
As you begin reading the first chapters of the textbooks, you'll notice they refer to the Apple Developer Program.    You will need to register as an Apple Developer (which is free), but you do not need to join the Paid Developer Program for $99/year for this course.   If you would like to see your apps run on your actual iDevice, you will need to register for the Paid Developer Program.   However, Xcode has a sufficient emulator that will run both iPhone and iPad apps.  That is what I will be using to run your apps.