



ITM103 iOS Application Development

2016 S1

Module Introduction



Module Aim

To teach students essential concepts of native iOS programming language, constructs and capabilities, and the techniques of application design and development of iOS application.

Module Learning Outcome

On successful completion of this module, the students will be able to:

1. Describe the essential native iOS programming language constructs and capabilities.
2. Explain and apply the Model-View-Controller design pattern.
3. Explain iOS programming and build a set of GUI on iOS platform using interface builder and development tools.
4. Design and develop iOS application utilizing the underlying device hardware.
5. Explain the deployment and provisioning processes for the iOS applications

Module Delivery

- Type: **Core**
- Credit: **3**

- Total Hours: **40 hrs**
 - Lecture: **12 hrs**
 - Practical: **28 hrs**

Module Leader

Chow Kim Foong

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Module Delivery Plan

Lesson	Date	Topics	Remarks
1	19-Oct	Intro to iOS Development, Swift Part 1	
2	21-Oct	Swift Programming Part 2	
3	24-Oct	View Controller and Debugger	
4	26-Oct	Table View Controller	
5	28-Oct	Navigation Controller and Camera	Quiz 1 (5%) Release Assignment
6	31-Oct	Adaptive UIs	
7	04-Nov	Persistent Storage	
8	07-Nov	App States and Multi-tasking	Quiz 2 (10%)
9	09-Nov	Consuming JSON Service	
10	11-Nov	Location Services and Maps	
11	14-Nov	Local Notifications	
12	16-Nov	Overview of Objective-C (e)	Review Questions (5%) Written Test (30%)
13	18-Nov	Provisioning Process	Assignment (35%)

Assessments

Component	Lesson	Weightage
Assessments		
Quiz 1	5	5%
Quiz 2	8	10%
Review Questions	12	5%
Written Test	12	30%
Assignment	13	35%
Immediate Feedback		
Practical Submission		5%
Class Participation		10%

ITM103 Materials

- ITM103 materials can be found at Blackboard:

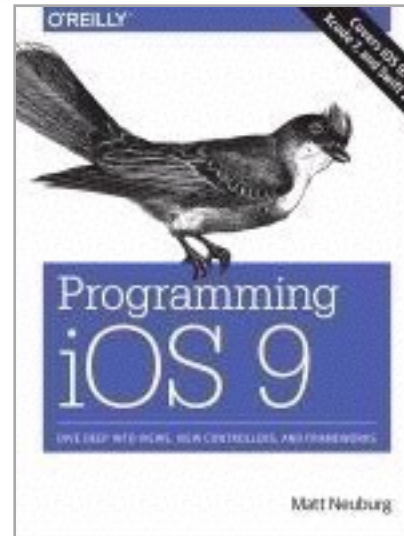
<http://learn.nyp.edu.sg>

- To access the website, login using your SIT domain account.

Reference Text



iOS 9 App Development Essentials
2015



Programming iOS 9
2016



The Swift Programming Language (Swift 3)
2016
(iBook)



iOS 9 Swift Programming Cookbook
2015