
Mobile Development

Lesson 1 - Jan 26, 2016

About us

Arun Nagarajan (@entaq)

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Currently

Engineering Manager, Uber

Previously

2 yrs at Google - Tech Lead, Developer Platform

9 yrs at Verivo Software (Boston) - VP of Architecture



About us

Lea Marolt (@hellosunschein)

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Currently

iOS Developer, Rent the Runway

Previously

BA in CS + Studio Art, Grinnell College

Started student group for mobile app development, Grinnell AppDev



GA and you!

- Review GA intro
 - Class intro!
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Syllabus

- What we'll cover
 - 4 units
 - Wireframes → Interfaces
 - Add logic via Swift
 - Add data and access remote APIs
 - Polish and submit apps!
 - Good reference - <http://mobbook.generalassembly.ly/>
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Xcode

- *The way to write apps*
 - IDE = Integrated Development Environment
 - Free from the Mac App Store
 - Latest is iOS 9.2.1 and XCode 7.2
 - Betas out for iOS 9.3 and XCode 7.3
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Swift

- Announced in June 2014
 - Version 2.1 is current
 - 3.0 in the works.
 - Open Sourced now
 - Objective-C : the original language for apps
 - Cleaner and more modern than Obj-C
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First lesson

- Follow along demo
 - Basic 2 screen app
 - Add some interactivity
 - Getting it running on everyone's device or simulator
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