



UCI Extension

I&C SCI X402.37

Mobile Development for Apple iPhone and iPad
Homework Guide

Students should be careful to preserve their project at each step along the way by always making a copy of their current project before starting the next basic assignment and before attempting the challenges. Your file system folder structure for this class may look something like:

- Intro to iOS Programming
 - Week 1
 - Quiz.xcodeproj
 - Week2
 - SwiftConvrxns_Wk2.xcodeproj
 - SwiftConvrxns_Wk2Challenge1.xcodeproj
 - Week 3
 - SwiftConvrxns_Wk3.xcodeproj

Savvy students will program in an extensible manner, but since we use the same essential sample application throughout the five weeks, implementing the challenges or new assignments on the same codebase may result in extra work since I will ask you to dramatically change the architecture of your project at different points along the way. It is also good to have “versions” of your project at each step along the way so that you have something to refer to while you are still acclimating yourself to iOS Development.

HOMEWORK SUBMISSION:

You must make at least two forum entries per week.

Although I do assign homework each week, I will not collect it every week. UCI requires that I have 2 concrete grading criteria and so you must submit screenshots for two (2) of the assignments no later than one week after the last lecture. I will notify you which assignments must be submitted

You may choose which challenges to do for credit, but I suggest that you try all of them and do at least the basic assignment each week for your own good and not fall behind as we build upon each previous week's homework project.

**PLEASE SUBMIT ALL HOMEWORK TO IPHONE@SMILEFISH.COM
AND INCLUDE YOUR NAME AND THE ASSIGNMENT IN THE SUBJECT
LINE OF YOUR EMAIL.**



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Week 1: Intro, Xcode 6 and Swift

- **Topics covered:**

- Overview and environment setup
- A Simple iOS Application (BNR Ch.1 – “Quiz” app re-written in Swift)
- Introduction to Swift (slides)
- Managing Memory – ARC (BNR Ch. 3)
- **In-class:** I will do a live demo of the Quiz application and show end-to-end how to create and deploy an application to a hardware device. Let’s also use this as an Ice-Breaker to find out something interesting about each other – the questions and answers will be determined by members of the class (e.g. Ray. What company do you work for? → Q: At which company does Ray work? A: Raytheon”

Homework:

- **Reading:**

- Read the ‘Welcome to Swift’ section from [The Swift Programming Language](#)
- Read ‘Getting Started’ from [Using Swift with Cocoa and Objective-C](#)
- Also please read Ch. 3 on Memory Management from [iOS Programming](#) from Big Nerd Ranch

- **Coding:**

- Implement the Tip Calculator Playground on <http://www.raywenderlich.com/74438/swift-tutorial-a-quick-start>
- Implement the TipCalculator app following the tutorial at <http://www.raywenderlich.com/74904/swift-tutorial-part-2-simple-ios-app>



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