Approved by Chair:

Signature

COURSE SECTION INFORMATION
COMP3097 Mobile Application Development II

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Out of Class Assistance

Course Code: COMP3097
Course Section:
Academic Year: 2021-2022
Term WINTER

LIST OF TEXTBOOKS AND OTHER TEACHING AIDS:

Required:

- (iOS) iOS 9 Programming Fundamentals with Swift, 2nd Edition By Matt Neuburg Publisher: O'Reilly Media ISBN: 978-1-491-93677-1
- (MAD) Mobile App Development with Ionic, by Chris Griffith (revised edition), Publisher: O'Reilly, ISBN: 978-1-491-99812-0

Recommended Resources:

- https://developer.apple.com/
- https://ionicframework.com/#

Course Delivery Mode

- **Lectures:** All sessions except mid-term and final exams will be online.
- **Labs:** All sessions will be in-person, and students must attend all the classes on campus.

Any variation to the above note will be posted on the blackboard in advance.

Detailed Evaluation System

Assessment	Description	Outcome(s) assessed:	EES assessed:	Week	Weight
Quizzes	The best 8 out of 10 quizzes will count.	3,4,5,6	1,2,3,4,5	2-13	10%
Lab Test 1	Create a basic iOS application by applying concepts covered in class.	1,2,4,5,7	1,2,3,4,5, 6,7,10	5	10%
Lab Test 2	Create a basic iOS application by applying concepts covered in class.	1,2,4,5,7	1,2,3,4,5, 6,7,10	11	10%
Lab exercises 10	10 lab sessions attendance (AtKlass) and student's participation.	1,2,3,4, 5,6,7	1,2,3,4,5	TBA	10%
Project	This is a group (up to 3 students in a group) project that will incorporate most of the topics covered in the course. Milestone 1: Group formation 2.5% Milestone 2: UI design 2.5% Milestone 3: Early prototype 5% Final implementation 5% Documentation 5% Starting in Week4 due on Week12	1,2,3,4, 5,6,7	1,2,3,4,5, 6, 7,10,11	12	20%
Mid Term Exam	Mixed format and multiple-choice test.	1,2,3,4	1,2,4	7	20%
Final test	Mixed format and multiple-choice test on week 1 to week 14	4,5,6,7	2,4,5	15	20%
				TOTAL	**100%**

Learning Schedule / Topical Outline (subject to change with notification)

TOPICAL OUTLINE:

Week	Content / Activities	Outcomes	Content/Activities	Resources
1	1. Introduction to Swift 2. Functions and closures 3. Variables 4. Functions 5. Flow control 6. Anatomy of an Xcode Project	1-6	IOS Lecture Notes	
2	7. SWIFT overview cont.	1-6	IOS Lecture Notes	
3	8. Cocoa Classes 9. Accessors and Memory Management 10. Communication between objects	1-6	IOS Lecture Notes	

4	11. Storyboards and UI design basics 12. Views and Controllers	1-6	IOS Lecture Notes	
5	13. Touch events and Gestures Labtest 1	1-6	IOS Lecture Notes	
6	14. Sensors 15. Publishing	1-6, 10	IOS Lecture Notes	
7	***MIDTERM***			
8	***INTERSESSION-WEEK***			
9	16. Introduction 17. Tools installation and configuration 18. Web vs. Native vs. Hybrid 19. Intro to Angular	7-9	MAD Lecture Notes	
10	20. Project anatomy 21. Views and controllers	7-9	MAD Lecture Notes	
11	22 Templates 23 Data storage in Ionic	7-9	MAD Lecture Notes	
12	24 maps and location services 25 Sensors Labtest 2	7-10	MAD Lecture Notes	
13	26 Accessing external data sources 26 Platform customization 27 Publishing the app • Project Due	7-10	MAD Lecture Notes	
14	Project Presentation	1-10	Lecture Notes	
15	***Final Exam***			

Please note: this schedule may change as resources and circumstances require.

For information on withdrawing from this course without academic penalty, please refer to the College Academic Calendar: **http://www.georgebrown.ca/registernow/important-dates.aspx**