Sheridan College
Faculty of Applied Science and Technology
School of Applied Computing
Class Plan

INSTRUCTOR: Jawaad Sheikh **email:** Jawaad.Sheikh@sheridancollege.ca

COURSE ID: PROG 31632

COURSE NAME: iPhone Application Development

COURSE OUTLINE:
http://ulysses.sheridanc.on.ca/coutline/coutlineview.jsp?appver=ps&subjectCode=PROG&courseCode=31632&version=1.0&sec=0&reload=true

OFFICE HOURS: By Appointment.

TEXTBOOK(S):

`Swift Programming Language 3.1, Apple Inc. - Available on the iBooks Store.`

THE FOLLOWING ITEMS ARE SPECIFIC REQUIREMENTS FOR THIS COURSE:

OBJECTIVES:

- Please refer to the Course Outline for details (url above).

STUDENT REQUIREMENTS:

a. The student is responsible for all material taught, discussed, assigned or presented by the Professor. It is the student's responsibility to obtain any missed material covered during classes.

b. Students will take the two examinations at the date and time announced, **no makeup exams are scheduled.**

   NOTE : Documented illness is the **ONLY** valid excuse for missing an exam. An original medical note is required. There is a limit of 5 working days to provide documentation for absences due to medical conditions. A grade of 0 may be assigned for any missed exam.

c. Students must be prepared for class with the proper books, supplies and assignments, and having read and/or completed all assigned material.

d. Complete assignments and projects on or before the due date.

LATE POLICY : Late assignments will be assigned a grade of 0 after 3 days. Otherwise 10% per day will be deducted until 3 days.

e. All material submitted must contain the student's name, student's id, due date and nature and number of the assignment.

Eg:

Student Name: Tom Jones
Student ID: 01004562
Due Date: <due date>
Description: Assignment #1 – The Coolest iPhone App Ever

f. **Students are NOT permitted to work together on assignments, projects, or exams (unless otherwise instructed by the Professor)**.

g. Following Policies from the course outline must be adhered to at all times:
- Academic Honesty
- Discrimination and Harassment
  Please read through "What Sheridan Students should know about Plagiarism":
  http://it.sheridaninstitute.ca/slate/students/studenttutorials/Resource_Reference_PlagiarismForStudent.pdf

h. To ensure a healthy learning environment the following "Three 'strikes' policy" will be used to create an environment where all people's learning will be respected:
- 1st warning is verbal (e.g., if you are playing a video game in class when you should be working on an in-class exercise, etc.)
- 2nd warning will be a formal email letter to you indicating that your behaviour is not acceptable and that you have only 1 more chance to change your behaviour.
- 3rd strike – you will be asked to leave the classroom and formal documentation will be recorded in your file.

Evaluation Plan

Assignments (2-4)	20%
Project (1)	20%
Mid-Term Exam	30%
Final Exam	30%
Total	100%

Course Evaluation Practices:

Please note that the following practices are agreed to by the professors teaching this course. We want to encourage behaviours that will help students be successful in the workplace, and to ensure that students receive credit for their individual work.

1. All assignments must be completed as individual efforts unless the professor states otherwise.
2. Tests must be written as scheduled by the professor.
3. A student must average at least 50% on the tests combined in order to receive credit for this course.
4. A student must average at least 50% on the assignments in order to receive credit for this course.

Course Details -- Topical Outline -- Tentative Schedule

NOTE:
Topics may be added, removed and/or shifted depending on the progress of the course. Furthermore, the number of weeks allocated to each module may vary depending on the professor's and/or class requirements.

Tentative Schedule

Week	Topic / Description	Evaluation (Assignment, Project, Mid-term, or Final exam)
1	Introduction • Orientation to the iPhone (capabilities and limitations) • Introduction to the development environment and tools • Overview of Swift	
2	Xcode and Interface Builder: • Introduction to Swift: o Comparison with other programming languages (e.g., C, Java, etc.) o Object Oriented Programming in Swift o Outlets & Actions o Calculator App	
3	Page Navigation • Swift • Multi Page App	*Assignment #1 Issued*
4	Device based Development: • Swift: o iPad / Universal App	
5	Design Frameworks: • Swift: o Collections o AppDelegate's	**Assignment #1 due** *Assignment #2 Issued*
6	Review	***Project Released***
7	**MidTerm Exam**	**MidTerm Exam**
BREAK	BREAK	BREAK
8	Displaying Data 1 o Introduction to Table Views	Project Proposal Due
9	Displaying Data 2 o Advanced Table Views	
10	Introduction to Objective C o	**Assignment #2 due** Project Issued
11	Data Persistence in Objective-C	

12	Work on Project	
13	**Final Exam**	**Final Exam** **Project Due** **(Demonstrations/Presentations)**
14		**Project Due** **(Demonstrations/Presentations)**