

Welcome to Comp 3912 - iPhone Application Development



Tuesday Nights - DTC Course (6:00 – 9:00 – DTC 270)

Instructor Info

Richard Hart (Rich)

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- I'm an iOS game and app developer
- Been at iPhone dev for 6 years now, but been programming for over 12
- I came at iPhone dev from languages like C#, Java, AS3 and sever scripting languages
- I teach because I choose to, not because I have to
- I'm patient and I like questions
- I'm always open to learning new things
- I make mistakes, hopefully you will too!

Course Outline

- <http://www.bcit.ca/study/outlines/20143038486>
- **Student Guide**
- http://www.bcit.ca/files/cas/computingparttime/pdf/computingparttime_student_guide.pdf

Why iOS?

- With **800+million** iOS devices out there and growing...iOS 8 and new devices may come soon
- Apple has had huge head start with the iPhone, the App store and iTunes and other are starting to catch up
- Others will come, but it will be tough to catch up but many will fail.
- Mobile development is a huge growth industry You can be **1 person** and develop an App, although the more the merrier.
- Could increase job prospects.
- It can be a lot of fun!

What We'll be focusing on...

- Xcode and Interface Builder (IB)
- Latest iOS sdk and practical apis
- IOS 9 ...
- Swift with some Objective-c
- Foundation, UIKit and Cocoa Touch Objective-c
- Developing the practical skills to build an iOS App by the end of the semester.
- You must build and hand in an App to pass this course.

What this course is not..

This course is here to help bring you up to speed on building applications for the iPhone and iPod Touch using the Objective-c language.

This course is aimed at people **with previous programming experience**

This course in **no way guarantees** that you will build the worlds greatest App, get accepted by Apple and making millions overnight....I wish it was that easy. This course is not a replacement for the years of in- industry experience and knowledge that many of you have. Some of you will know things I don't.

This course is about keeping an open mind, making mistakes, working hard, learning and having fun. Don't be in a rush, remember you can build sky- scrapers on a strong foundation.

There is a lot to learn, much more then we can fit into this course

Course Ground Rules

- This is a **very intense course** that requires time and dedication. If you don't have the time right now, you should consider attempting the course when you have more time.
- Feel free to ask questions that are **on topic in class**. If you have a question that falls outside of this, please make note of it and ask me before class, at break, after class or via email during the week. Please be on time for class (but drive/walk safely)
- You are responsible for getting caught up if you get behind or miss a class.
- Labs are due at the end of class.
- If you're really stuck, ask for help...it's that easy.
- Make sure your work is your own, no plagiarism please. Please name files you hand in like ... **lastname_firstname.zip**
- Please do not discuss **confidential API details and iPhone OS** with those who are not in our class. Public domain info is fair game.

What Gear Should I bring?

- Your Intel based Mac, with OS X - Yosemite would be best.
- Latest version of Xcode
- An iPod Touch or iPhone or iPad running the latest OS if possible.
- A sync cord
- Power cord
- A sense of humour and patience...you really need it if you plan on surviving and thriving with technology.

Who Owns the IP?

Individual students own IP for apps that they personally create **unless** they are paid by BCIT or base the App on code owned by BCIT or it is an app that we work on together as a class.

This applies to Apps you build under the iPhone University Developer Program too.

<http://www.bcit.ca/files/pdf/policies/6601.pdf>

Final Project

Each student will put together final project consisting of a complete iPhone application of their own design and present it to the class. We will hold a **presentation day** on the last day of the course where students will present the application to the class.

A major part of this course is your final project. You will most likely put between **30-60+ hours** outside of class on your final project.

This could be a portfolio piece for you and it could help get you an interview so show me what you've got!

iPhone University Program

Our class is part of the iPhone University Developer Program.

If you don't want to splurge the \$99 yet to become an official Apple developer, you can take part in this program through our class

If you want to submit a paid App, it's time for the \$99 developer program!

Your access to this program ends when the course is over.

I can add **1 device per student** per course under this program.

Handing in Labs/Assignments

- You'll need to make sure that you had in a lab and assignment to the D2L **every week** to receive credit for your efforts.
- There will be a weekly folder you can upload too.

Get Reading is Good for You

- **Human Interface Guidelines**
- <https://developer.apple.com/library/ios/documentation/userexperience/conceptual/MobileHIG/index.html>

Quiz 1 Next Week

We'll be having a little written quiz every 2nd week. You're off the hook tonight, but next week, be prepared! (don't panic, there's pretty easy if you prepare :-))