CSE 394: Principles of Mobile Application Development
Fall 2015, Tentative Schedule
School of Computing, Informatics, and Decision Systems Eng.
Arizona State University

Week #	Days	Topics	Reading	Homework /Exams
1	Aug 24, 26	Introduction to mobile computing and ios application development. Intro to XCode, Swift and Event-Driven Programming, First App		
2	Aug 31, Sep 2	Basic Language Features: Swift Unit Converter App		HW 1
3	Sep 9 Sep 7 – University Closed	MVC architecture, Designing Unit Converter App using MVC architecture		
4	Sep 14, 16	Navigation controllers, Segues, Table View Data source and Delegate	Midterm I	HW2
5	Sep 21, 23	More about data source and delegate		
6	Sep 28, Sep 30	Core Location and Mapkit		**HW3**
7	Oct 5, 7	Spritekit, Basic Graphics and Gestures		Class Project Phase I
8	Oct 14 Oct 12 – Fall Break	Spritekit, Basic Graphics and Gestures Auto-Layout and Multiple Form Factors		
9	Oct 19, 21	HTTP Requests and JSON		HW4
10	Oct 26, 28	Parse, databases, and cloud storage		
11	Nov 2, 4	Interfacing with Accelerometer and Audio Interfacing with the Camera	Midterm II	
12	Nov 9 Nov 11: Veteran's day	Security Considerations for Mobile Apps		Class Project Phase II
13	Nov 16, 18	Context-Aware Computing Power Considerations for Mobile Apps		HW5
14	Nov 23, 25 Nov 26-27: Thanksgiving	Introduction to various toolkits and frameworks (if time permits) iCloud and Cloud Kit, WebKit, WatchKit, HealthKit, Touch ID		
15	Nov 30, Dec 2	Final Project Presentations		Class project Final submission (Nov 30th)
16	Dec 2 (Last day of the class)			
Final Exam : Please check the scheduling at https://students.asu.edu/final-exam-schedule#Spring				

This schedule is tentative and subject to change as needed.