



PRE-WORK: MOBILE DEVELOPMENT

GETTING STARTED WITH MOBILE DEVELOPMENT

Congratulations on joining us at General Assembly for the Mobile Development course! We are excited to have you and are looking forward to working with you all soon!

In order to help ensure your success in the course, we've made a pre-course checklist. Complete all the items on the list and when you arrive on your first day, you and your computer will be prepared for the first lesson. This should take you around 2–3 hours total to complete.

We can't tell you how excited we are to have you join the General Assembly community!

Happy Coding!

BEFORE CLASS CHECKLIST (2–3 HOURS)

COMPLETE ALL ITEMS BEFORE YOUR FIRST CLASS

- Upgrade your Mac to OS 10.10 (Yosemite)
- Install Xcode v 6.0+ from the Mac App Store
- Sign up for a [free Apple Developer Account](#)
- Complete required pre-course tutorials

PRE-COURSE TUTORIALS

Required Pre-Work:

- Complete the following lesson, "[Understanding Mobile Devices](#),"
- Read **Chapter 1** of the [Online Textbook](#). If you want to get a head start, feel free to read ahead! The book covers most of the concepts we'll be learning in the class.

Additional Pre-Work: Want to get a jump start on iOS, Swift and Mobile Development? Check out the resources linked to below. These aren't required but feel free to read through as many or as few as you like.

- **[Xcode Overview](#):** Think of this as the user manual for Xcode—this will likely come in handy as you work through the assignments.
- **[Swift Overview](#):** Learn about some of the features built into the Swift programming language.
- **[Xcode Cheat Sheet](#):** A great cheat sheet to keep bookmarked for when you get deeper into iOS development.

SOFTWARE INSTALLATIONS

Please bring a laptop to every class. A Mac running OS 10.9 or higher is required for this course.

SOFTWARE

NOTES

If you haven't already, update your operating system: install OS 10.10 (Yosemite) via the Mac App Store

~60 min

OS 10.9 or 10.10 is required to install Xcode v 6.0

Install Xcode v 6.0+ from the Mac App Store

~ 60 min

Xcode is the IDE (integrated development environment) you'll be using to create iOS apps.