

# CSC 471 Mobile Application Development for iOS

## Programming Assignment 1 Development Environment Setup

### Due Date & Submission

- Assignment due on Wednesday January 10, 2018, 11:59pm
- Submit your assignment in D2L Dropbox.
- Submit a single zip file that contains the contents of the project folder
  - To zip your project folder: Ctrl-click your project folder and select “Compress ...” from the context menu.
- **It is mandatory to use Xcode 9 for this assignment.**
- Include only your source code files, including
  - \*.swift, \*.plist, \*.xib, \*.storyboard
  - image files
  - project files (.xcodeproj)
  - test folders
- You must use a unique prefix for the project name. (I suggest you use your last name and first initial as your prefix.) **Please use the same prefix for all your assignments.**
  - Note you only need to use the prefix for the project name. It is not necessary to use the prefix on other files in your project.
- Do not include unused or unrelated files.
- Before you submit, build and run the project, make sure everything compiles and works. Close your project before zipping the folder.
- Here are the most common reasons assignments are marked down:
  - Project does not build.
  - Project does not build without warnings.
  - One or more items in the Requirements section were not satisfied.
  - A fundamental concept was not understood.
  - Code is sloppy and hard to read (e.g. indentation is not consistent, etc.).
  - Your solution is difficult (or impossible) for someone reading the code to understand due to lack of comments, poor variable/method names, poor solution structure, etc.

## Goals

- Setup your environment correctly
  - Create your first iOS application
  - Create a test-bed for iOS and Swift development
  - Navigate the iPhone Developer's website
    - Make sure that you join DePaul's developers program
  - OS environment
    - Mac OS – tools setup
  - Communication
    - Using the Google group for discussions and Q&A

## Requirements

1. Create your own *Hello World* program for the iPhone simulator
  - a. Display your own message(s) with your own style (font, color, etc.)
  - b. Find or make a cool icon for you app
2. Make sure your program
  - a. builds without errors or warnings, and
  - b. runs without crashing

## Troubleshooting

- If your project doesn't build and run correctly,
  - Make sure that iOS SDK and Xcode is installed and working on the machine
  - Verify that you have **iPhone Simulator** selected