CS 3260 Mobile Development for the iPhone
Syllabus

General Information

Semester: Fall 2015
Location: SLCC BB 320
Instructor Info: Ted Cowan
tedcowan@weber.edu
(801) 957-4769 (office @SLCC Redwood)
Office hours @SLCC Redwood, Technology Building, First Floor, Room 133.
Mondays, Tuesdays and Thursdays: 1pm–4pm by appointment only. Schedule an appointment at https://webercsatslcc.youcanbook.me.
Website: https://weber.instructure.com/courses/369706

Objectives of This Course

From the catalog: Introduction to developing applications for mobile iOS devices (iPhone, iPod Touch and iPad) using the iPhone SDK, in conjunction with the Xcode/Cocoa development environment. Students will learn the basics of the Objective-C Swift programming language and use it to develop applications for the iPhone family of devices. Students will also gain experience in working in a team environment.

After successfully completing this course, students will be able to:
1. Download, install and configure the XCode development tools.
2. Use the XCode development tools to edit, compile and debug an iOS application.
3. Write and test object-oriented iOS applications in Swift.
4. Store and update source code in a versioning system such as Git.
5. Write working applications for the iOS platform, including iPhones, iPads and iPod Touch.
7. Describe the process of publishing an iOS application.
8. Diagnose and correct iOS compiler errors, program crashes and run-time exceptions.
9. Design an iOS program, which conforms to Apple User Interface guidelines.
10. Understand what is expected of the student during this class.

Please note that students will not be required to work in groups this semester. All assessments and lab assignments are to be completed individually. There is a possibility for students to collaborate on their final project as a group, but the grading criteria will be significantly higher.

Students will require access to an Intel-based Macintosh computer with Mavericks or Yosemite in order to successfully complete the learning objectives of this course. A supported iPhone, iPad or iPod Touch is not required but is recommended.
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Syllabus

Students with Disabilities

Students who have special needs or disabilities that may affect their ability to access information and/or material presented in this course are encouraged to access http://www.weber.edu/ssd/ssdPP00_registering.html to register with the WSU SSD.

Allotted Time

You should anticipate spending three to four hours of study per week for each credit hour of a university course. Computer and programming classes typically require time in the upper range.

Grading

Your final grade will be determined from your performance in the following areas:

- Lab Assignments 35%
- Quizzes 5%
- Midterm 25%
- Final Project 35%

Class Format

A reading assignment (and in some cases a short video) will be posted in each learning module. Each student is expected to watch the video (if present) and read the assigned reading material prior to completing the associated lab work and taking the quiz. Questions about the lab, reading material or video may be asked in class or in the Instructor's Blog in Canvas.

Honesty

CS Department policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct. Cheating is defined in the Weber State University Policies and Procedures Manual located at http://www.weber.edu/ppm/Policies/6-22_StudentCode.html.

Anyone determined to have copied another student's assignment, quiz or exam will receive a failing grade for the semester. Please do your own work. You may study together but lab assignments, quizzes and tests are to be completed individually and not as a group. Please do not distribute or post solutions to lab assignments or the content of any quiz or test on the Internet.

Homework

Please complete the readings (and possible video) assignment prior to class. A schedule of reading and lab assignments can be found below.
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Syllabus

Assignments

Lab assignments will be given during the semester. The lab assignments are typically short and are directly relevant to the associated reading assignment. Submit your lab assignments as directed by each lab assignment. In some cases, you will simply demo the app for the instructor. In others, you will submit an archive of your project on Canvas.

You will turn in your lab assignments by marking the assignment complete in Canvas. Do not upload any files to Canvas unless instructed to do so in the assignment.

For labs requiring a demo, I will ask you to demonstrate your lab on your computer. I will grade it according to the rubric listed in the lab assignment. If your app runs without errors, substantially complies with requirements and produces the proper output, you will receive full credit for the assignment. If significant features are missing, it does not compile cleanly or bugs are found, you will receive a lower score based on the severity of the error. Naming of files can be critical to grading so please name your app, folders and files exactly as specified in the lab description. See each lab assignment for more information.

Lab assignments are due on the date listed in Canvas. Please refer to the Learning Modules, the Syllabus or the Calendar in Canvas for actual lab assignment due dates rather than the dates below.

The dates, assignments and deliverables in this syllabus are guidelines only and are subject to change in the sole discretion of the instructor to meet the needs of the class.

Quizzes

The purpose of each quiz is to assess your understanding of the current reading material and is therefore only a small portion of your total grade. They are also used as an attendance tool and as means of immediate feedback on the learning experience. Quizzes therefore cannot be made up after the fact. Quizzes may consist of multiple choice, true/false and short answer questions, and on occasion will be a short in-class assignment or activity. Your lowest quiz score will be dropped. Quizzes are closed book, closed Internet, closed note and closed neighbor.

Midterm

A midterm will be administered near the middle of the semester. Instead of questions and answers, this midterm is an in-class, closed-book programming project in which you are required to create a small, simple but fully functional iOS application. No other notes or documentation but Xcode will be used to write this application. A practice project very similar to the midterm project will be provided in advance and discussed in class so you may practice and prepare.
Final Project

There will be a Final Project in place of a final exam and ample time will be given in order to complete the project. The Final Project is an individual assignment of your own design and creation. In summary your final project will demonstrate your ability to create a complete, working and useful iOS application. Several weeks will be dedicated at the end of the semester for final project work. Details on the Final project should be available in or near Week 6.

Grading Scale

The grading scale for the final grade is as follows:

<table>
<thead>
<tr>
<th>Percentage Range</th>
<th>Grade</th>
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<tbody>
<tr>
<td>100-94%</td>
<td>A</td>
</tr>
<tr>
<td>83.9-90%</td>
<td>A-</td>
</tr>
<tr>
<td>76.9-87%</td>
<td>B+</td>
</tr>
<tr>
<td>69.9-74%</td>
<td>B</td>
</tr>
<tr>
<td>63.9-67%</td>
<td>D+</td>
</tr>
<tr>
<td>66.9-64%</td>
<td>D</td>
</tr>
<tr>
<td>below 60%</td>
<td>E</td>
</tr>
</tbody>
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Campus Closures and Class Cancelations

If class is canceled due to weather or illness of the instructor, an email will be sent to your Weber State email address, a note will be place on the door of the room and an announcement will published on Canvas. Class will only be canceled for weather if SLCC closes the Redwood Road campus. If the SLCC campus is closed for an extended period, classwork will continue through the use of WSU email, Canvas, recorded videos and virtual meeting tools.

Miscellaneous

The instructor reserves the right to amend the course schedule, or study material, or to add or subtract lab assignments, quizzes or examinations to best meet the needs of the class.

Your instructor maintains office hours at his office at the SLCC Redwood Road campus during the semester. See the Instructor Info section at the top of this syllabus for directions and instructions.

No extra credit will be offered for this class.

Quizzes and Lab assignments may not be turned in late for credit.

A grade of Incomplete will be given only in extreme circumstances.
<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topic</th>
<th>Assignments</th>
</tr>
</thead>
</table>
| 1    | Aug 31 | Introductions and Syllabus Review  
Student and Hardware inventory  
Module 1:  
Chapter 1: Welcome to the Swift Jungle  
Chapter 2: Appeasing the Tiki Gods  
Appendix A: A Swift Introduction to Swift | Lab 1 – Hello World       |
| 2    | Sep 7  | Module 2:  
Chapter 3: Handling Basic Interaction  
Chapter 4: More User Interface Fun | Lab 2 – Flashlight        |
| 3    | Sep 14 | Module 3:  
Chapter 5: Rotation and Adaptive Layout  
Chapter 6: Multiview Applications | Lab 3 – Bowling Scores    |
| 4    | Sep 21 | Module 4: Tab Bars and Table Views  
Chapter 7: Tab Bars and Pickers  
Chapter 8: Introduction to Table Views | Lab 4 – Tip Calculator    |
| 5    | Sep 28 | Module 5: Nav Controllers and Controller Views  
Chapter 9: Nav Controllers and Table Views  
Chapter 10: Collection View | Lab 5 – CS Course Catalog |
| 6    | Oct 5  | Module 6: Settings and Persistence  
Chapter 12: App Settings and User Defaults  
Chapter 13: Basic Data Persistence | Lab 6 – To Do List        |
| 7    | Oct 12 | Module 7: Key Special Topics (subject to change)  
Chapter 15: Grand Central Dispatch  
Chapter 18: Taps, Touches, and Gestures  
Chapter 19: Where Am I? Core Loc and Map Kit | Lab 7 – Tweets            |
| 8    | Oct 19 | Midterm                                                               | Midterm                   |
| 9    | Oct 26 | Final Project and Special Topics                                      | Final Project             |
| 10   | Nov 2  | Final Project and Special Topics                                      | Final Project             |
| 11   | Nov 9  | Final Project and Special Topics                                      | Final Project             |
| 12   | Nov 16 | Final Project and Special Topics                                      | Final Project             |
| 13   | Nov 23 | Final Project and Special Topics                                      | Final Project             |
| 14   | Nov 30 | Final Project                                                          | Final Project             |
| 15   | Dec 7  | Final Project Demos                                                   | Final Project             |