

1. Course number and name

CptS 479: Mobile Application Development

2. Credits and contact hours

3 credits, 3 lecture hours

3. Instructor's or course coordinator's name

Lawrence Holder

4. Textbook, title, author, and year

No textbook

5. Specific course information

a. *Catalog description:* Introduction to mobile application programming using iOS. Complete iOS development life cycle from design, implementation and testing to deployment. Experience with a variety of iOS capabilities including storyboarding, navigation, user interaction, sensors, communications, graphics and sound.

b. *Prerequisites or corequisites:* Advanced Data Structures (CptS 223).

6. Specific goals for the course

By the end of the course, students will be able to

- Setup iOS development environment (1d, 1e)
- Design, implement, test and deploy an iOS application (1d, 1e, 2a, 2g, 3a, 6a, 7a, 7c, 7d, 7f)
- Be familiar with main iOS frameworks (1d, 1e)

7. Brief list of topics to be covered

- Swift
- UI Design and Storyboarding
- Navigation and Segues
- Tables
- Settings
- Notifications
- Gestures
- Sensors
- Communications
- Data Storage
- Graphics and Animation
- Multimedia
- Apple Watch