Introduction to iOS Development with Swift (Spring 2016)

In this 12-week project-based course, students will learn to develop iOS applications using the Swift programming language and the Apple toolset. Additionally, students will learn basic concepts about designing intuitive and usable interfaces.

Course Learning Outcomes
The primary learning outcome for this course is that students will be able to design and create iOS apps. Students will leverage Swift, the iOS SDK, and Apple developer tools. With iOS as the platform, students will learn object-oriented programming, design patterns, type systems, functional language features, user interface design, best practices in programming, and problem analysis.

General Course Schedule (M-Th, 6:00 PM – 9:30 PM, CareerSource North Central Florida – Downtown Gainesville Career Center)
On Mondays and Thursdays, students will hear lectures and presentations from the Gainesville Dev Academy. These lectures will cover topics including user experience, resume creation, interview preparation, agile software development, and the use of various development tools. On Tuesdays and Wednesdays, students will learn the Swift language and iOS development concepts.

Course Materials (Visit the Registration Website Below)
NOTE: Students must receive a grade of 70% or better to receive a certificate of completion

Course Topics
1. Syllabus and Class Expectations / Intro to Project Management
2. The Swift Programming Language / Intro to User Experience
3. iOS App Basics / Git 1, Intro to GitHub
4. Segues / Git 2, Intro to Tools
5. Tables and Persistent Storage / Apiary, Intro to APIs, Postman
6. Online Storage / Intro to TDD, XCode Tips and Tricks
7. Social Network Integration / Charles, Fabric
8. Sounds, Gestures and the Camera / UI Testing, Unit Testing
9. Maps and Geolocation / Postman / Accessibility, iOS 9 HIG
10. The Web / Intro to TDD / Git 3
11. Device Sensors / Distribution
12. Games with SpriteKit
13. Calendars, Address Book, and Email