Quarter: Spring 2017  
Course Title: Beginning Programming: iOS App Development with Swift  
Course Code: CS 47  
Instructor: Virginia Tice

Course Summary:

Each day of this course will include 5 hours of instruction and lab time, with a one hour lunch break in the middle. There will be optional office hours available on some weeknights during the course for students that want additional help or instruction.

*Please see course page for full description and additional details.

Grade Options and Requirements:

- No Grade Requested (NGR)
  - This is the default option. No work will be required; no credit shall be received; no proof of attendance can be provided.
- Credit/No Credit (CR/NC)
  - Students must attend at least 75% of class time, and complete a final project.
- Letter Grade (A, B, C, D, No Pass)
  - Students must attend at least 75% of class time, and complete a final project.

*Please Note: If you require proof that you completed a Continuing Studies course for any reason (for example, employer reimbursement), you must choose either the Letter Grade or Credit/No Credit option. Courses taken for NGR will not appear on official transcripts or grade reports.

Final Project (iOS App) and Presentation:

The final project is due at the end of the day on the last day of class. Students can work by themselves or with a partner. Each student or group will give a 5-10 minute presentation showing their iOS app to the class.

Tentative Weekly Outline:

Day 1:
- Xcode set up; intro to Xcode and Simulator
- Creating your first iOS app: changing colors, adding images, connecting UI elements to code
- Programming with Swift 3: variables, types, if statements, loops, functions
- Learning Swift with Xcode Playgrounds
- Intro to constraints and user interface design
Day 2:
• Swift Programming: arrays, classes
• Apps with multiple screens, how to use storyboards
• Tableviews

Day 3:
• How to set constraints and design UI for different device sizes
• How to run your apps on your iOS device
• App icons
• Spritekit
• Class time for optional tutorials, playgrounds, or final projects

Day 4:
• In-class work on final projects
• Peer review of final projects
• Optional extra tutorials for those finished with final projects
• Final project presentations