

## COURSE SYLLABUS

**Course Number:** FA 172.11  
**Title:** Introduction to Mobile App Development  
**Department/Program:** FA/DISCS **School:**  
**Semester:** 2nd **School Year:** 2013-2014  
**Instructor/s:** Philip Cheang, John Paul Vergara

### COURSE DESCRIPTION

This is an introductory course in Mobile Applications Development, designed for beginning programmers. A particular mobile application development platform and environment (such as iOS and Xcode) will be employed for the course and students will be taught basic programming concepts and development techniques using the chosen platform. The course will also tackle interface design concepts to enable students to develop complete applications.

### COURSE OBJECTIVES

At the end of this course, the student should be able to

1. Develop simple mobile applications in the chosen environment.
2. Design applications according to established human interface guidelines.
3. Understand the importance of both engineering and design disciplines in the development of mobile applications.

### TENTATIVE COURSE OUTLINE

<b>Week</b>	<b>Topic</b>
Week 1	Xcode tutorial; sample apps
Week 2-3	Introduction to Interface design
Week 4	Objective-C and Object-Oriented introduction
Week 5-6	Storyboard and Segues
Week 5-6	Application Templates
Week 7-8	Controllers and Views
Week 9-10	Using built-in iOS Controls
Week 11 (if time permits)	Designing models and mobile app architecture
Week 12 (if time permits)	Connecting to Web Services/APIs/Databases

### SUGGESTED READING

Neuberg, Matt. *Programming IOS 5: Fundamentals of iPhone, iPad, and iPod Touch Development*. 2nd ed. Sebastopol, CA: O'Reilly, 2012. Print/EBook.

Apple. "Learning Objective-C: A Primer." *Learning Objective-C: A Primer*. Apple, Inc., Sept.-Oct. 2010. Web. <<https://developer.apple.com/library/ios/>>.

## **COURSE REQUIREMENTS**

### *Labs (20%)*

For some sessions, there will be in-class lab activities to be submitted before the end of class.

### *Quizzes (10%)*

At least 4 quizzes will be given throughout the course.

### *Project (40%)*

Pairs will work towards creating a project that will be submitted towards the end of the sem. The project should be a prototype mobile application that demonstrates concepts taught during the course.

*Project Proposal and Design Documents (10%)*

*Project Build (25%)*

*Project Demonstration (10%)*

### *Exams (30%)*

The course shall consist of a Midterm and a Final and will have hands on-components

## **GRADING SYSTEM**

Grade	Letter Equivalent
93.00 - 100	A
87.00 - 92.99	B+
81.00 - 86.99	B
75.00 - 80.99	C+
69.00 - 74.99	C
60.00 - 68.99	D
< 60	F

## **CLASSROOM POLICIES**

- 1 Turn off your mobile phones while inside the classroom/lab.
- 2 Late projects will be accepted but deductions (five percentage points per day) will be applied. (DISCS office time will be followed)
- 3 Make-up exams will only be given to students who are absent due to grave reasons (e.g. illness in which a medical certificate has to be provided, and death in the immediate members of the family).
- 4 A student who cheats in any course requirement will receive a grade of "0" for that requirement.
- 5 Refer to DISCS website (<http://discs.ateneo.edu>) for the Policy on Academic Integrity.

## **CONSULTATION HOURS**

To be announced.

## **SYLLABUS UPDATE**

A revised version of this syllabus will be posted within 2 weeks from the start of classes when the distribution of topics has been finalized between the two instructors.