

iPhone^{360°}

The ultimate application development course



The Course Outline

DURATION -	14 WEEKS (6 weeks Foundation + 8 weeks iPhone Dev 180)
NUMBER OF UNITS -	28 UNITS (12 units Foundation + 16 units iPhone Dev 360)
NUMBER OF SESSIONS -	28 SESSIONS
NUMBERS OF HOURS PER SESSION -	3 HOURS
TOTAL CONTACT HOURS -	84 HOURS
PREREQUISITES -	NONE

Target Audience

Participants should possess eagerness to learn programming and keen to embark on a journey as architects of their own software!

Previous background in programming is not compulsory as sessions include fundamentals of Objective C programming in addition to the theories and technicalities to develop iPhone software.

Course Rationale

Participants are introduced to key theories, concepts and issues with regards to developing applications for Apple's App Store. Students will also learn the language Objective-C using it for development of an iPhone / iPod Touch application of their choice for the duration of 14 weeks. Besides development students have the opportunity to learn preparation of their product for App Store's submission and the key areas on what the Apple app review process entails.

Course Aims

This course focuses on the fundamentals of Objective C Programming and iPhone / iPod Touch application programming along with the business model of the Apple App Store. Participants will be introduced to the programming environment for iPhone application development and will have a hands-on approach to programming using the Objective C language. Coupled with the introduction of Apple's app review process, they will also learn the submission process to Apple for appraisal. Participants will be able to produce a functional application at the end of the course.



Learning Outcomes

On completion of this course, participants will be able to:

- L1 Demonstrate the understanding of the fundamentals of Objective C Programming
- L2 Demonstrate the ability to code and fix Objective C applications
- L3 Demonstrate the ability to create a simple iPhone application.
- L4 Demonstrate the understanding of the iPhone SDK
- L5 Demonstrate the ability to prepare the application for submission
- L6 Demonstrate the understanding of the Apple App Store review process

Course Content

- Introduction to Objective-C and the frameworks used for development
- Fundamentals of Objective C Programming
- iPhone SDK & programming environment
- Navigating around the iPhone programming environment and it's various related resources
- App Store business model
- Introduction to Objective-C and the frameworks used for development
- MHI & MVC architectural pattern
- Resources and example tutorials on iPhone Developer website
- Devices specific APIs such as accelerometer control, camera usage, GPS, Location services
- Preparation of iPhone application for submission
- Knowledge on how the Apple's application process works



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