



Course Information

Mobile Apps | Design & Development
using Swift



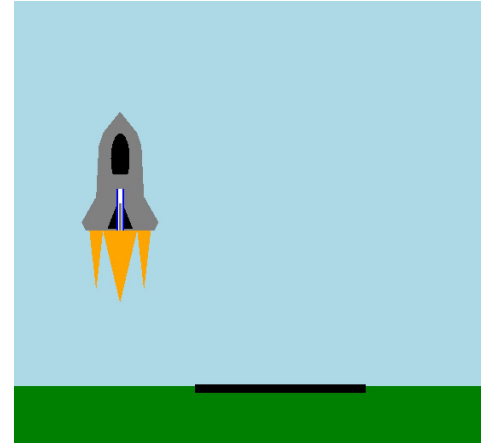
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What is our teaching philosophy?

Students will...

- ❖ Learn core fundamental concepts
- ❖ Experience visual and interactive learning
- ❖ Watch their *own* code come alive
- ❖ Develop *lifelong* problem solving skills

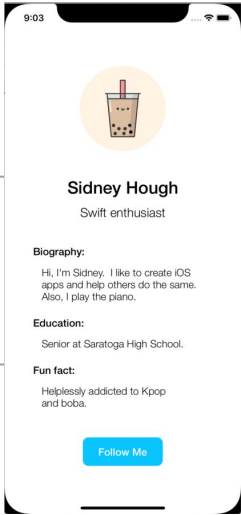


Intermediate Mobile Apps

- Recommended Grades: 8+
- Course Description
 - Swift is a fantastic way to write software. It's a safe, fast, and interactive programming language with wisdom from the wider Apple engineering culture. Almost all iOS development is done in swift. In this class, students will learn the basics of swift and use it to design and build their own apps using swift5 and deploy this on iOS phones or desktop emulators.
- Learning Objectives
 - Swift and UIKit frameworks
 - Playgrounds
 - Creating and designing mobile apps for iOS.
 - Ability to read documentation and become self sufficient swift programmers
- Prerequisites: Intermediate level coding experience required

Course Outline



Modules	What they develop	Visual output
<ul style="list-style-type: none">● Review of programming concepts● Swift syntax● Playgrounds	<ul style="list-style-type: none">● Fibonacci with loops● Custom class hierarchies for animals, foods, etc.	<pre>We are printing the first 10 numbers in the Fibonacci sequence: 1 1 2 3 5 8 13 21 34 55</pre>
<ul style="list-style-type: none">● Advanced classes● Xcode interface builder● Auto layout and constraints	<ul style="list-style-type: none">● Zero-code “Hello World”● Personal profile that adapts to screen size	 A screenshot of a mobile application profile card. At the top, it shows the time 9:03 and signal strength. Below is a circular profile picture of a boba drink. The name 'Sidney Hough' is displayed, followed by the bio 'Swift enthusiast'. There are sections for 'Biography', 'Education', and 'Fun fact', each with a small icon and text. At the bottom, there is a blue 'Follow Me' button.
<ul style="list-style-type: none">● UIKit fundamentals● View Controllers, IBOutlets & IBActions	<ul style="list-style-type: none">● Clicker game● Shopping list	
<ul style="list-style-type: none">● Deep Dive into Apple-provided frameworks	<ul style="list-style-type: none">● Personal project using concepts learned in class + framework(s) of choice	