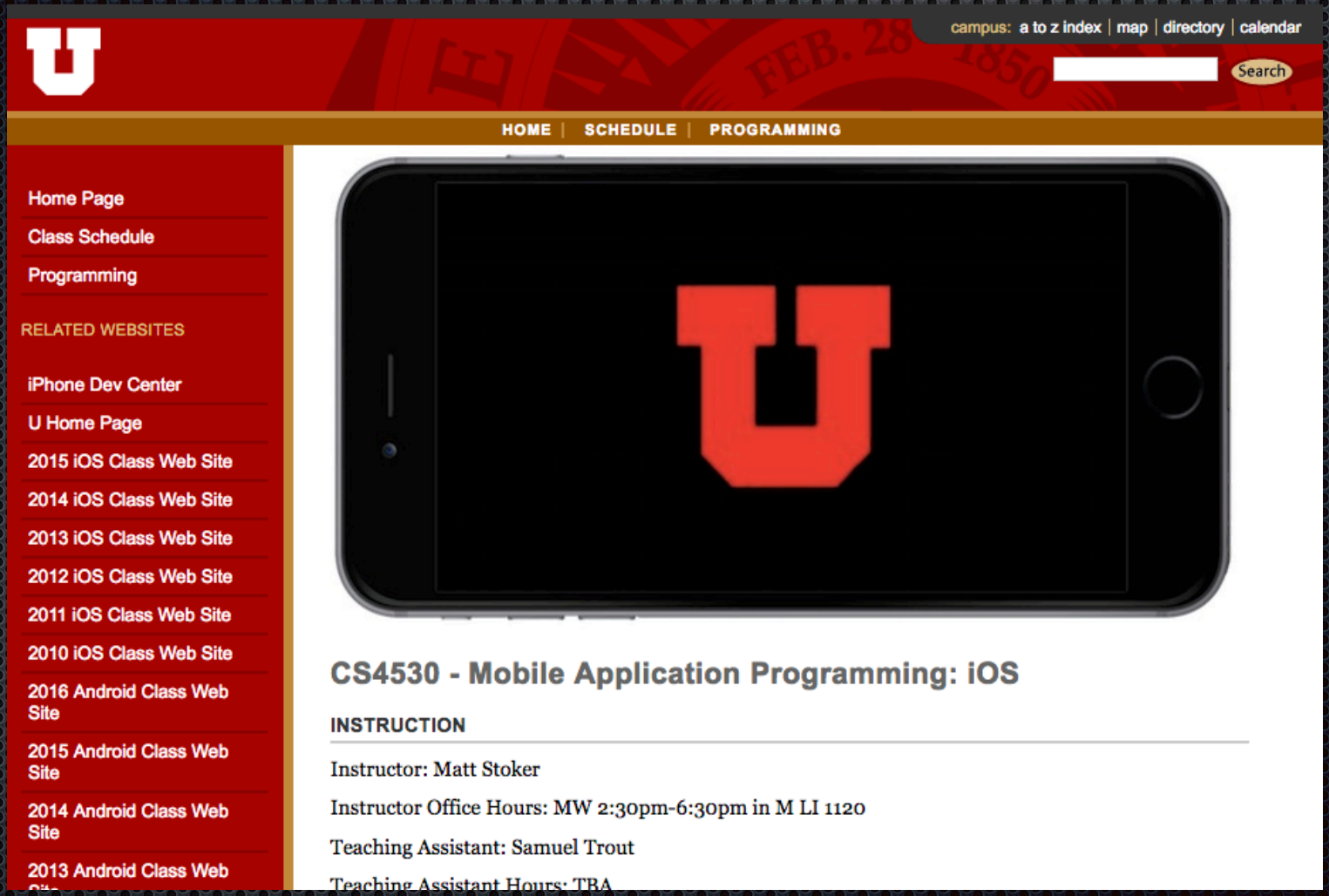
Mobile Application Programing: iOS

Introduction

My Interests

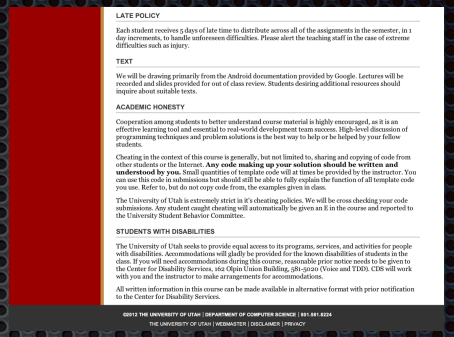
- Computer Graphics
- CTO Pixio Software
- Wrote MobileFinder for the iOS 1.4 jailbroken SDK
- Lived in Brazil and speak Brazilian Portuguese
- Send balloons to 100,000 feet and take pictures
- Read US revolutionary biographies, fantasy, and sci-fi
- Current obsessions: Space, Warhammer 40k, 3D Fab

Course Website



http://www.eng.utah.edu/~cs4530

Cheating Policy



LATE POLICY

Each student receives 5 days of late time to distribute across all of the assignments in the semester, in 1 day increments, to handle unforeseen difficulties. Please alert the teaching staff in the case of extreme difficulties such as injury.

TEXT

We will be drawing primarily from the Android documentation provided by Google. Lectures will be recorded and slides provided for out of class review. Students desiring additional resources should inquire about suitable texts.

ACADEMIC HONESTY

Cooperation among students to better understand course material is highly encouraged, as it is an effective learning tool and essential to real-world development team success. High-level discussion of programming techniques and problem solutions is the best way to help or be helped by your fellow students.

Cheating in the context of this course is generally, but not limited to, sharing and copying of code from other students or the Internet. **Any code making up your solution should be written and understood by you.** Small quantities of template code will at times be provided by the instructor. You can use this code in submissions but should still be able to fully explain the function of all template code you use. Refer to, but do not copy code from, the examples given in class.

The University of Utah is extremely strict in it's cheating policies. We will be cross checking your code submissions. Any student caught cheating will automatically be given an E in the course and reported to the University Student Behavior Committee.

STUDENTS WITH DISABILITIES

The University of Utah seeks to provide equal access to its programs, services, and activities for people with disabilities. Accommodations will gladly be provided for the known disabilities of students in the class. If you will need accommodations during this course, reasonable prior notice needs to be given to the Center for Disability Services, 162 Olpin Union Building, 581-5020 (Voice and TDD). CDS will work with you and the instructor to make arrangements for accommodations.

All written information in this course can be made available in alternative format with prior notification to the Center for Disability Services.

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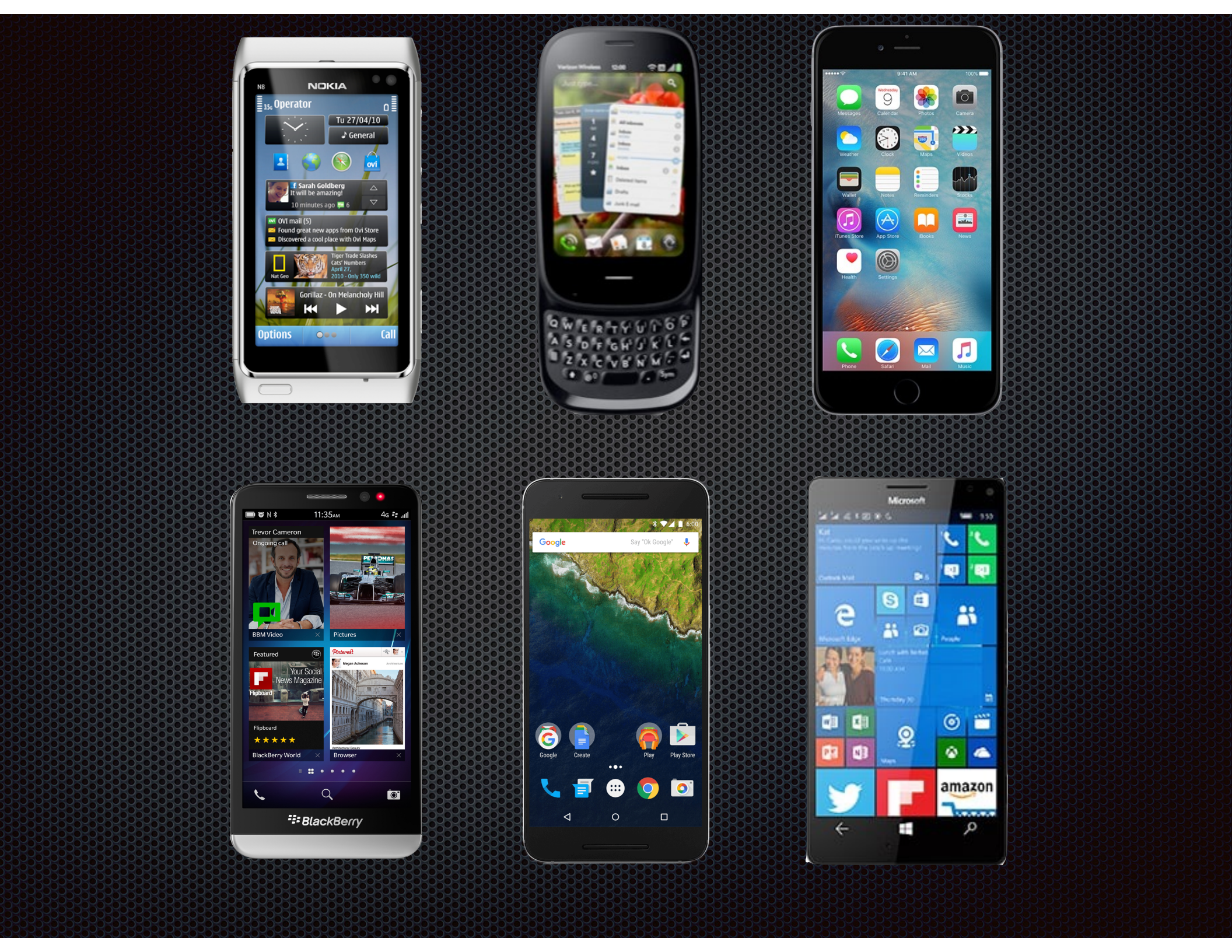
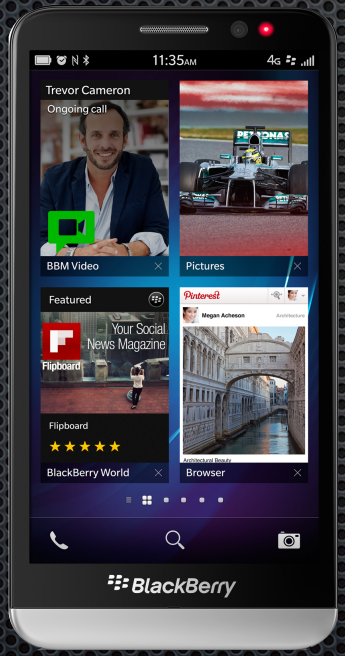

NOKIA
N8
Operator
Tu 27/04/10
General
Sarah Goldberg
It will be amazing!
10 minutes ago
OVI mail (5)
Found great new apps from Ovi Store
Discovered a cool place with Ovi Maps
Tiger Trade Slashes Cats' Numbers
April 27, 2010 - Only 350 wild
Gorillaz - On Melancholy Hill
Options
Call
9:41 AM
100%
Messages
Calendar
Photos
Camera
Weather
Clock
Maps
Videos
Wallet
Notes
Reminders
Stocks
iTunes Store
App Store
iBooks
News
Health
Settings
Phone
Safari
Mail
Music
11:35AM
4G
Trevor Cameron
Ongoing call
BBM Video
Pictures
Featured
Your Social News Magazine
Flipboard
BlackBerry World
Browser
BlackBerry
6:00
Google
Say "Ok Google"
Google
Create
Play
Play Store
Microsoft
amazon

Nokia N8

Palm Pre 2

iPhone 6



Blackberry Z30

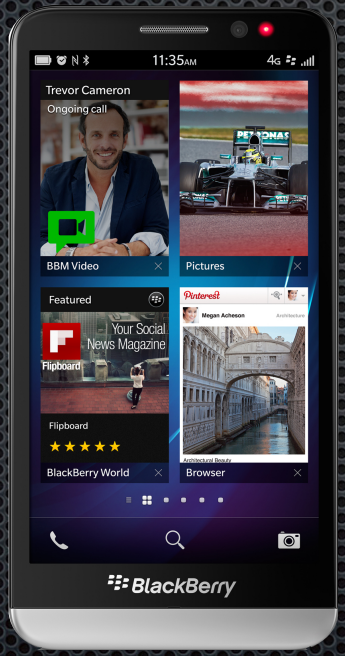
Nexus 6P

Lumia 950

Symbian^3

WebOS

iOS 10



Blackberry 10

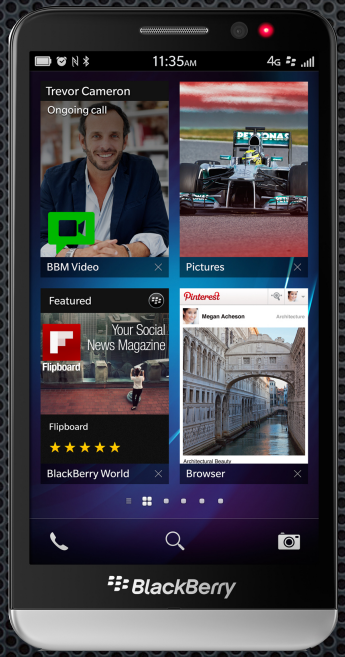
Android 6-8

Windows 10

C++/Java/WRT

HTML5/JavaScript/CSS

Swift



Java

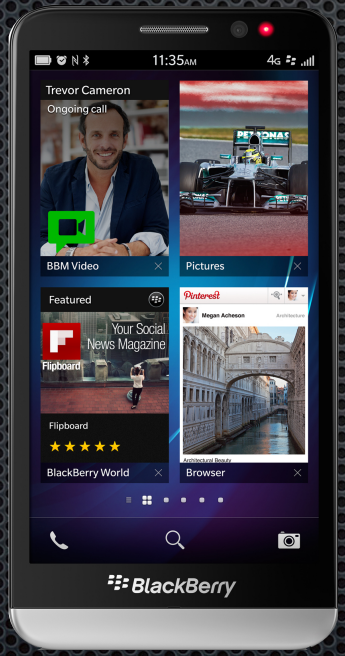
Java

.NET (C#)

Symbian^3 SDK

Mojo SDK

iOS SDK



Blackberry JDE

Android JDE

.NET Framework

Why Not Android?

- Small percentage of Android device owners actually purchase software from the various markets
- Fragmentation in the hardware and software make development for many devices more difficult than iOS
- Startup companies tend to prefer to target iOS platforms before they target Android
- Hardware running Android arguably inferior to that of other companies, mostly due to price of units

Xcode

- Integrated Development Environment
  - Editor with advanced features
  - Documentation (Option-click)
  - Debugger
  - Compiler (llvm)
  - Profiler (Instruments)
  - Graphical Interface Builder (Interface Builder)

iPhone Project Anatomy