

## Syllabus

1. Introductions, Intro to iOS 6 Development, Intro to Objective C
2. First iOS Application, Basic User Interaction
3. User Interface Creation using Interface Builder, Autorotation and Autosizing
4. Multiview Applications
  - a. Tab Bars
  - b. Pickers
5. Table Views and Navigation Controllers
6. What to do for the iPad? Understanding deployment configuration
7. Data Persistence
8. Multitouch technology, Taps, Gestures
9. Core Location
10. Photo Library, Gyro & Accelerometer
11. Collections view, more on view controllers.
12. Application Localization
13. Phone Gap
14. Deploying the app to the app store

5 Group Assignments

10 in class/individual assignments

1 Individual Project

1 Mid-term

1 Final