



COURSE OUTLINE: MAP102 - APPLE DEVICE DEV

Prepared: Joshua McColeman

Approved: Corey Meunier, Chair, Technology and Skilled Trades

Course Code: Title	MAP102: APPLE DEVICE DEVELOPMENT
Program Number: Name	2190: MOBILE APPS DESIGN
Department:	COMPUTER STUDIES
Semesters/Terms:	18F
Course Description:	In this course, students will develop apps for mobile devices on the iOS platform. Apple's new Swift programming language and the Xcode development environment will be used. The focus of this course in programming is the development of user-interfaces and program logic for the iOS operating system.
Total Credits:	4
Hours/Week:	4
Total Hours:	60
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course:	2190 - MOBILE APPS DESIGN VLO 3 Develop application and user interfaces for various mobile platforms that leverage evolving mobile device capabilities. VLO 7 Evaluate and implement new features for current IOS, Android and other platforms to meet client needs.
Essential Employability Skills (EES) addressed in this course:	EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 3 Execute mathematical operations accurately. EES 4 Apply a systematic approach to solve problems. EES 5 Use a variety of thinking skills to anticipate and solve problems. EES 7 Analyze, evaluate, and apply relevant information from a variety of sources. EES 10 Manage the use of time and other resources to complete projects. EES 11 Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D
Other Course Evaluation & Assessment Requirements:	The student must pass both the lab and test portions of the course. Attendance: Sault College is committed to student success. There is a direct correlation between academic performance and class attendance, therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session. Absences due to medical or other unavoidable circumstances should be discussed with the



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	instructor. Students are required to be in class on time and attendance will be taken within the first five minutes of class. Absentee reports will be discussed with each student during regular meetings with Faculty Advisors. Grade Definition Grade Point Equivalent A+ 90 - 100% 4.00 A 80 - 89% B 70 - 79% 3.00 C 60 - 69% 2.00 D 50 - 59% 1.00 F (Fail) 49% and below 0.00 CR (Credit) Credit for diploma requirements has been awarded. S Satisfactory achievement in field /clinical placement or non-graded subject area. U Unsatisfactory achievement in field/clinical placement or non-graded subject area. X A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course. NR Grade not reported to Registrar's office. W Student has withdrawn from the course without academic penalty												
Books and Required Resources:	iOS Programming (The Big Nerd Ranch Guide) by Christian Keur Publisher: Pearson Edition: 6 ISBN: 9780134682334												
Course Outcomes and Learning Objectives:	<table> <tr> <th>Course Outcome 1</th><th>Learning Objectives for Course Outcome 1</th></tr> <tr> <td>Introduction to iOS development, Xcode and Interface Builder.</td><td> 1.1 Understand the history of iOS development and what is required to build iOS apps. 1.2 Use Xcode, the iOS simulator, and physical devices to build and test iOS apps. 1.3 Understand the structure of iOS apps including the Model-View-Controller paradigm. 1.4 Build accessible iOS user interfaces. </td></tr> <tr> <th>Course Outcome 2</th><th>Learning Objectives for Course Outcome 2</th></tr> <tr> <td>Introduction to Swift, Swift programming and Swift in iOS development.</td><td> 2.1 Understand Swift syntax. 2.2 Write structures, enumerations, and classes. 2.3 Use data types, conditional statements, loops and string interpolation. 2.4 Work with arrays and dictionaries. 2.5 Discover advanced Swift topics (mutability, immutability, optionals, selectors, subclassing). 2.6 Analyze and improve code quality. </td></tr> <tr> <th>Course Outcome 3</th><th>Learning Objectives for Course Outcome 3</th></tr> <tr> <td>Views, the view hierarchy, view controllers and navigation.</td><td> 3.1 Understand the view architecture. 3.2 Use view controllers to create and manage views. 3.3 Explain the auto layout system. 3.4 Use constraints to drive visual changes across different device sizes. 3.5 Demonstrate views and view management programmatically. 3.6 Describe how navigation controllers manage a controller </td></tr> </table>	Course Outcome 1	Learning Objectives for Course Outcome 1	Introduction to iOS development, Xcode and Interface Builder.	1.1 Understand the history of iOS development and what is required to build iOS apps. 1.2 Use Xcode, the iOS simulator, and physical devices to build and test iOS apps. 1.3 Understand the structure of iOS apps including the Model-View-Controller paradigm. 1.4 Build accessible iOS user interfaces.	Course Outcome 2	Learning Objectives for Course Outcome 2	Introduction to Swift, Swift programming and Swift in iOS development.	2.1 Understand Swift syntax. 2.2 Write structures, enumerations, and classes. 2.3 Use data types, conditional statements, loops and string interpolation. 2.4 Work with arrays and dictionaries. 2.5 Discover advanced Swift topics (mutability, immutability, optionals, selectors, subclassing). 2.6 Analyze and improve code quality.	Course Outcome 3	Learning Objectives for Course Outcome 3	Views, the view hierarchy, view controllers and navigation.	3.1 Understand the view architecture. 3.2 Use view controllers to create and manage views. 3.3 Explain the auto layout system. 3.4 Use constraints to drive visual changes across different device sizes. 3.5 Demonstrate views and view management programmatically. 3.6 Describe how navigation controllers manage a controller
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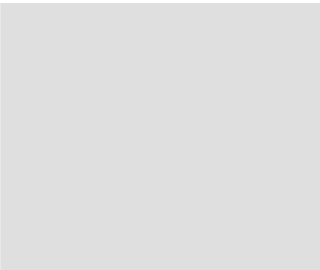


	hierarchy. 3.7 Discover how to use segues to manage controller relationships. 3.8 Experiment with stack views, table views, and table view controllers
Course Outcome 4	Learning Objectives for Course Outcome 4
Interacting with the user, the user experience and debugging.	4.1 Understand how to design for user input. 4.2 Use delegation to respond to text changes. 4.3 Explore how localization and internationalization prepares for a global audience. 4.4 Apply various methods of debugging.
Course Outcome 5	Learning Objectives for Course Outcome 5
Error handling, data persistence, application states and state transitions.	5.1 Construct file URLs to read and write to the file system. 5.2 Explore CoreData and how it handles data storage. 5.3 Understand what you can do during, and how to handle, application state changes. 5.4 Use error handling to create a robust app.
Course Outcome 6	Learning Objectives for Course Outcome 6
Animations and hardware.	6.1 Implement basic animations and respond to animation completion. 6.2 Use timing functions to create different animations. 6.3 Describe what closures are. 6.4 Understand the role constraints play in animation. 6.5 Explore how to interact with the camera. 6.6 Use an image store to handle the storage of images.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight	Course Outcome Assessed
Lab 1	3%	1
Lab 10	3%	6
Lab 2	3%	2
Lab 3	3%	3
Lab 4	3%	3
Lab 5	3%	4
Lab 6	3%	4
Lab 7	3%	3
Lab 8	3%	5
Lab 9	3%	5
Quiz 1	2%	1
Quiz 10	2%	6
Quiz 2	2%	2
Quiz 3	2%	3
Quiz 4	2%	4
Quiz 5	2%	3

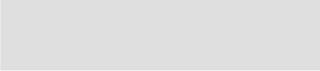




Quiz 6	2%	4
Quiz 7	2%	4
Quiz 8	2%	5
Quiz 9	2%	5
Test 1	15%	1,2,3
Test 2	15%	4,5,6
Test 3	20%	1,2,3,4,5,6

Date:

September 4, 2018



Please refer to the course outline addendum on the Learning Management System for further information.

