

WDIM 458: Developing for Mobile Devices
Syllabus: Fall Semester 2009

This schedule is tentative. The instructor reserves the right to make changes as necessary. All changes will be announced in class. Readings will be assigned for classes and be communicated via the course site.

Classes will be a combination of topic walkthrough with labs based on resources, homework review, and project lab time.

Week	Dates	Topic
1	Sep. 10	Intro to Mobile Development and the iPhone Platform Challenges and concerns Web versus SDK apps Sdk 3.0 Iphone App Store Developer Program Iphone Application landscape iPhone Development Tools Hello World Objective-C Part 1
2	Sep. 17	Objective-C Part 2 Model view controller View Controllers Outlets and Actions Delegates Controls Part 1
3	Sep. 24	Controls Part 2 Localization
4	Oct. 1	Autorotation & Autosizing <i>Guest Speaker: iPhone Design Practices</i> <i>Greg Raiz, Raizlabs, Inc.</i>
5	Oct. 8	Multiview Applications Tab Bars Group Project work
6	Oct. 15	Pickers Dependent Components Table Views Part 1 Course Project Layouts Due
7	Oct. 22	Table Views Part 2
8	Oct. 29	Topics:

		<p>App Settings Android and RIM Comparison</p> <p>Guest Speaker: Hands on code Jeremy Millers, remote</p> <p>Midterm Exam</p>
9	Nov. 5	<p>Data Persistence</p> <ul style="list-style-type: none"> • Property Lists • Archiving • SQLite • Core Data <p>Course Project Code Checkpoint</p>
10	Nov. 12	<p>Guest Speaker: Integrating with the acrossair AR browser Chetan Damani, AcrossAir (via webex)</p> <p>Data Persistence Review</p> <p>Drawing</p> <ul style="list-style-type: none"> • Quartz • OpenGL <p>Enhanced Interaction – Taps, Touches, Gestures</p>
11	Nov. 19	<p>Application Debugging and Tuning Camera and Photos</p>
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12	Dec. 3	<p>Media Player Framework Core Location</p>
13	Dec. 10	<p>Group Application Presentations</p> <p>Accelerometer / Compass Other Platforms – Android and Rim</p> <p>Course Projects Due</p>
14	Dec. 17	<p>Communication Techniques:</p> <ul style="list-style-type: none"> • Web Services • Bluetooth <p>Releasing Mobile Apps</p> <ul style="list-style-type: none"> • Packaging your application • iPhone App store

Sources: (Course materials will be supplemented from the following)

- iPhone University – the Apple University Program

For classes, which include guest speakers, it is expected that you will have prepared questions for the speakers on their topic. This interaction will count towards your class participation. Speaker schedules may change throughout the course based on speaker availability.