

NorthWest Arkansas Community College  
Business & Computer Information Systems Division  
**Computer Information Department Course Outline**

**PROG 2503 iOS App Development (S)**

***Catalog Description***

The student will gain basic knowledge and skills in the development of applications (apps) for devices equipped with Apple's iOS operating system, including iPhones, iPod Touch's, and iPads. Specific areas of emphasis will include familiarity with Apple's XCode development system, basic proficiency in Apple's preferred programming language, design and development of simple apps, and testing apps with both the iPhone/iPad simulator and with Apple iOS hardware. The student will gain experience with the iOS development tools, interaction with the user, presentation of multimedia content, and accessing websites. All students will participate in Apple's iOS University Developer Program for the duration of this course. (Outside lab time will be required.)

***Prerequisites***

PROG 1003-Introduction to Programming Logic

***Credit hours/Contact hours/Load hours***

3/3/3

***Target Audience/Transferability***

This course is for students seeking training and experience in programming mobile devices that use Apple's iOS operating system, and is applicable to students seeking self-improvement or an AAS Degree in Computer Information.

***Student Learning Outcomes***

The students completing this course will:

- Gain proficiency in the use of Apple's XCode development system
- Gain basic proficiency in Apple's preferred programming language
- Be able to design and develop basic iOS apps
- Be able to build effective user interfaces using event-driven programming techniques
- Be able to display multimedia content
- Be able to access websites
- Be able to access data from a few of a mobile device's sensors
- Be able to test apps with the iPhone/iPad simulator and with Apple iOS hardware

***Topics***

- XCode development system
- Apple's preferred programming language
- iOS graphical user interface controls
- Multimedia techniques
- Accessing websites
- Accessing device sensors
- Testing iOS apps with the iPhone/iPad simulator and with Apple iOS hardware
- Publication options for iOS apps

***Forms of Assessment***

Chapter quizzes or programs  
Programming projects  
Formal writing project