Welcome to CIS 204 – iOS Development II

Spring 2020: CRN 34331

Welcome to the iOS II course in our CIS (Computer Science) program at Cuesta College. My name is Randy Scovil, and I will be your instructor in the upcoming online section. This letter is to inform you of some important details prior to the start of the class. Please read this document carefully!!

Instructor Contact Info:
Instructor: Randy Scovil
Email: rscovil@cuesta.edu, M-F
Office: SLO Campus, Room 4312, Business Education Building
Phone: (805) 546-3100 x2696
Office Hours: Listed on the current syllabus. There will be some hours in the Open Lab, some in my office, and some that will be online.

Workload:
Materials will be available on Canvas beginning the first day of the course. Begin reviewing the syllabus and other materials/assignments as soon as possible as there will likely be work due during the first week.

You can ask questions via Canvas as well as during office hours (on-campus and online).

Please be prepared to spend 9-12 hours a week on this course, though many of you will spend more time, often voluntarily. That time will likely include:
- Doing the assigned reading, reviewing sections as needed
- Watching videos of lecture and other material
- Working on labs and assignments as assigned
- Online quizzes
- Other online activities as assigned

You will receive an email no later than the first day of the course providing you with log in procedures for Canvas, the learning management system (LMS) used to deliver course content. Once logged into Canvas you can begin reviewing the class material and get started for the course.

You are encouraged to get familiar with Canvas before the semester starts in order to make the start of the course as smooth as possible.

Required Class Meetings:
As a fully online course, there are no required meetings. However you are encouraged to make use of the on-campus lab and office hours at your convenience.
**Minimum Computer Requirements:**
iOS development has very specific requirements for writing apps. You need to have access to a computer running Mac OS X (10.14, "Mojave" or higher recommended) and Xcode (version 10.3 or later with Swift 5 recommended).

We have Mac Minis with this configuration available for your use in the Open Computer Lab (3200) on the SLO campus. Check the Cuesta Library website for available hours.

It is strongly recommended that you obtain a flash or other external drive to store your work. You should also investigate another location (e.g. cloud storage, or even email in a pinch) to save an additional copy of your files in case of mishap.

You must have access to a computer, an email account, and a reliable Internet connection. You must have a backup plan in case your internet provider or computer goes down. All of your course work will be sent to me via Canvas. It is essential that you understand the basic concepts of email; web navigation; computer security including firewalls, cookies, trusted sites; and online communication to succeed in this course.

**NOT Required But Potentially Desirable Based On Your Goals:**
* An iOS device capable of running iOS 11 or higher. This is helpful for thorough testing of your apps prior to release, but it is not a requirement for the course. You can run apps in the iOS Simulator from Xcode and still complete all of the course requirements.
* A paid Apple Developer Account. A free account will be sufficient for accessing materials related to the course. However, in order to release apps in the App Store and do extensive testing, a paid account is required.

Cuesta has been a member of Apple’s IOS Developer University Program for several years. This allows you to test apps on your own device (which is available to everyone via Xcode) and on the devices of anyone else in that school’s program. This means you can enlist other students in the course to test each other’s apps without any of you purchasing a paid account.

**Course Description and Objectives:**
Provides the basics in mobile development for the iOS (iPhone, iPad, iPod, etc) platform. Covers the fundamentals of iOS development, standard development tools and resources, and an introduction to the Swift language.

Upon completion of this course, the student should be able to:
1. Develop iOS applications "apps" of significant complexity.
2. Utilize intermediate principles and syntax of the Swift programming language.
3. Demonstrate intermediate proficiency in development tools common to iOS Development.
You will learn how to use (and navigate) the iOS SDK and its most common elements. You will concurrently learn both the Swift and Objective-C languages in order to customize your apps.
Prerequisites:
This course has CIS 203 (iOS Development I) as a prerequisite. While it is possible to succeed in the course without that prerequisite, there will be a lot of work early on in order to get up to speed. This course attracts a wide range of backgrounds but there will be plenty to keep everyone challenged into the foreseeable future.

Is this the right course for you?
CIS 204 is a course that many find very enjoyable despite (or because of) the challenging nature of the material. Taking such a course online adds additional challenges and requires a good measure of self-discipline in order to keep up with the course.

iOS is a continuously evolving area within a continuously evolving field (computer science) so there is always something new to learn. Please be prepared to spend an amount of time commensurate with a traditional lecture course for reading, reviewing the course presentations, and doing assigned class work. The further we go in the class the more independent reading that you will need to do in service of your course project (which will be mutually determined by the two of us.) There will often be issues that will take a lot longer to solve than it might initially seem.

Or put another way: “Get ahead, stay ahead.” The course will start gradually and give you an opportunity to get ahead. That way if you become ill or have a personal matter to attend to you won’t be behind.

It is vital that you check in to the course site daily for updates. Some labs and quizzes have a narrow window so get into a rhythm of checking in daily so that you plan and use your time in an optimal fashion.

Book Requirements:
Finding good books on native mobile development, especially for iOS, can be a bit challenging. These books can also have a limited shelf life given the frequent updates inherent to a mobile platform.

I am in the process of evaluating books that are currently available as well as others that have yet to be released (but allegedly will before the start of the course). In order to make the best choice and get you the best value for your dollar, I am deferring the final decision on the book until the summer. Once a decision is made the book information will be provided here in an updated version of this letter.

There are also a variety of free online resources made available by Apple that you will be able to use for the course.
Accomodations:
This course is designed using an accessible Learning Management System, and course materials have been created with ADA compliance in mind. If you have a disability and might need accommodations in this class such as extended time on exams or other resources. Please contact the instructor as soon as possible so that you can receive appropriate accommodations in a timely manner. You should also contact DSPS (Disabled Student Programs & Services) for more information.

Academic Honesty Policy:
Please review here. There will be other guidelines specific to the course listed in the syllabus.