

MTD367 iOS Application Development

Level: 3

Credit Units: 5 Credit Units

Language: ENGLISH

Presentation Pattern: EVERY JULY

Synopsis:

MTD367 iOS Application Development aims to equip students with the ability to create mobile applications through the use of Xcode, a programming tool that is used for the development of native iOS applications. It covers concepts governing iOS developments as well as mobile fundamentals such as UI/UX design. Through using the Swift programming language, a modern programming language introduced by Apple in 2014, the students learn to develop applications that can run on iOS devices.

Topics:

- Swift Programming Language
- Tools used for iOS Development
- Fundamentals of Mobile Application Development
- Basic UIKit Framework
- Advanced UIKit Framework
- Storyboards
- AVFoundation
- Animations
- Table View Controllers
- Events
- Accessing Photo Library
- iOS Applications

Learning Outcome:

- Analyse basic programming techniques and concepts related to iOS development through the Swift Programming Language.
- Apply the fundamentals of UI/UX (User Interface/User Experience) design for mobile devices and understand their importance.
- Examine Xcode, the integrated development environment for iOS, and learning how to use it to create iOS applications.
- Evaluate how the use of basic events such as touch and gesture recognisers can be integrated into the development of iOS applications.
- Experiment with frameworks present in the SDK (Software Development Kit) to design applications.
- Design and create an application from scratch that can run on iOS devices.

Assessment Strategies (Evening Class):

Components	Description	Weightage Allocation (%)
Overall Continuous Assessment	TUTOR-MARKED ASSIGNMENT 1	15

Overall Continuous Assessment	TUTOR-MARKED ASSIGNMENT 2	15
Overall Examinable Components	ECA	70
Total		100