IOS PROGRAMMING — ISTC 2500

A. Course Description

- Credits: 2.00
- Lecture Hours/Week: 1.00
- Lab Hours/Week: 1.00
- OJT Hours/Week: 0
- Prerequisites:
  - ISTC 1300: Introduction to Programming
- Corequisites: None
- MnTC Goals: None

This course introduces students to iOS application development, including topics such as Objective-C, Swift, XCode and modern iOS user interface development. Students will create multiple mobile applications. Prerequisites: ISTC1300 Introduction to Programming or equivalent programming experience.

B. Course Effective Dates: 1/12/15 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. Create effective user interfaces
2. Develop using of iOS programming language functions
3. Implement data persistence
4. Understand the iOS environment
5. Understand use of iOS programming language decision structures
6. Understand use of iOS programming language loop structures
7. Understand use of iOS programming language variables
8. Work with delegates
9. Work with protocols
10. Work with the iOS SDK
11. Work with the iOS foundation framework
12. Work with view controllers
E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment
   As noted on course syllabus

G. Special Information
   None noted