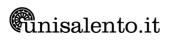
## **DIGITAL HUMANITIES (LM70)**

(Università degli Studi)

Teaching MOBILE APPLICATIONS DEVELOPMENT		Teaching in italian MOBILE APPLICATIONS DEVELOPMENT	Course year 1
		Teaching MOBILE APPLICATIONS DEVELOPMENT SSD code ING-INF/05	Language INGLESE Curriculum COMUNE/GENERICO
		Course type Laurea Magistrale	Location
		<b>Credits</b> 6.0	Semester Primo-Semestre
		<b>Teaching hours</b> Ore-Attivita-frontale: 42.0	Exam type Orale
		For enrolled in 2021/2022	Assessment Voto-Finale
	Taught in 2021/2022	<b>Course timetable</b> https://easyroom.unisalento.it/Orario	
BRIEF COURSE DESCRIPTION	The course covers all of the fundamental aspects related to the development of a mobile application using Apple iOS. Meant for students without previous programming experience, the course starts covering the new programming language Swift, using the integrated development environment Xcode. After introducing the Swift programming language and the use of Xcode to develop a simple application, the students will create a basic prototype application, and, gradually they will implement the application by adding new features until they implement a real, usable application.		
REQUIREMENTS	There are no prerequisites; indeed, the course is meant for students without previous programming experience.		
COURSE AIMS	The course aims to provide students with the skills required to develop a mobile application using Apple iOS. Therefore, at the end of this course the students will know:		
	<ul><li>The integra</li><li>The fundar</li></ul>	umming language Swift; ated development environment Xcode; mental iOS frameworks and their related A	
	Moreover, at the end of this course the students will acquire the following expertise and technical capabilities:		

- Develop, starting from an initial project idea, a mobile application using Apple iOS;
- Problem solving;
- Reading technical documentation;
- Team working.



TEACHING METHODOLOGY	– Classroom lectures; – Laboratory exercises; – Team work.			
	The course is based on classroom lectures and laboratory exercises (for a total of 42 hours), in which the students are directly involved. Moreover, there will be some team work assigned, in order for the students to solve exercises and small homework projects. Attending the lectures is strongly advised, since the course is mainly based on the hands on approach.			
	The lectures can be also given through the platform Microsft Teams at the following link: https://teams.microsoft.com/l/team/19%3ab79bb99079484236b17f116d3fe160c6%40thread.tac v2/conversations?groupId=1cf8388e-bc1c-4c54-9750-c462ba328895&tenantId=8d49eb30- 429e-4944-8349-dee009bdd7da			
ASSESSMENT TYPE	Students will be evaluated through an oral exam. The students will be required to discuss a project assigned to them. The exam will evaluate how much the students have reached the following didactic aims:			
	<ul> <li>Knowledge of the Swift programming language;</li> </ul>			
	<ul> <li>Ability to design and implement a mobile application using Apple iOS.</li> </ul>			
	Evaluation will take into account the assigned project, the exposition, the formal correctness and			
	the ability to argue and support the student's theses.			
ASSESSMENT SESSIONS	The exam sessions are available through this link: exam sessions			
FULL SYLLABUS	Swift Playgrounds			
	Build First App			
	Introduction to Auto Layout			
	Designing UI Using StackViews			
	Introduction to Prototyping			
	Creating a SimpleTable-based App			
	Using UI AlertController			
	Introduction to NavigationController and Segue			
	Introductionto Object-Oriented Programming			
	Self Sizing Cells and Dynamic Type Working with Maps			
	Introduction to StaticTableViews, UIImagePickerController and NSLayoutConstraint			
	Working with CoreData			
REFERENCE TEXT BOOKS	Textbook:			
	Simon Ng, Beginning iOS 10 Programming with Swift. AppCoda			
	http://www.appcoda.com/swift/			
	Additional, useful references:			
	The Swift Programming Language. Apple Inc. Simon Ng, Intermediate Swift and iOS 10 Programming. AppCoda			
	http://www.appcoda.com/intermediate-swift-programming-book/			
	http://www.appeoda.com/intermediate_swire_programming_book/			

