



COURSE DESCRIPTION CARD - SYLLABUS

Course name

Programming of Mobile Terminals in IOS [S1EIT1E>PTMW]

Course

Field of study

Electronics and Telecommunications

Year/Semester

4/7

Area of study (specialization)

–

Profile of study

general academic

Level of study

first-cycle

Course offered in

english

Form of study

full-time

Requirements

elective

Number of hours

Lecture

15

Laboratory classes

30

Other (e.g. online)

0

Tutorials

0

Projects/seminars

0

Number of credit points

3,00

Coordinators

dr inż. Paweł Sroka
pawel.sroka@put.poznan.pl

Lecturers

Prerequisites

Student starting this course should have grounded knowledge in computer science and programming, knows the syntax of various programming languages such as: C++ or C# or Matlab, and should know the rules of preparation of a computer programme. Moreover, students should know the fundamentals of the functioning of the operating systems and databases, as well as have understanding of the architecture and operation of programmable chips. Furthermore, students should be able to implement algorithms using selected programming languages and be able to find the required information using different sources. Finally, they should be also aware of their limitations and skills and the need to continue their education, as well as the need for professional treatment of the problems and their responsibility for developed solutions.

Course objective

The main goal of the course is to develop student's skills in programming of mobile terminals focusing on the devices working with iOS operating system. After completing the course students will be able to implement their own application, test it and they will know how to release it for the Internet market. Students will also know how to find the tools and add-ons that can be used to provide extended functionality of the developed applications.

Course-related learning outcomes

Knowledge:

1. Possesses ground knowledge in the area of programming of mobile terminals.
2. Possesses knowledge about the possibilities of usage of various modules and resources available in nowadays mobile devices.
3. Knows how to use the additional tools and libraries to extend the functionality of the implemented application.

Skills:

1. Possesses the skills of using various resources available in Internet.
2. Is able to prepare the complete application together with the required documentation.

Social competences:

1. Is aware of his/her knowledge and skills limitations; understands the need of further study.
2. Is aware of the need for professional treatment of the problems to be solved.
3. Is aware of his/her responsibilities for the developed systems and applications.

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Learning outcomes presented above are verified as follows:

The knowledge acquired in the lectures is verified in form of a written or oral exam. The written exam comprises 6-10 questions that are graded (with points) differently. The written exam is passed if at least 45% of the total score is obtained. The oral exam relies on student's answer to at least three questions about topics indicated to students during the lectures, with the evaluation taking into account the overall understanding of the problem and the completeness of the answer. The oral exam is passed if more than 50% of the answers are evaluated as sufficient.

The abilities acquired during the laboratories are verified with 4-7 exercises covering the topics introduced during lectures. Each exercise is based on implementation of application and its certain features and might be graded differently (with points) depending on the difficulty and the required work effort. The evaluation is performed based on the written report describing the implemented application and the observed involvement of the student into work. The final grade depends on the number of collected points, with a positive result achieved if at least 50% of the maximum number of points is obtained.

Programme content

Lectures comprise the following topics:

- Introduction to programming for iOS devices and to Swift programming language.
- View Controllers in iOS application - their role, types and lifecycle.
- Building of user interface for iOS application. Creating adaptive layout. Handling gestures.
- Persistent data storage on an iOS device.
- Notifications and their role in application.
- Multithreading in iOS.
- Additional features of iOS applications: obtaining location information, using maps, publishing application.

In the laboratories the following topics are taught:

- Creating of a simple application with basic user interface.
- Introduction to graphics.
- Implementation of a multi-page application.
- Persistent data storage.
- Implementation of adaptive layout and gestures.
- Testing of iOS applications: unit and UI tests.
- Use of maps and location tracking in application.
- Scheduling and handling notifications.

Teaching methods

Lecture: multimedia presentation.

Laboratories: laboratory exercises - students develop iOS applications with specific features on Mac computers equipped with iOS device simulator.

Bibliography

Basic

E. Łukasik, M. Skublewska-Paszkowska, "iOS Application Development", Polish Information Processing Society, 2016

Additional

N.Smyth, "iOS 10 App Development Essentials", CreateSpace Independent Publishing Platform, 2016

<https://developer.apple.com>

<https://www.appcoda.com/>

<https://www.raywenderlich.com/>

Breakdown of average student's workload

	Hours	ECTS
Total workload	0	0,00
Classes requiring direct contact with the teacher	0	0,00
Student's own work (literature studies, preparation for laboratory classes/ tutorials, preparation for tests/exam, project preparation)	0	0,00