CIS 321 iPhone Programming: Swift

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Introduction to programming the iPhone or iPad. Introduction to programming concepts, variables, assignments, selection, repetition, functions, object-oriented classes with their outlets and actions, Swift syntax, CocoaTouch environment, XCode IDE and the iPhone SDK to write original GUI programs for the iPhone, iPod Touch or iPad. Grade Option (Letter Grade or Pass/No Pass). Degree Credit.

Units: 3

Hours/semester: 48-54 Lecture; 96-108 Homework

Recommended: Eligibility for ENGL 100, CIS 118, and CIS 250 or CIS 284, or previous experience in object-oriented programming.

Transfer Credit: CSU, UC