

# CS-50 Seminar: iOS Study Checklist

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# Agenda

- Unique Mobile App Design Considerations
- iOS Development Environment
- Key Coding Concepts
- Where to Find More Information

# Design Considerations (Some)

- Mobility, Context, Proximity
- Device capabilities
- Navigation and usability
- Local vs. remote data

# iOS Development Environment

- Intel-based Mac running Mac OS 10.6.6+
- Xcode and Simulators (iPad and iPhone)
- iOS Devices / Code Signing
  - iOS Developer Portal
    - <http://developer.apple.com/devcenter/ios/index.action>
  - iTunes Connect
    - <https://itunesconnect.apple.com/WebObjects/iTunesConnect.woa>
  - University Developer Program
    - [https://manual.cs50.net/iOS\\_University\\_Program](https://manual.cs50.net/iOS_University_Program)

# Coding Concepts (Some)

- Objective-C
- Classes and objects
- Variables and methods
- Delegation
- Memory management

# View Concepts (Some)

- UIView, UITableView, UIWebView
- XIB (xml interface builder)
- View Elements
- Events and Outlets
- View Controller

# Data (Some)

- XML
- Core Data

# iOS Project Base Elements

- main.m
- AppDelegate
- MainWindow.xib
- info.plist
- Frameworks



# More Information

- [www.stackoverflow.com](http://www.stackoverflow.com)
- [www.cs76.net](http://www.cs76.net)
- etc. etc. etc.