

# CISM270 : iPhone Programming

This course is an introduction to writing object-oriented applications for the iPhone, iPod touch and iPad using the iOS SDK, Swift programming language and Cocoa Touch frameworks. Topics will include iPhone development tools and fundamentals, user interface design, how to submit applications to the App Store and applications business issues. An iPhone, iPod touch or iPad are not required for coursework completion. Students will be able to build and test applications on Intel-based Mac computers using a free compiler and simulator.

**Credits** 4

**Lecture Hours** 4

**Lab/Clinical/Field Study Hours** 0

**Prerequisites**

CISM135 or CISM154 or permission of instructor.

**Semester Offered**

Spring