

Course title: Practicum in iOS Programming
Course code: 63054
ECTS credits: 3
Requirements: None
Basic information
Level of studies: Undergraduate applied studies
Year of study: 3
Trimester: 9
Goal: Students acquire fundamental and advanced iOS application development skills with object-oriented language Swift.
Outcome: The student is trained for iOS application development using object-oriented language Swift, advanced techniques and Swift language libraries designed to support the different types of user interfaces. The student can successfully apply Swift libraries and templates, JavaScript libraries in iOS application development using Xcode.
Contents of the course
Theoretical instruction
1.
Practical instruction (Problem solving sessions/Lab work/Practical training)
1. iOS Developer Project - Advance user interface design for iOS applications using Swift and Xcode
2. iOS Developer Project - iOS application using JSON
3. iOS Developer Project - iOS application using Firebase
4. iOS Developer Project - Advance techniques: WEB services, Collection Views, Core Data, Core Data Relationships
Textbooks and References
1. M. Neuburgi, "OS 10 Programming Fundamentals with Swift, Xcode, and Cocoa Basics", 3rd Edition, Published by O'Reilly Media, Inc.,2016.
2. A. Hillegass,"Objective C Programming The Big Nerd Ranch Guide", 2nd Edition, Published by Big Nerd Ranch Guides, 2013.

Number of active classes (weekly)
Lectures: 0
Practical classes: 3
Other types of classes: 0
Grading (maximum number of points: 100)
Pre-exam obligations: Points
Activities during lectures:
Activities on practical exercises: 30
Seminary work:
Colloquium: 0
Final exam: Points
Written exam: 70
Oral exam:
Lecturer
Goran Zajić, PhD
Associate