

Contact Information

Instructor's Name Rick Zaccone
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Office Hours Monday, Friday 10:00–11:00

Text

iPhone SDK Development, Bill Dudney and Chris Adamson, The Pragmatic Bookshelf, 2009, ISBN: 978-1-93435-625-8.

This book will be available in print in September 2009. Meanwhile, you can get a beta eBook combination or just a beta eBook from <http://www.pragprog.com/titles/amiphd/iphone-sdk-development>.

Objective

In this course you will learn about software design and software process. You will learn the skills necessary to design and build a large software project. We will explore Extreme Programming and other software engineering concepts and we will use the iPhone/iPod Touch as our programming platform.

Structure of the Course

This is a project based course. You will develop a large piece of software using the software engineering principals you have learned in class.

Grades

The course grade will be distributed as follows:

presentations	30%
quizzes	35%
homework	30%
attendance	5%
Total	100%

Course Materials

You will find all handouts for the course on <http://www.eg.bucknell.edu/~cs379/>.