

CSCI 379: Software Design
Bucknell University
Computer Science Department
<http://www.eg.bucknell.edu/~cs379>

Homework 5

Table of Contents

- 1. Description**
- 2. Watch Video**
- 3. Review Other Applications**
- 4. Produce a Preliminary Design**
- 5. What to Submit**

1. Description

This semester we will produce an iPhone application that will help people learn about Bucknell. In this assignment you will create some high level designs for the application.

2. Watch Video

Watch the Stanford video titled “How to Build an iPhone App that Doesn’t Suck (In 10 Easy Steps)”. The video has lots of good advice on how to design a good application.

3. Review Other Applications

Several universities have applications similar to what we have discussed. Take a look at what’s in these applications and try to get some ideas. All of these applications have been produced by a company named **MobileEdu**.

- **iStanford** (You can find videos that demo iStanford on YouTube. Just search for iStanford.)
- **DukeMobile**
- **TAMUMobile**
- **UC San Diego** web page: `<http://iphone.ucsd.edu/>`
- **MySDMMobile** web page: `<http://my.sandiego.edu/mobile/>`
- **MDG Mobile**, Medical College of Georgia, web page: `<http://www.mcg.edu/mobile/>`

- [University of Washington](#)

You can find even more at the App Store, but this list should give you a good idea of what's available. You will also notice that the applications are very similar. They are almost certainly being produced from a template.

4. Produce a Preliminary Design

As you saw in the Stanford video, OmniGraffle has some very useful stencils that you can use to design iPhone applications. These stencils are available for free from [Graffletopia](#). (From within OmniGraffle, you can get to Graffletopia by selecting **Help** → **Graffletopia**.) You will find a list of all stencils related to the iPhone [here](#). Be sure to take a look at the [Ultimate iPhone Stencil](#).

Use these stencils to design the first screen that will appear when someone opens the application. You should also design opening screens for three of the modules that will appear within the application. Try to follow the guidelines outlined in the Stanford video. Make your design simple yet appealing.

You should also create a *plain text* file (no Word please!) containing the following information.

- Who should be the target audience for the application? Current members of the university community? Visitors to campus? Current members and visitors? Other?
- List the modules that should be present within the application, in case they don't all fit on the opening screen.

- List at least two modules that you would like to work on. Please order your preferences.
- List three people that you would like to work with. Please order your preferences. Is there anyone that you would prefer *not* to work with? I will keep your answers confidential.

Try to think outside the box. Use the other applications for ideas, but don't be constrained by what's there. If you have a better idea for doing something, let's hear about it!

5. What to Submit

Put everything in a directory called `hw5`. Using Terminal, import your directory into Subversion using the following command, replacing my login ID with yours.

```
svn import -m "initial import" hw5 \  
https://svn.eg.bucknell.edu/csci379/f09/zaccone/hw5
```

If you omit the backslash you can type all of this on one line.

If you want to edit your submission, first check it out from Subversion so that you have a working copy. (Apparently, the need to do this isn't peculiar to Xcode.)

```
svn co https://svn.eg.bucknell.edu/csci379/f09/zaccone/hw5
```

From within your `hw5` directory, you can commit changes with the following command.

```
svn ci -m "change log"
```

Of course, you would replace “change log” with something meaningful!