

# Developing iOS Applications Using Swift

Swift is a robust and intuitive programming language created by Apple for building apps for iOS, Mac, Apple TV, and Apple Watch. It's designed to give developers more freedom than ever. Swift is easy to use and open-source, so anyone with an idea can create something incredible. This course will give participants an introduction to app development on Apple platforms with a focus on mobile. Participants will learn about Swift, Xcode, and various technologies that enable developers to solve problems with apps that truly enrich people's lives.

- Overview of App Development on Apple Platforms
- Meet the Swift programming language
- Meet Xcode - The powerful IDE to build apps
- Use Xcode Playgrounds to learn concepts and play with ideas
- Build iOS apps with multiple technologies
- Learn how to use UIKit to construct and manage UI
- Using a design cycle to turn ideas in apps
- Explore options for deploying your app to the world
- Examine Apple's free resources to continue learning

**48**  
Act 48 Hours

**Dates:**

- October 7 & 14, 2021
- December 8 & 15, 2021
- January 6 & 12, 2022
- February 9 & 16, 2022

**Time:** 8:30 am – 3:30 pm

**Facilitators:** Apple Professional Learning

**Limit:** 20 attendees

**Cost:** \$1,350 per teacher

**Online Registration:** <https://www.mylearningplan.com/WebReg/ActivityProfile.asp?I=3803724&D=10019>

**Requirements:**

- An updated MacBook or iMac (macOS version 11.0 or later)
- Participants are encouraged to join the virtual meeting on a secondary device
- A personal Apple ID and knowledge of the password
- The latest version of the following macOS apps: – Xcode – Keynote

**Contact:**

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