

iOS Praktikum 2015

Info Meeting

January 23, 2015

Creating mobile applications
with the iOS SDK



iOS Praktikum 2015



Course Goal

In this course you develop a mobile application in the context of a larger system architecture. Depending on the project, you work with application servers, smart sensors such as iBeacons, intelligent clothing, wearables like the Apple Watch or micro-controllers such as the Raspberry Pi or the Intel Edison.



Info Meeting
January 23, 3:45 pm s.t.
Lecture Hall 1



You get to know the background, tools and skills required to develop these applications. In particular, you learn Apple's new programming language Swift and key concepts of modeling, usability engineering and continuous delivery.



Kickoff Meeting
April 16, 4:00 pm c.t.
Interims Lecture Hall 1

For this course, industry partners provide real problem statements. You get real team and project experience while using real data and working tightly together with a real client towards a real deadline.



Registration
www1.in.tum.de/ios



- ✓ Real clients
- ✓ Real problems
- ✓ Real data
- ✓ Real teamwork
- ✓ Real projects
- ✓ Real deadlines
- ✓ Real delivery

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Why should you attend?

This is a challenging course!

We have

- Real clients
- Real problems
- Real data
- Real teamwork
- Real projects
- Real deadlines
- Real delivery



What we expect from you



Knowledge in object-oriented programming languages and paradigms
(such as Java, C++, C#, Objective-C, Swift...)



Abilities in UML-Modeling

You understand e.g. Deployment Diagrams and Use Case Diagrams



Team player abilities

Our projects are demanding and require real team work as well as communication with the customer



High motivation

Challenging tasks require attention and commitment beyond a normal lecture

During the course you ...



- ... gain experience in all phases of an agile software development project
 - Analysis, Design, Implementation, Testing, Delivery
 - State of the art tools: JIRA, Confluence, Bamboo, Stash, HockeyApp, ...



- ... develop an iOS application
 - In the context of a larger system architecture
 - Your project can also include: application servers, sensors, wearables, micro-controllers, ...



- ... deliver the application to the customer
 - Continuous Delivery
 - Gather feedback from your customer and end users



- ... improve your soft skills
 - Presentations for all participants and your customer
 - Software Cinema and Software Theater

Important Dates



Customer Acceptance Test Winter Term: After this meeting!

- Final presentations of all projects with live demo and buffet afterwards
- Stay and get an impression of what you will do during the course



Intro Courses: April 8-22 (preliminary)

- 5-day course before the beginning of the Praktikum
- Introduction to Xcode, Swift, Release Management, ...



Kickoff: April 16, 4 p.m., Interims Lecture Hall 1

- Problem statement presentations by the customers
- Planned: 10-12 projects with 7-8 team members

Registration process

- 1 Express your intention by filling out the survey on www1.in.tum.de/ios
Due: **February 3**
- 2 Login to the [matching system of the informatics department](#) and make sure to give the iOS Praktikum your highest priority
Between: **January 30 - February 3**
- 3 The chair will inform you about your participation
Due: **February 12**

Further information

Check our website <http://www1.in.tum.de/ios>

Whats possible in three months?

- Watch the presentations of the Client Acceptance Test right now
- Talk to the participants at the buffet afterwards (approx. 7 p.m.)

For all open questions write an email to ios@in.tum.de

Now: Client Acceptance Test WS 14/15

You are invited to attend as long as you'd like :-)

