

iOS-ABC 2014 Schedule

August 4-8/11-15

Week 1

Monday August 4... *The Big Picture*

09:00–10:00... *Welcome* 10:00–12:00... *Developer Accounts & Device Provisioning* 12:00–01:00... *Lunch (on your own)* 01:00–04:00... *From Xcode to Mobile Device - Introduction to iOS, Xcode, and App Installation*

Tuesday August 5... *From Nothing to Something*

09:00–10:00... *Speaker TBA* 10:00–12:00... *Objective C and MVC* 12:00–01:00... *Lunch (on your own)* 01:00–04:00... *Interface Builder and a Simple App*

Wednesday August 6... *Navigating an App*

09:00–10:00... *Speaker: TBA* 10:00–12:00... *Storyboards, View Controllers, and a Photo App* 12:00–01:00... *Lunch (on your own)* 01:00–04:00... *Frameworks, Social Framework, Gesture Recognizers*

Thursday August 7... *The Nitty-Gritty*

09:00–10:00... *Speaker: TBA* 10:00–12:00... *Core Foundation* 12:00–01:00... *Lunch (on your own)* 01:00–04:00... *Communication*

Friday August 8... *The Circle of Life*

9:00–12:00... *Development Workflow and Project Planning* 12:00–01:00... *Lunch (on your own)* 01:00–04:00... *Team Formation & Project Design*

Week 2

Monday August 11... *Dealing With Data*

09:00–10:00... *Speaker: TBA* 10:00–12:00... *Core Data* 12:00–01:00... *Lunch (on your own)* 01:00–04:00... *Table Views*

Tuesday August 12... *Game On*

09:00–10:00... *Speaker: TBA* 10:00–12:00... *OpenGL and Game Development* 12:00–01:00... *Lunch (on your own)* 01:00–04:00... *OpenGL and Game Development*

Wednesday August 13... *The Fun Stuff*

09:00–10:00... *Speaker: TBA* 10:00–12:00... *Audio, Frameworks, and Services* 12:00–01:00... *Lunch*

(on your own) 01:00–04:00... Project Development

Thursday August 14... Dev Days

09:00–10:00... Speaker: TBA 10:00–12:00... Project Development 12:00–01:00... Lunch (on your own) 01:00–04:00... Project Development

Friday August 15... Presentation of the Apps

09:00–10:00... Speaker: TBA 10:00–12:00... Presentation Preparation 12:00–01:00... Lunch (on your own) 01:00–04:00... Formal Project Presentation & Panel Feedback