Welcome

What is this course about?

Developing applications for iOS (iPhone and iPad mostly, but applicable to Apple Watch/TV too).
Using SwiftUI (which shipped for the first time a few months ago in iOS 13!).
(If you want to learn UIKit (Swift or Objective-C), see previous CS193p iterations on YouTube.)

What will I learn?

Some things will be familiar to you (OOP, C-like programming language, etc.)
But a number of things will likely be very new to some of you …
Swift Programming Language
Functional Programming
“Reactive” User-Interface Development Paradigm (including MVVM)
Object-Oriented Databases
And this is a great place to experience “real life” applications of numerous CS concepts …
CHI, API design, Language Design, Animation, Persistence, Networking, Multi-threading, etc.
Welcome

Coronavirus

Occasionally, Stanford records CS193p to make it available free to the world. Coincidentally (and luckily), this is one of those quarters!
So you will not miss a minute of exciting lecture action!
(Though lectures will be weird for me with no one there.)
Due to potentially huge time-zone differences of students, lectures will not be “live” on line.
The vast majority of two-way interaction in this course has always been via Piazza anyway.
That will continue to be true.
We will certainly miss some things (no questions in lecture, no face-to-face office hours, etc.).
But overall, I expect (hope?) that CS193p will be one of the less-impacted courses.
In any case, we’ll adjust as needed on the fly!
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How does this course work?

- Demos (lots and lots)
- Lecture Slides (for concepts mostly)
- Reading Assignments (to learn Swift; first 3 weeks only)
- Programming Assignments (5 or 6 of them in the first 7 weeks)
- Final Project (last 3 weeks)

Let's get started!

We're going to start by building an application together over the first few weeks
Starting right now ...