**CS 3500: Application Development**

**Assignment: Cocoa Project**

**Requirements**

- Create either a Mac or iOS application of your own design.
  - Use Xcode and either the Cocoa or Cocoa Touch framework to build your application.
  - The technical complexity and required effort should match or exceed that of the previous practice assignment.
  - To receive credit, your application must compile and properly function according to your original design.
  - Your project can be a smaller part of a larger application, but it should be functional and working on its own.
  - Prior to starting, share your application idea and design with the instructor to have it approved.

**Resources**

- Refer to the [Mac developer documentation](#) and [iOS developer documentation](#) as needed when completing your assignment.

**Submission**

- Show your completed assignment to the instructor during class or office hours to receive credit.