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.