iPraktikum

Summer Semester 2020 - Info Meeting



iPraktikum Summer 2020

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, machine learning algorithms, smart sensors, intelligent clothing, wearables like the Apple Watch or micro-controllers.

You get to know the workflows, activities and tools of state-of-theart agile software development from requirements engineering to system delivery. In particular, you learn Apple's programming language Swift, UI frameworks like UIKit and SwiftUI, and Server-Side Swift. In addition, you will gain hands-on knowledge in the fields of system modeling, usability engineering and continuous integration and delivery.

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



Info Meeting
January 30, 4:30 pm
Interim Lecture Hall 1



Registration ase.in.tum.de/ios



Preparation

Intro Course: April 14 - 22 Kickoff: April 22, 4:30 pm



Presentations

Design Review: June 17 Client Acceptance Test: July 22



Why us?



Real clients

Real problems

Real data

Real teamwork

Real projects

Real deadlines

Real delivery

This is a challenging, but rewarding course!

In this course, you will...



... develop a system in a mobile context for the iOS platform Your project can also include application servers, sensors, wearables, microcontrollers, etc.



... gain experience in all parts of an agile software project Planning, Design, Implementation, Testing, Delivery Tooling: JIRA, Confluence, Bitbucket Server, Bamboo, Slack

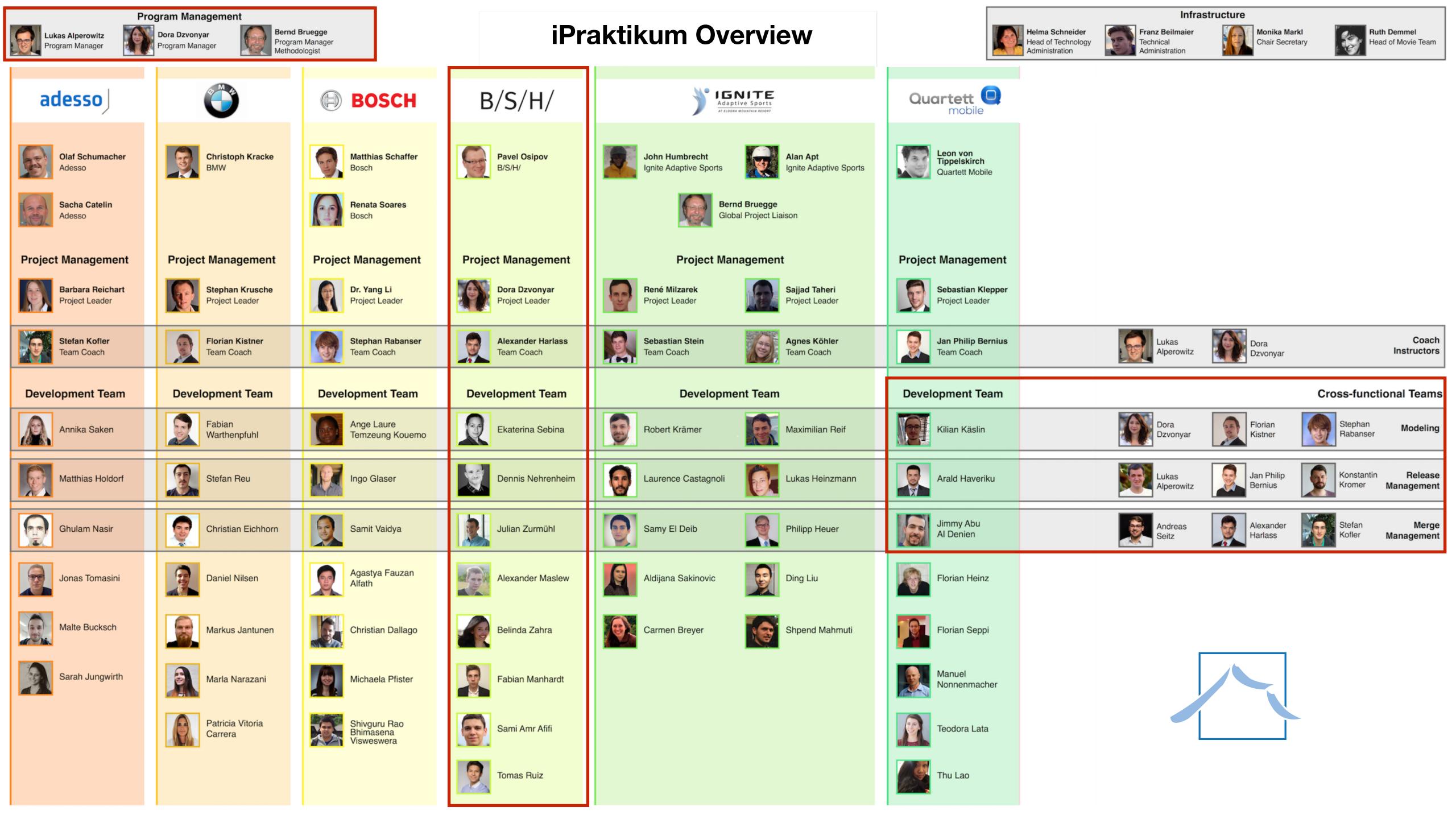


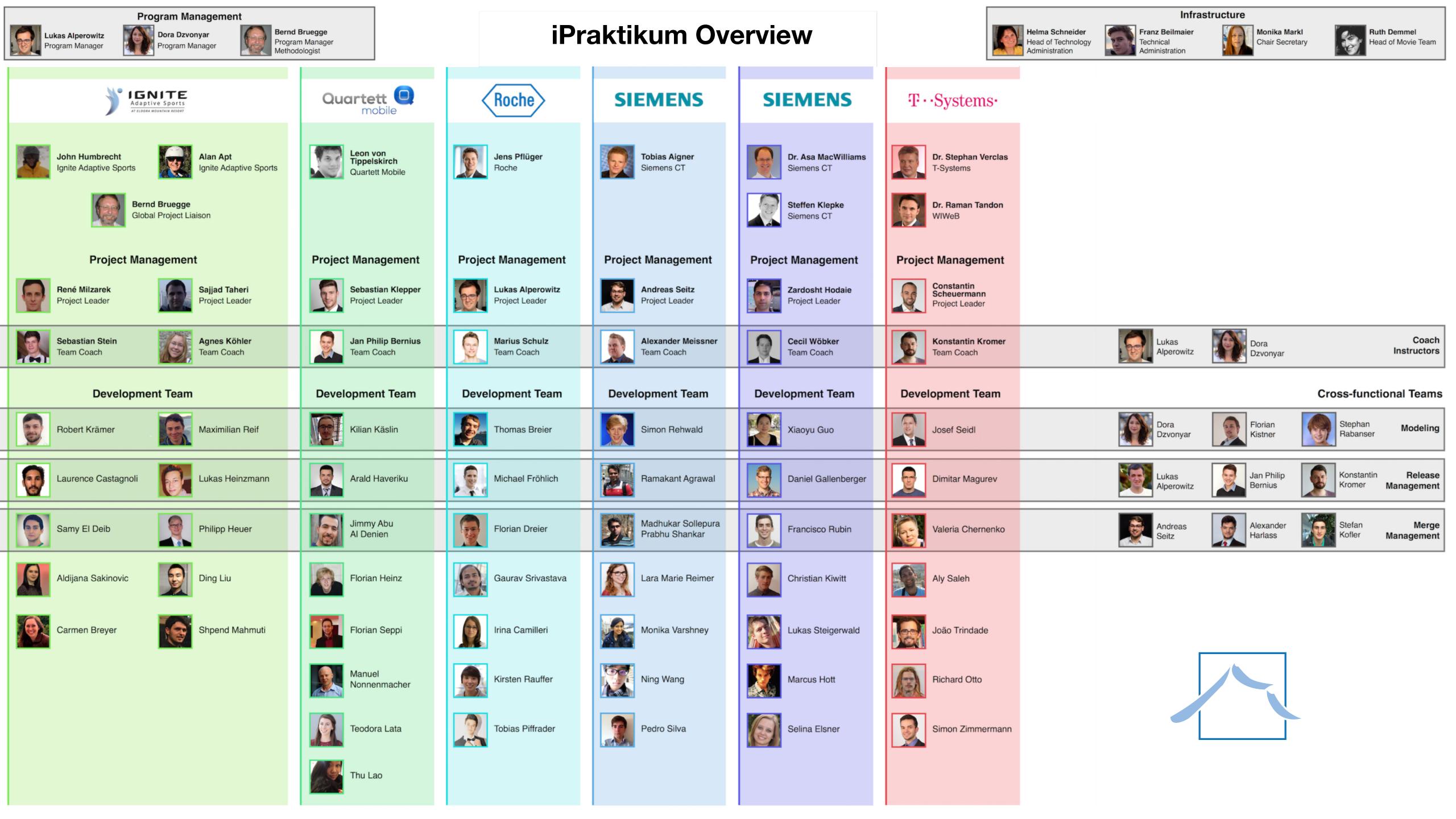
... regularly deliver your apps to the customer and users

Learn about Continuous Delivery and how to understand, prioritize, and implement feedback from customers and end users



... improve your soft skills and learn to talk about your work
Hold presentations in front of all participants and customers
Learn how to tell a story about your project and do an engaging live demo





Our expectations



Knowledge in OO programming languages and paradigmsObjective-C, Swift, Java, C++, C#, ...



Basic skills in Modeling and Software Architecture You understand e.g. UML Class and Component Diagrams



Willingness to work in a team

Real team work as well as communication with the customer.



High motivation and flexibility

Challenging tasks require attention and commitment beyond a normal lecture. This course is worth 10 ECTS, plan your time accordingly.

Important Dates



Final Presentations of this semester: February 6, 4:30pm @ Interim HS1

Client Acceptance Test of all projects with live demo and buffet We also have a livestream: https://livestream.com/ls1intum/1920CAT



Intro Course: April 14-22 (Homework due April 23)

Intensive course before the beginning of the Praktikum Introduction to Xcode, Swift, git...



Kickoff: April 22, 4:30 pm @ MI HS1

All customers present their problems
We plan for 10-12 projects with 6-8 team members

Attendance is mandatory. No excuses.

Please make sure you can attend sessions full time (exception: repeat exams)

Application

1

Express your intention by filling out the form at www1.in.tum.de/ios

Latest: February 12

2

Log in to the <u>matching system of the Informatics</u> department and make sure to give the iPraktikum your priority

Between: February 7 - 12

3

You can check yourself if you have been matched to the course

From: February 20

Impressions











Impressions



Further Information

Check our web site www1.in.tum.de/ios

Get an impression of the projects

- Come to the Client Acceptance test
- Talk to the participants and customers at the buffet afterwards
- Watch the recordings of previous terms: e.g. <u>www1.in.tum.de/ios18</u>

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

