SCIENCES SORBONNE UNIVERSITÉ

Conclusion (about iOS)

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LIP6

As an introduction…

This was a long (but incomplete) visit

- You get a precise idea of the way it works
  - You know how to build an application
  - You can create «professional applications»
    - Some exercices are close
  - You know how to navigate in the «FM»
    - You'll need it (things change so fast)
  - You did practice («flying hours» are important)
    - You should have «reflexes»
  - You are ready (Swift and a bit of Objective-C)

- This is also more general!
  - Event-based programming (more and more common)
  - Mobile device programming (some embedded programming too)
  - Trend concerning recent languages & environment
  - Trend concerning recent frameworks

Remaining items

Dedicated frameworks for iOS

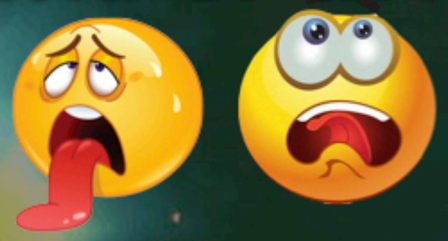
- More on CarPlay

- ApplePay, PhotoKit, HealthKit, HomeKit, CloudKit, Handoff, SceneKit (3D) Metal (advanced graphics)

This evolves every year

- Integration of new features
- In Android too

Is this the end of the Marathon?



Not yet! we are going to Android

- Under the responsibility of Etienne Renault
  - Three weeks
  - Reuse of the iOS concepts when possible
  - Java & Android Studio
- By the way (announced at Google I/O in May 2017)

Kotlin

```
class Greeter(val name: String) {
    fun greet() {
        println("Hello, ${name}")
    }
}

fun main(args: Array<String>) {
    Greeter(args[0]).greet()
}
```

And remember…

iOS evaluation

- Exam (iOS only) 65%
- Practice 10%

Android evaluation

- Project 25%

It was a pleasure

Good luck!

Next time?

Conclusion of the course
(with Etienne)

A last thing…

Do not forget!!!

There are two exercices this last week