

Praktikum Entwicklung von Mediensystemen mit

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Revision Control and Source Code Management

- Git
 - integrated into Xcode
 - Free repositories
 - <http://github.com/> (get a student account for private repos)
 - <https://bitbucket.org/>
- SVN
 - <http://www.rz.uni-kl.de/Dienste/Subversion>

The Server Side

- If you need a Server for your App:
 - use Backend-as-a-Service
 - <https://parse.com/>
 - data in the cloud, user management, etc.
 - well documented, good examples
 - iOS and Android API
 - or write your own server-side code
 - use Python, Ruby, PHP, Java,... + frameworks
 - host on <http://www.heroku.com/> or your server of choice

Assignments

- Concept finalization
- Research and prototype
 - build and evaluate User-Interface-Prototypes
 - get external feedback
 - improve your User-Interface
- Technology evaluation
 - research what APIs, Libraries and Server-functionality you need
 - set up your repository
- Implementation



Outlook

- 18.12.: Present your progress
- Questions?