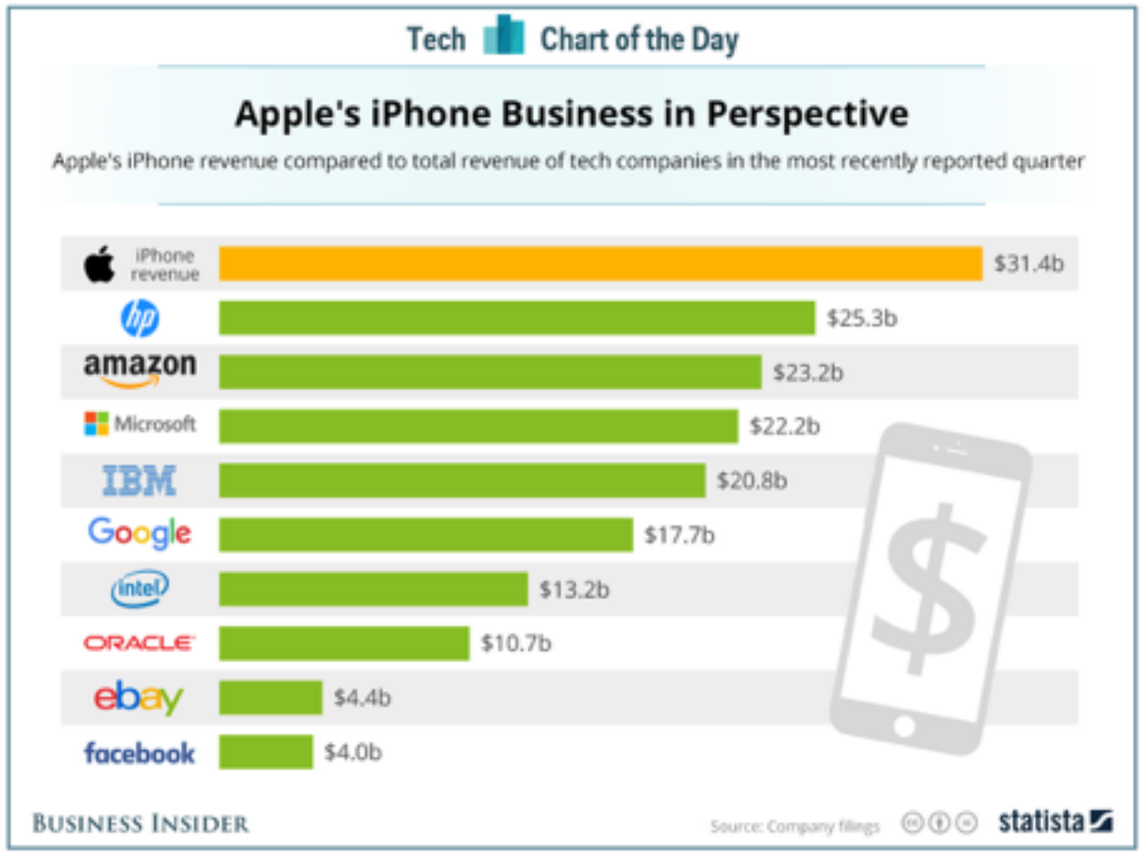
Welcome to CS193W

Apple Watch and TV Programming

The iPhone

- As of March 2015, 700 million iPhones had been sold



http://www.businessinsider.com/apple-iphone-revenue-vs-competitors-total-revenue-2015-9 (Sept 2015)

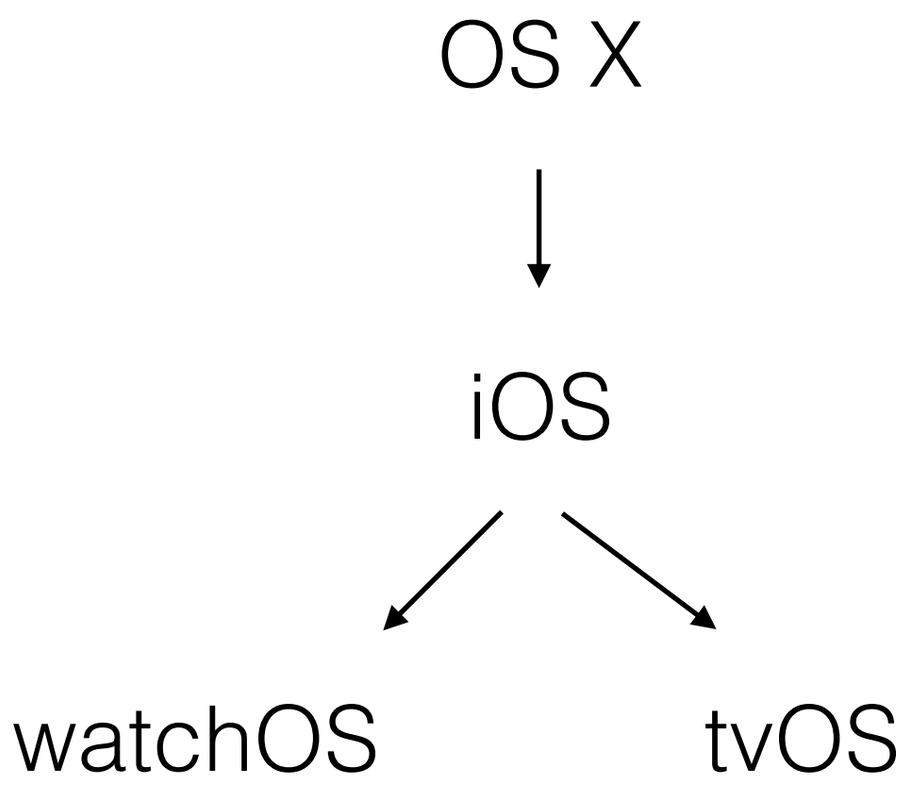
Apps are the new Web sites

- Over 100 **billion** apps have been downloaded
- Great for Apple - third party developers add value to their products, plus Apple gets 30% cut of sales
- Great for Developers - users trust apps bought in the App Store, and payment is handled for them
- Great for Users - apps are sandboxed and safe, and they can discover apps in the App Store

Apple's Product Strategy

- Everything is turning into a computer
- iPod - a computer **music player**
- iPhone - a computer **phone**
- Apple Watch - a computer **watch**
- Apple TV - a computer **TV**
- CarPlay - a computer for the **car**

Apple's Operating Systems



Our focus: Watch and TV

Apple Watch	Apple TV
Apple's "most personal device"	Apple's most communal device
Tied to a particular user	Can be used by different users
Worn on the body	Used from across the room
Moves with the user	Stationary
Tiny screen	Large screen
Often used with no connectivity	Has persistent fast conection
Limited persistent storage	Limited persistent storage

Tentative Schedule

1. Class Overview. Introduction to WatchKit.

2. WatchKit UI.

3. Playing Extended Audio.

4. Glances, Notifications, and Handoff.

5. ClockKit.

6. Watch Connectivity.

7. tvOS Overview. Focus Engine.

8. Game Controllers.

9. TVML.

10. Discussion of apps in the App Store.

Requirements

1. CS193P is a *strong* prerequisite to this course.
2. You will need a Mac running OS X 10.11 with the latest version of XCode. You do not need any other Apple devices, although they are nice to have!
3. You can code in Objective C or Swift.

Grading

- You are welcome to take this class for credit or pass/fail.

- There are 10 weeks, and thus 10 assignments. Each assignment is worth 10 points.

- Each assignment is given out the day of class and is due the following week before the next class.

- You get 3 late days, which grant you a 24-hour extension. Late assignments lose 1 point each day they are late.

Grading

- Assignments are *self-graded.* I will hand out grading criteria with each assignment.

- Grading is as simple as checking the boxes ("I did this"). You will submit your grade along with your assignment.

- I will be randomly auditing assignments to ensure that this "grading experiment" is working.

Class Website

- http://cs193w.stanford.edu

- Assignments, lectures, syllabus

- Submit assignments

Need Help?

- No TAs.
- No office hours, though I'll stay after class to answer any questions you have.
- Email me at mkassoff@cs.stanford.edu and I'll get back to you ASAP.