

Finally: It's Phone App Time

15-113 – Monday 3/30

Quick poll on HW8 Agentic Development

- As we wait for class to start, please fill this out: <https://bit.ly/416dPSy>
- Then talk with each other about what you learned! Was it worth it? Why or why not?



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What's left in the semester?

- This week: Phone apps. Note that we're going to make HW8 due on Tuesday 4/7 at 8pm, but don't put this off... it's a bigger HW than normal.
- Next week: Carnival! Cool people go to Carnival. We'll have class on Monday and Wednesday (RAG time), but no homework over Carnival because that would be rude.
- Two weeks after that: Capstone project!
 - We'll do final presentations toward the end of that second week

Today: How to make a phone app

- Making phone apps is Hard (or at least it *has* been). Typically the barrier to entry has been Very High.
 - Different languages for iOS and Android
 - Hoops to jump through for the App Store / Play Store
 - Phone hardware is highly varied
 - Ecosystem is changing all the time
- Two things help us now:
 - AI (naturally)
 - Tools like React Native and Expo (designed to make app dev not suck)
- Before we dive in, does anyone have any experience and/or horror stories making apps for Android or iOS?

Last minute update: iOS is still ~~hard~~ expensive

- We found out late last night that the only way to make this easy with iOS is to give them a Benjamin



- Sadly, you need a \$100 Apple developer account to test your app on your own device easily. We will not force you (nor would we really recommend) to do this
- There's (maybe) a tedious workaround that involves building everything in Xcode; we're still working on documenting that. More to follow.

Today we're going to discuss HW9 and then we'll just start working through the first steps.

I'll also release some more resources these first steps, but I need your help figuring out which bits need more explanation.