

# Project and Lesson Overview

## Level 1: Fundamentals

Level 1 lets students dive into creating a basic iOS app with minimal code, providing motivation to spend time building a foundation of Swift knowledge.

### WordCollage (Four Lessons)

Display a word collage on the screen with buttons to change colors. Learning outcomes include:

- Running and modifying an iOS app
- Gaining a comfort level with Xcode
- Apply Auto Layout constraints to create adaptive user interfaces
- Discovering how to connect user interface controls to controller code
- Understanding the tools and technologies used to create iOS apps



### SpaceAdventure (Fifteen Lessons)

Spend time learning Swift by creating an exploration of the solar system. Learning outcomes include:

- Practicing the fundamentals of Swift syntax
- Practicing object-oriented programming with Swift
- Defining classes, working with objects and calling methods
- Discovering Swift datatypes and collections
- Analyzing code quality, and discovering advanced Swift topics

