



/dev/world

29-31 August, 2016
RMIT University, Melbourne



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Welcome

Welcome to /dev/world/2016 - our 9th, and one of the largest we've ever held.

Once again we've partnered with RMIT, and we're deeply grateful to them for the outstanding facilities that they've made available for us to host the conference. I'd particularly like to thank **Marcus Ransom** for the wonderful support he's provided to us this year.

Special thanks are also due to:

- **Commonwealth Bank, Sportsbet, and Appcelerator** for sponsoring the conference.
- **Secret Lab** - thanks to Paris Buttfield-Addison and his pals Jon Manning and Tim Nugent, for contributing so much towards the organisation of this year's event.
- **Chris Neugebauer** for organising the lightning talks
- **O'Reilly Media** for generously providing all delegates with a free ebook, as well as a selection of prizes for some of our special events.
- Our **38 speakers and workshop presenters** (a record!). Without them, there would be no conference!

Please be sure to thank these people when you meet them during the conference.

I hope that over the next three days you enjoy your time at /dev/world. We want it to be an event where you can build new friendships, renew old ones, gain new perspectives, and grow as a developer.

As you participate in this year's event, please remember that many of the speakers are no different to you - they have a passion for developing software and solutions with Apple technology, and are enthusiastic about sharing their knowledge and helping to support our community. With that in mind, I hope you might consider offering to present a session at next year's event!

I wish you a great conference!

Tony Gray,
Chair, AUC

Our Code of Conduct

We aim to provide welcoming and professional environments so that people - regardless of age, race, gender identity or expression, background, disability, appearance, sexuality, walk of life, or religion can work together to share experience in the use of Apple technology.

Please be respectful of others and be courteous to those around you. We do not tolerate harassment or offensive behaviour.

Complaints about harassment or offensive behaviour may be made to the conference organisers. All complaints will remain confidential and be taken seriously.

Any person asked by an organiser, convenor or moderator to cease harassing or offensive behaviour must comply immediately.

At the discretion of the organisers, a person violating our code of conduct may be excluded from the conference without refund.

Unacceptable behaviour includes, but is not limited to:

- offensive verbal or written remarks related to gender, sexual orientation, disability, physical appearance, body size, race or religion
- sexual or violent images in public spaces (including presentation slides)
- deliberate intimidation
- stalking or following
- unwanted photography or recording
- sustained disruption of talks or other events
- disruptive intoxicated behaviour
- inappropriate physical contact
- unwelcome sexual attention
- sexist, racist, or other exclusionary jokes

Our full code of conduct can be found at:

<http://auc.edu.au/policies/code-of-conduct>

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RMIT is a world leader in Art and Design; Architecture and the Built Environment; Engineering; Accounting and Finance; and Business and Management Studies.

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Supporters

Secret Lab is a mobile consulting and product development company based in Hobart, Tasmania. We focus on native iOS and Android apps and games for phones and tablets, as well as Unity games for a wide range of platforms.

<http://www.secretlab.com.au>



Thanks to O'Reilly Media for providing lots of great schwag for conference delegates.

<http://www.oreilly.com>



Monday Schedule

Please note that catering will not be provided today. Use the breaks provided to purchase refreshments at the various outlets in the building.

	Interactive Theatre - Level 4	Lectorial - Level 4
11:30	Registration Desk Open	
12:30	CloudKit JS Workshop Audrey Tam	Swift Test Driven Development Workshop Giovanni Lodi
16:00	Break	
16:30	A 10 Step Program For Great Tech Talks Workshop VM Brasseur	
18:00	Close	

Tuesday Schedule

	Interactive Theatre - Level 4	Lectorial - Level 4	Duration
08:30	Registration, Coffee (level 4)		
09:15	Conference Opening		10
09:25	Keynote: Building an Entire iPhone app Marc Edwards & Russell Ivanovic		60
10:30	Design 101 for Programmers James White	Advanced Xcode: Configurations, Targets, and Schemes Ashton Williams	40
11:20	Native vs Hybrid: The Never-Ending Battle Mira Kim	Creating Neural Networks using the Accelerate Framework Axton Pitt	30
12:00	UI Automation Tests Suck* Samantha Connelly	Spec-tacular Design Sebastian Beswick	30
12:35	Lunch		
13:40	Hypercard Josh Deprez		30
14:20	On AB Testing Hector Zarate	The Power ⚡ and Responsibility 🧐 of Unicode Adoption ✨ Katie McLaughlin	30
15:00	Using C Libraries in Modern Apps Thomas Karpinić	Great Apps Take Time Phill Farrugia	30
15:35	Afternoon Tea		
16:10	Size Classes or: How I Learned to Stop Worrying and Love iOS 9 Split Screen Tim Oliver	User Notifications in Depth Sam Jarman	30
16:50	Designing Engaging Motivational Apps Zac Fitz-Walter	Let our Powers Combine. Earth! Fire! Wind! Water! ...Apps? Jessica Lethbridge	30
17:30	Keep Calm and Pew Pew Pew! Esther	Advanced Patterns for Functional Reactive Programming in Swift Sebastian Grail	30
18:00	Walk to CQ Melbourne		
18:30	Pre-dinner Drinks at CQ Melbourne		
19:00	Keynote - The Future of Space Exploration: The Next 400 years Paul Fenwick		
19:30	Dinner/Quiz		

Wednesday Schedule

	Interactive Theatre - Level 4	Lectorial - Level 4	Duration
09:00	Registration, Coffee (level 4)		
10:00	House Keeping		
10:05	Developing Apps on iOS Devices Using Python Chris Robinson	Prototype and Design App Store ready Apps in Interface Builder Jake Lin	40
10:55	Accessibility in the Land of Mac [The Good, The Bad, The Voice Over] Aimee Maree	Add Some (Augmented) Reality to Your App Matt Gray	30
11:35	Building Back-End for iOS and OS X Without Managing Servers Donny Kurniawan	The Long Road To Finishing Short Projects: Producing Yourself Liam Esler	40
12:20	Lunch		
13:25	Planning Project Migrations to Swift Stephen Tramer	Apple & the Serpent: Writing Native Apps for Apple Platforms in Python Russell Keith-Magee	40
14:05	Building Apps like Lego. A Practical Guide for iOS Developers and Designers Tom Brodhurst-Hill	Develop Swiftly: Useful Libraries, Tips and Tricks for Developing in Swift Jimmy Ti	30
14:45	I Have No Idea What I Am Doing: The Psychology of UX Design Nic Wittison	Architecturing with a Difference Carol Mak & Deline Neo	30
15:30	Afternoon Tea		
16:00	Cocoa Design Patterns and Principles Matt Delves	Automate Your Life with Fastlane Adam Shaw	40
16:50	Lightning Talks, Conference Close		40

Workshop Details

12:30 Monday

CloudKit JS

Audrey Tam, RMIT University

This workshop presents an overview of CloudKit and a sample CloudKit app, then shows participants how to build a web interface to access the sample CloudKit app's data.

Swift Test Driven Development

Giovanni Lodi

Writing testable code is a proven way to produce code that has higher quality, and which is easier to reason about and maintain.

This workshop focuses on the Test Driven Development (TDD) practice, and how iOS developers can apply it.

The content starts with the basics of testing in Xcode, and advances onto techniques like dependency injection and network stubbing. It then finishes with a look at the Quick framework and its companion matchers library Nimble which provide an alternative toolchain for writing tests.

The workshop is organised as a series of exercises and katas which for the attendees to solve in pairs, and share with the rest of the group. The focus is on interaction and collaboration.

16:15 Monday

A 10 Step Program For Great Tech Talks

VM Brasseur, HPE

You know the code and the project. You're doing lots of cool stuff. You have plenty of slides. So why is the audience all doing their email?

It doesn't have to be that way! Great presenters are made, not born. The way to become a better speaker is through training, science, and practice. In this audience-participation tutorial, veteran conference presenter VM (Vicky) Brasseur will teach you the ten steps to great tech talks:

- Know Your Audience
- Have an Idea
- Tell a Story
- Craft Your Presentation
- Practice Your Talk
- Get Ready to Speak
- Present Yourself
- Deal with Demo Failure
- Interact with the Audience
- Continue the Conversation

If you have never attended a speaker training before, this workshop will show you how much better your talks could be. If you have, you might pick up a few tips and ideas. And if you're presenting at /dev/ world, this tutorial will give you some last-minute changes to tweak your talk.

Session Details

9:25 Tuesday

Building an Entire iPhone App

Marc Edwards & Russell Ivanovic

Is it possible to build an entire iPhone app in an hour? Probably not, but Russell and Marc are about to find out. This presentation covers the initial concept, design, code, running on the device and everything in between. Absolutely everything. In an hour.

10:30 Tuesday

Design 101 for Programmers

James White, Colourfool Creative

Many developers at small companies, and most indies, don't have the luxury of collaborating with genuine beret-wearing, latte-sipping designers. But never fear! There are at least 15 weird tricks you can learn to avoid your app looking like it was designed by a developer. After twenty years of experience designing for print, web and mobile, James White has learned a trick or two. In this session he shares some of these tips and tricks, touching on typography, colour, iconography, branding, and the fine balance of aesthetics, functionality and usability. Expect pretty slides, and to leave with a notebook full of small but useful ideas for improving the design of your apps and websites.

Advanced Xcode: Configurations, Targets, and Schemes

Ashton Williams, Odecee

This talk explores best practises for structuring Xcode projects, using Xcode's build tools, and techniques for building an app for different purposes—all while keeping a neat and maintainable project structure. Topics include: Configurations, Targets, Schemes, Defaults, Resources, Frameworks, and Build Infrastructure; the best techniques to conditionally include resources in your app depending on the build configuration; injecting code into your app to support UI Testing and debugging; and setting up your environment to load up your app with predefined settings and data easily.

11:20 Tuesday

Native vs Hybrid: The Never-Ending Battle

Mira Kim, FlexWare Ltd

You've heard of cross-platform development. Hybrid apps supposedly combine the best of both worlds, or the worst. Should we use it and what framework do we use? Is it better than native development? This talk covers the design method of using hybrid apps as a strategy for cross-platform development and shares the experience of developing hybrid apps in comparison to the native development.

Creating Neural Networks using the Accelerate Framework

Axton Pitt

Machine learning is the a bubbling topic in the industry, but how do we take advantage of this technology to create better apps? In this session we will start from the basics of Markov models, hidden Markov models and neural networks, then move to the process for making a neural network for a specific task in image processing, and finally how the new BNNS API in the Accelerate framework helps us to implement and run neural networks on Apple platforms.

12:00 Tuesday

UI Automation Tests Suck*

Samantha Connelly, Tyro Payments

We often have to deal with flakey UI tests that always feel like a drain on resources. This talk will cover how to develop a risk based approach to UI tests to help ensure test coverage is just right; not too much but still with adequate coverage.

We will map the flows of a basic banking app against impact vs frequency of use to find the important features. We will create high level flow tests to cover the high risk areas, and then we'll talk about how this type of testing can help designers answer the question, "what's the progress of our app in development?" by showing examples of living documentation based on test screenshots.

Spec-tacular Design

Sebastian Beswick, Domestic Cat Software

If there's one thing that great iOS developers understand, it's that apps are more than just a set of functions; people don't only expect their apps to do what they need them to do, they also expect them to be a joy to use. It's vital to the success of your project that there's a clear understanding of how your app should look and feel: people judge apps just as harshly if they provide a poor UI or UX than they do if they are functionally incomplete or buggy. Careful preparation and communication between client, designers, and developers at the start of your project can ensure that you're in the best position to ship a polished app.

This talk takes an in-depth look at design requirement elicitation by outlining a detailed set of documents and discussion points that will allow you to ensure that everyone is on the same page before development kicks off. It is applicable to developers and designers at every level, and you're sure to come away with new tools and techniques to increase productivity and decrease stress.

13:40 Tuesday

Hypercard

Josh Deprez, Google Australia

What is HyperCard? What is a Stack, and what is HyperTalk? What's an XCMD and how is it different from an XFCN? Who are you and why are you still on my lawn? #getoffmylawn

Long before /dev/world, Twitter, or Pokémon Go was even a thing, on a sepia-toned evening in the year 2000, Josh arrived home to discover a well-preserved Macintosh Plus. After a number of misspent years and several regrettable trades, today he has a Macintosh Classic with half as much RAM and a dare to have it understand Twitter.

14:20 Tuesday

On AB Testing

Hector Zarate, Spotify

AB Testing used to be complex experiments only companies like Amazon or Google used to run. The tools available now are simple and enable this strategy even for one-man apps. But, what makes a meaningful experiment that can make your app better? How can failed experiments still bring value? A talk about the science on AB tests in a way that everybody understands and enjoys, along with some case studies from Spotify to analyze and share.

The Power ⚡ and Responsibility 🧐 of Unicode Adoption ✨

Katie McLaughlin

Communication is difficult. Whether it's between humans or machines or a combination of the two, trying to translate meaningful information is a lossy process. Converting programming languages and operating systems to use the new Unicode standard is hard, but once it's in place, you get this marvellous feature-add: Emoji compatibility. No longer do we have to make faces with symbols, or be forced to platform-specific emoticons! Rejoice in the extended character set!

Emoji has a rich history as a way to allow the communication of ideas in a reduced amount of data, and dates back to a time where this was important: SMS communications in Japan. However, as social networks feverishly try and clamber into this bandwagon, their implementations of the standard create more issues with miscommunication that aren't already possible with a 12x12 pictograph. 🧐

From the technical to the social aspects, mojibake and UTF-{8,16,32}, this talk will cover why the extended character set provided by the Unicode standard needs to be treated with responsibility by users and platforms alike. This talk is not just an excuse to see what parts of the conference stack can't handle Unicode, I promise. 🙄

15:00 Tuesday

Using C Libraries in Modern Apps

Thomas Karpiniec, Asdeq Labs

What do you do when your iOS app needs to use a new C library? This talk describes how we tackled the interfacing and code management challenges when we integrated the open source library pdfium into AsdeqDocs. Learn from our experience to use C, Objective-C, Swift and C++ in harmony.

Great Apps Take Time

Phill Farrugia

In the present day, mobile applications have become a fast growing industry. Any man and his dog can sit down with a MacBook, and a latte to create the next big hit idea. Which is an exciting, powerful and interesting prospect. With the rise in popularity of apps, software engineers and their businesses have placed a lot of emphasis on streamlining the time and effort required to build apps – through approaches such as Agile, Scrum and Kanban that prioritise shipping something over shipping nothing.

This talk will cover some of the ways these approaches to building software have strayed from the path, and may have littered the App Store with a bit of junk. It will inspire developers to re-explore the old approach of taking ones time to finish an app. To cross the I's and dot the T's, to spend the time to sand the edges thoroughly and craft fully so as to be truly proud of something before releasing. Because while releasing something can be better than nothing, releasing something you're proud of feels a lot nicer than releasing something that's rushed.

16:10 Tuesday

Size Classes or: How I Learned to Stop Worrying and Love iOS 9 Split Screen

Tim Oliver, Realm

Size classes were introduced in UIKit in iOS 8, but their true power wasn't made apparent until the announcement of iOS 9 with its new application split screen mode on iPad. Unfortunately, the uptake on split screen has been rather slow, and many apps on the App Store still don't support this cool feature.

This talk introduces size classes and covers how to let iOS applications take advantage of its capabilities. It also covers a discussion on how to port existing applications to size classes, as well as a general app design discussion on how to anticipate sudden size changes.

User Notifications in Depth

Sam Jarman, Sailthru

Parse is going away. Now is a great time to revise how you're using push and what more you could do to make your users smile. Gone are the days where pushes are nothing but annoying and unwanted messages doomed for instant dismissal. Instead, notifications can be a powerful tool for engagement and out-of-app interactions. This talk covers the changes in iOS 8 and 9, creating and managing local notifications, and handling actions and text input.

16:50 Tuesday

Designing Engaging Motivational Apps

Zac Fitz-Walter, Eat More Pixels

Apps can be incredible motivational tools – just look at the number of habit-building and fitness trackers on the App Store. It helps that smartphones are always with us, can sense what we do and can provide us with useful feedback – but there's more to making a motivating app. This presentation will discuss the advantages of using smartphone technology to motivate us, discuss motivational app design and provide useful tips and tricks for getting started.

Let our Powers Combine. Earth! Fire! Wind! Water! ...Apps?

Jessica Lethbridge, UNSW Australia

It can be difficult to determine your environmental responsibility when creating an app and this often results in environmental impacts being forgotten. This talk provides a background into sustainability theory, triple bottom line (people, planet, profit) and environmental impact assessment (life cycle analysis, sustainable process indices) to equip attendees with the tools to quantify the impacts of their apps. It then discusses how to reduce the environmental impacts of apps and promote environmentalism throughout the entire app development life cycle.

17:30 Tuesday

Keep Calm and Pew Pew Pew!

Esther

Since the birth of the iOS operating system, more than 500 games have been launched for the iOS platform – everyday! Imagine this, smartphone and tablet devices play such a key role in our life these days that we cannot imagine a life without our mobile phone devices.

The advancement in technology over the years has enabled us to walk around with walking, portable “computers” holding vast amounts of information. Security on these devices is PARAMOUNT and that includes the games that entertain us in many ways! This is a talk that focuses on analysing and securing games that are deployed on the iOS mobile device platform. Security, you gotta be game!

Advanced Patterns for Functional Reactive Programming in Swift

Sebastian Grail, Canva

Functional Reactive Programming is an immensely useful tool to write asynchronous code at a higher abstraction level. Unfortunately the learning curve is extremely steep and the few tutorials for advanced concepts are often quite academical. Often people only use a small subset of the averrable API and resort to writing stateful, imperative code that could otherwise be expressed more functionally.

In this talk, I'll introduce some advanced patterns for state management, synchronising work, and complex flow control. All examples are lifted straight out of our production code base and provide simple recipes for problems, that often require a complex interaction of multiple methods and mutable state in a traditional object oriented approach.

Reactive Cocoa (<https://github.com/ReactiveCocoa/ReactiveCocoa>) is a popular FRP framework for the Apple platform that provides a Swift interface and comes with binding for many UIKit elements. Examples will be given for Reactive Cocoa but are applicable across most popular FRP frameworks.

10:00 Wednesday

Developing Apps on iOS Devices Using Python

Chris Robinson, Aberfoyle Park High School

Do you enjoy programming in Python? This talk focuses on developing iOS apps and games in the Python programming language using the Pythonista app (\$A14.99). The app allows the development of applications, games and simulations right on the iOS device. Useful for making quick prototypes, creations can be made in just minutes! Pythonista includes custom modules wrapped around native frameworks such as UIKit and SpriteKit making development very similar to Objective-C or Swift. The talk features an introduction to the Pythonista app as well as a demonstration of packaging a finished app ready for App Store distribution within Xcode.

Prototype and Design App Store ready Apps in Interface Builder

Jake Lin, REA Group

Out of the box, Xcode's Interface Builder provides many tools for building the basics, but falls short when it comes to customising your UI elements, animations, and transitions. This talk will cover how to prototype and design customised UI, animations and transitions right in Interface Builder, using a flexible and extendable UI library IBAnimatable without writing a single line of code.

Learn how to use the powerful Swift protocol extensions to bring these customised UI elements and animations to your custom UI library (sorry, this bit will involve writing some code 😊).

10:55 Wednesday

Accessibility in the Land of Mac [The Good, The Bad, The Voice Over]

Aimee Maree

This talk covers the nuances of developing accessible websites and mobile applications that run on iOS and macOS devices.

Every iPhone, iPad and Mac come with a set of assistive technologies and tools installed to help people with disabilities use their devices. As a developer you have access to these technologies when building your application or website. By tapping into the accessibility tool set in macOS and iOS as a developer you can better assure that people with disabilities can have a positive user experience and in some case it can be as vital as accessing the application at all.

This talk will look at the accessibility features on both macOS and iOS and show some code examples of how you can access these tools as a developer. We will also take some time to access a website on macOS with Safari through Apple's Voice Over Screen Reader tool. The aim of this talk is to educate developers and help them understand that accessibility engineering is not a scary world of compliance and degraded design, but an exciting engineering process that challenges your thoughts on just what usability means in inclusive design.

Add Some (Augmented) Reality to Your App

Matt Gray, The Australian National University

This talk will look at adding augmented reality (AR) to your iOS and Android apps. We will look at existing frameworks that you can use, as well as the basics for making your own AR code from scratch. VR and AR are hyped to be the 'next big thing' – make your app buzzword enabled today!

11:35 Wednesday

Building Back-End for iOS and OS X Without Managing Servers

Donny Kurniawan, REA Group

Have you been disappointed by the shutdown of Parse? Do you dread the costly alternative of provisioning, updating, and managing your back-end servers? This talk introduces the concept of "serverless" where we develop back-end APIs without worrying about servers, virtual machines, and the underlying compute resources.

This talk gives an overview of three competing serverless platforms: AWS Lambda, Google Cloud Functions, and IBM Bluemix OpenWhisk. In this practical session, Donny gives a walkthrough and examples of building simple APIs for your next iOS and OS X apps using the aforementioned platforms.

The Long Road To Finishing Short Projects: Producing Yourself

Liam Esler

Let's not kid ourselves; we've all got three or four projects on the go. The question is: how do you take those four unfinished projects and get one out the door? This talk will look at some best practices for 'getting stuff done', and discuss topics such as decision paralysis, risk analysis and prevention, scoping, milestones, accountability and motivation.

13:25 Wednesday

Planning Project Migrations to Swift

Stephen Tramer, AOL

As Swift becomes a more powerful and refined language, and Objective-C code begins to show its age, developers should be planning to perform code base migrations over to the new language.

This talk covers the practical aspects of creating and then implementing just such a plan, and topics will include such aspects as designing cross-language compatible APIs, writing glue code, where to begin the rewrite in a source base, and type compatibility issues.

Apple & the Serpent: Writing Native Apps for Apple Platforms in Python

Russell Keith-Magee, BeeWare Project

Everyone knows you can write iOS, OS X, tvOS and watchOS apps using Objective C and Swift, Apple's officially blessed technologies. But what if you want to use a different language? What if you've got an existing codebase in a different language, or want to use a language that is more approachable to people without a background in programming?

This talk shows how Python can be used as a viable development language for Apple platforms. It explores the mechanics of how Python can interact with native Apple APIs, and demonstrates some related tools that make the process of creating an iOS, OS X, tvOS or watchOS project in Python relatively easy.

14:05 Wednesday

Building Apps like Lego. A Practical Guide for iOS Developers and Designers

Tom Brodhurst-Hill, BareFeetWare

Designers prototype. Developers try to mimic the prototype but miss many of the design edge cases. Everything is built twice. We waste time and effort.

This presentation will show you how designers can build visual components in Xcode with no coding and developers can add smarts and custom behaviours. The resulting "Lego blocks" can be used to assemble an app, for prototyping, testing or production.

Develop Swiftly: Useful Libraries, Tips and Tricks for Developing in Swift

Jimmy Ti, Eat More Pixels

Swift is a new and exciting new programming language created by Apple for app development, yet its new programming philosophies and paradigms make it daunting and different to our old pal, Objective-C.

This talk describes a personal journey of learning to program in Swift. The first part discusses the differences between Swift and Objective-C and strategies for beginners and existing Objective-C developers to approach Swift. The second part discusses useful libraries, tips, and tricks that I have found to be helpful and time-saving while learning to become a more proficient Swift programmer.

14:45 Wednesday

I Have No Idea What I Am Doing: The Psychology of UX Design

Nic Wittison, Canva

This talk takes you through the basics of modern iterative UX design and how to factor the psychological patterns of your users in to your every day engineering. It goes through the process of figuring out how to optimise your app to make sure your users are having the best experience they can be while retaining a sense of being in control and “knowing what they are doing”.

This talk uses a few examples of what we do here at Canva to make sure that every section of our product is as pleasant and functional to use as it can be.

Architecting with a Difference

Carol Mak & Deline Neo, ThoughtWorks & Tyro Payments

Modern Test-Driven Development and Continuous Delivery practices mean tests need to run all the time. Test execution time is key to everyday productivity.

Testing in iOS has always been challenging with the ever-changing platform, screen sizes and even language, bounded by the limitations of the SDK and the lack of reliable testing tools.

In this session Carol and Deline are going to describe how the team at Tyro achieved testability through app architecture, and eventually reduced test time from 30+min to under 10 min. They are going to share a few useful techniques and tools that can be applied to refactoring any iOS applications.

16:00 Wednesday

Cocoa Design Patterns and Principles

Matt Delves, Bilue

This talk takes a look at the fundamentals of design principles in computer science particularly the SOLID principles and how they apply to Cocoa (iOS and OS X) applications. By using SOLID principles, you can provide a sure foundation for your app and be able to reason about the code in your app.

By using Protocol Oriented Programming and Cocoa Design Patterns you will be able to make use of frameworks that Apple provides in AppKit and UIKit effectively.

Automate Your Life with Fastlane

Adam Shaw, Kabuki Vision

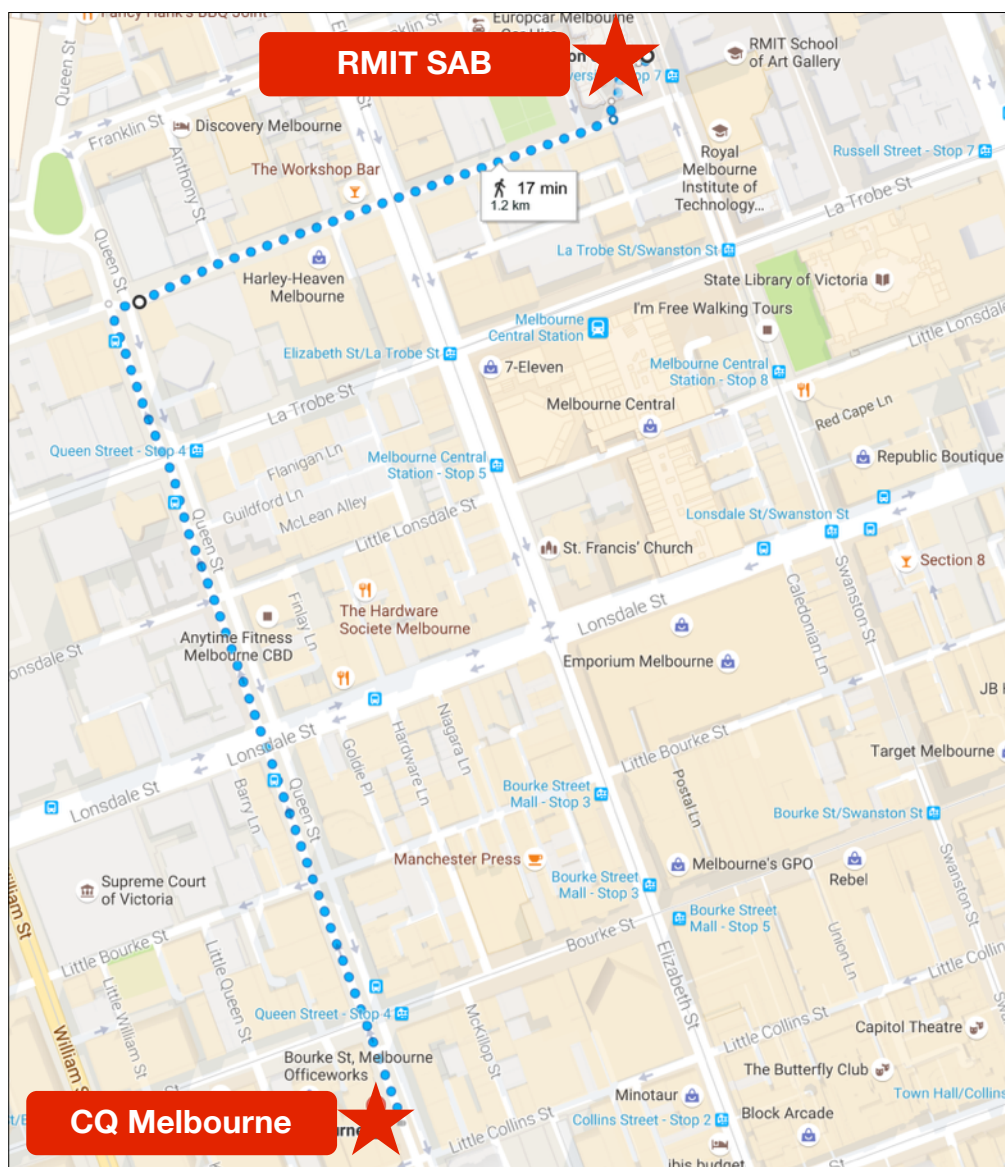
This talk is a whirlwind tour of Fastlane, a suite of tools for automating the most tedious developer tasks. We spend too much of our developer time on dreary tasks like setting up iTunes Connect, dealing with provisioning profiles, generating screenshots, etc. Fastlane lets us quickly accomplish all these things (and much more!) at the push of a button. In this session I'll take an app project and demonstrate the steps of automating everything from start to App Store.

Conference Dinner

The conference dinner & quiz night will be held at **CQ Melbourne**, 113 Queen Street—a 1.2 km walk from the SAB.

Welcome drinks will be served to /dev/world delegates from 18:30, and the dinner keynote will commence at 19:00.

Please ensure that you wear your name tag at the conference dinner.



General Information

Meals & Catering

Morning and afternoon teas and lunch will be served near the SAB Interactive Theatre on level 4. The caterers have been provided with special dietary requirements as specified by delegates at registration time.

Please do not bring food into the SAB teaching spaces.

Lightning Talks

Lightning Talks are a tradition at /dev/world, and this year will be held in the last session on Wednesday in the SAB Interactive Theatre on level 4.

Speaker slots are limited - if you wish to participate, please add your name to the board located at the registration desk, and send your talk title and presentation slides to **Chris Neugebauer** (chrisjrn@gmail.com) before noon on Wednesday August 31.

Internet Access

Wireless internet access is available at RMIT for conference delegates, as follows:

SSID:

Username:

Password:

RMIT Campus Security

- dial 53333 (from internal telephones)
- dial 9925 3333 (from external telephones)

AUC Contacts

- Tony Gray - 0432 018 441
- Paris Buttfield-Addison - 0487 173 668

RMIT Floor Plans

All /dev/world sessions will be held on level 4 of RMIT Building 80 (also known as “SAB”) in the Interactive Theatre room 80.4.6, and Lectorial room 80.4.19.

Need to chill out? Take a break from the conference in room 8.4.10.

Building 80, Level 4

