

Iphone Software

Rory Lewis

iPhone Open Application Development Jonathan Zdziarski,2008-03-10 Looks at the native environment of the iPhone and describes how to build software for the device.

iPhone Application Development For Dummies Neal Goldstein,2010-06-25 Making Everything Easier! With iPhone® Application Development for Dummies, Second Edition, you'll learn to: Design small- or large-scale iPhone applications for profit or fun Create new iPhone apps using Xcode® Get your applications into the App Store Work with frameworks Got a good idea? Turn it into an app, have some fun, and pick up some cash! Make the most of the new 3.1 OS and Apple's Xcode 3.2! Neal Goldstein shows you how, and even illustrates the process with one of his own apps that's currently being sold. Even if you're not a programming pro, you can turn your bright idea into an app you can market, and Neal even shows you how to get it into the App Store! Mobile is different ? learn what makes a great app for mobile devices and how an iPhone app is structured What you need ? download the free Software Development Kit, start using Xcode, and become an official iPhone developer The nitty-gritty ? get the hang of frameworks and iPhone architecture Get busy with apps ? discover how to make Xcode work for you to support app development Off to the store ? get valuable advice on getting your apps into the App Store Want to go further? ? explore what goes into industrial-strength apps Open the book and find: What it takes to become a registered Apple developer How to debug your app What's new in iPhone 3.1 and Xcode 3.2 What goes into a good interface for a small device How applications work in the iPhone environment Why you must think like a user What the App Store expects of you What makes a great iPhone app Visit the companion Web site at www.dummies.com/go/iphoneappdevfd2e for source code and additional information on iPhone app development.

Head First iPhone and iPad Development Dan Pilone,Tracey Pilone,2011-06-23 Let's say you have a killer app idea for iPhone and iPad. Where do you begin? Head First iPhone and iPad Development will help you get your first application up and running in no time. You'll not only learn how to design for Apple's devices, you'll also master the iPhone SDK tools -- including Interface Builder, Xcode, and Objective-C programming principles -- to make your app stand out. Whether you're a seasoned Mac developer who wants to jump into the App store, or someone with strong object-oriented programming skills but no Mac experience, this book is a complete learning experience for creating eye-catching, top-selling iPhone and iPad applications. Install the iPhone OS SDK and get started using Interface Builder and XCode Put Objective-C core concepts to work, including message passing, protocols, properties, and memory management Take advantage of iPhone OS patterns such as datasources and delegates Preview your applications in the Simulator Build more complicated interactions that utilize multiple views, data entry/editing, and rotation Work with the iPhone's camera, GPS, and accelerometer Optimize, test, and distribute your application We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First iPhone and iPad Development has a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

The iPhone Developer's Cookbook Erica Sadun,2009-12-18 Want to get started building applications for Apple's iPhone and iPod touch? Already building iPhone applications and want to get better at it? This is the only book that brings together all the expert guidance--and the code--you'll need! Completely revised and expanded to cover the iPhone 3.0 SDK, The iPhone Developer's Cookbook is the essential resource for developers building apps for the iPhone and iPod touch. Taking you further than before, this new edition starts out with an introduction to Objective-C 2.0 for developers who might be new to the platform. You'll learn about Xcode and Interface Builder and learn how to set up and configure your iPhone Developer account. Additional highlights of this new edition include: Using the iPhone SDK's visual classes and controllers to design and customize interfaces Using gestures, touches, and other sophisticated iPhone interface capabilities Making the most of tables, views, view controllers, and animations Alerting users with progress bars, audio pings, status bar updates, and other indicators Using new Push Notifications to send alerts, whether your app is running or not Playing audio and video with the MediaKit Working with the Address Book, Core Location, and Sensors Connecting to the Internet, Web services, and networks Embedding flexible maps with MapKit and Google Mobile Maps Building multiplayer games with GameKit Using Core Data to build data-driven applications Selling add-on content and services with In-App Purchasing using StoreKit Building accessible apps with Accessibility Plus The unique format of The iPhone Developer's Cookbook presents the code you need to create feature-rich applications that leverage the latest features of the iPhone 3.0 SDK. Over 30,000 iPhone developers turned to the first edition of The iPhone Developer's Cookbook. So should you!

iPhone® Application Development For Dummies® Neal Goldstein,2010-09-14 Start building iPhone apps today with this friendly guide! Whether you're a beginner programmer who wants to build your first app, or a professional developer looking to leverage the marketing power of the iPhone SDK, this book walks you through the basics for building a variety of applications. Plus, you'll get invaluable advice on navigating the App Store so you can make money off of your original creations. This new edition covers all the latest information you need to know to get started developing apps immediately. Walks you through the fundamentals of developing a variety of applications for the iPhone Covers the latest updates for the iPad universal code and the new iPhone SDK Delves into getting your apps in the App Store and selling them Shows you how to use Apple's developer tools Addresses the universal code feature that allows you to develop apps and port them from the iPhone to the iPad and back No matter your level of experience or expertise, iPhone Application Development For Dummies, 3rd Edition enables you to leverage the power of the open iPhone SDK so you can start developing apps today. Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

iPhone Advanced Projects David Mark,Dylan Bruzenak,Joachim Bondo,Owen Goss,Peter Honeder,Ray Kiddy,Steve Finkelstein,Tom Harrington,Jonathan Saggau,Noel Llopis,Ben Smith,Joe Pezzillo,Florian Pflug,Roderick Smith,2010-04-29 As the fourth book in our series of iPhone Projects based on the work and experiences of iPhone, this volume takes on the more advanced aspects of iPhone development. The first generation of iPhone applications has hit the App Store, and now it's time to optimize performance, streamline the user interface, and make every successful iPhone app just that much more sophisticated. Paired with Apress's bestselling Beginning iPhone Development: Exploring the iPhone SDK, you'll have everything you need to create the next great iPhone app that everyone is talking about. Optimize performance. Streamline your user interface. Do things with your iPhone app that other developers haven't attempted. Along with series editor Dave Mark, your guides for this exploration of the next level of iPhone development, include: Ben "Panda" Smith, discussing particle systems using OpenGL ES Joachim Bondo, demonstrating his implementation of correspondence gaming in the most recent version of his chess application, Deep Green. Tom Harrington implementing streaming audio with Core Audio, one of many iPhone OS 3

APIs. Owen Goss debugging those pesky errors in your iPhone code with an eye toward achieving professional-strength results. Dylan Bruzenak building a data-driven application with SQLite. Ray Kiddy illustrating the full application development life cycle with Core Data. Steve Finkelstein marrying an offline e-mail client to Core Data. Peter Honeder and Florian Pflug tackling the challenges of networked applications in WiFi environments. Jonathan Saggau improving interface responsiveness with some of his personal tips and tricks, including “blocks” and other esoteric techniques. Joe Pezzillo pushing the frontiers of APNS, the new in iPhone OS 3 Apple Push Notification Service that makes the cloud the limit for iPhone apps. Noel Llopis taking mere programmers into a really advanced developmental adventure into the world of environment mapping with OpenGL ES.

iPhone Open Application Development Jonathan Zdziarski,2008-10-14 Great for beginners -- even if you don't know object-oriented programming, you can learn from examples on the 'Net and be on your way very soon. You will be able to confidently build apps that rival the ones included by Apple itself.-- Josh Content, iPhone Developer Developers everywhere are eager to create applications for the iPhone, and many of them prefer the open source, community-developed tool chain to Apple's own toolkit. In this new edition of iPhone Open Application Development, author Jonathan Zdziarski covers the latest version of the open toolkit -- now updated for Apple's iPhone 2.x software and iPhone 3G -- and explains in clear language how to create applications using Objective-C and the iPhone API. Zdziarski, who cracked the iPhone code and built the first fully-functional application with the open toolkit, includes detailed recipes and complete examples for graphics and audio programming, games programming with the CoreSurfaces and CoreImage interfaces, working with iTunes, and using sensors. With the open toolkit and this book, you can build iPhone applications that: Display status bars, preference tables, and other standard elements of the iPhone user interface Play pre-recorded files or program-generated sounds Read and write plain text files and HTML files, including pages from the Web, and control display elements, such as scrollbars Read and respond to changes in orientation when the user turns the phone around And more. The first edition of this book developed an instant following and became the center of a movement. The second edition of iPhone Open Application Development will make this open source toolkit an indispensable part of iPhone application development.

Head First iPhone Development Dan Pilone,Tracey Pilone,2009-10-23 Provides information on using the iPhone SDK tools to create effective applications.

iPhone Games Projects PJ Cabrera,Joachim Bondo,Brian Greenstone,Mike Lee,Jamie Gotch,Michael Kasprzak,Richard Zito,Matthew Aitken,Olivier Hennessy,James Lee,2009-07-28 One look at the App Store will show you just how hot iPhone games have become. Games make up more than 25 percent of all apps, and more than 70 percent of the apps in the App Store's Most Popular category. Surprised? Of course not! We've all filled our iPhones with games, and many of us hope to develop the next bestseller. This book is a collection of must-know information from master independent iPhone game developers. In it, you'll discover how some of the most innovative and creative game developers have made it to the pinnacle of game design and profitability. This book is loaded with practical tips for efficient development, and for creating compelling, addictive gaming experiences. And it's not all talk! It's supported with code examples that you can download and use to realize your own great ideas. This book's authors are responsible for some of the all-time most popular and talked-about games: Brian Greenstone developed Enigma and Cro-Mag Rally. Aaron Fothergill developed Flick Fishing. Mike Lee developed Tap Tap Revolution, the most downloaded game in App Store history. Mike Kasprzak's Smiles was a finalist in the IGF 2009 Best Mobile Game competition. PJ Cabrera, Richard Zito, and Matthew Aitken (Quick Draw, Pole2Pole); Joachim Bondo (Deep Green); and Olivier Hennessy and Clayton Kane (Apache Lander) have received glowing reviews and accolades for their games. Pair iPhone Games Projects with Apress's best-selling Beginning iPhone Development: Exploring the iPhone SDK, and you'll have everything you need to create the next game to top the sales charts.

Migrating to iPhone and iPad for .NET Developers Mark Mamone,2012-01-18 Today's .NET developers are intrigued by what the iPhone and iPad apps landscape has to offer. Admit it: you're one of them. Apple's App Store has hundreds of thousands of apps, and yours can be among them. iPhone and iPad app development using the iOS software development kit is one of the most appealing environments available for mobile technology. Migrating to iPhone and iPad for .NET Developers helps .NET programmers get started creating iPhone and iPad apps using the iOS software development kit. Start with a crash course on development using iOS. Then, find out whether you want to use Xcode instead of Visual Studio, and prepare yourself for the migration from C# to Objective-C! You'll learn how your existing .NET skills can map most efficiently to the iOS development environment. Next, you'll really get coding with Objective-C and the iOS software development kit. You'll build your skills and enhance your apps with visually appealing, dynamic user interfaces and pushing/pulling data from a database through events and more. Discover the wonders of the Cocoa library, and learn new ways to do things you already know like the back of your hand in the .NET environment. Nearing the finish line, you'll build your first complete iPhone or iPad app, and extend your iPhone app features—for example, by using third-party libraries. Once you have created that first iPhone or iPad app, we'll walk you through making it available on the App Store. Migrating to iPhone and iPad for .NET Developers even offers tips on how to market your apps to new customers. When you finish reading Migrating to iPhone and iPad for .NET Developers, you'll be an iOS apps developer as well as a .NET developer, in today's competitive and fun mobile landscape!

iOS 5 Programming Pushing the Limits Rob Napier,Mugunth Kumar,2011-12-07 Open the door to endless new app development possibilities Pushing the Limits with iOS 5 Programming is an expert guide for developers aiming to create unique applications for Apple's iPad 2, iPhone, and the iPod Touch, which includes the latest version of the Apple iPhone SDK, iOS 5. This text goes beyond the basics to keep you ahead of the technology curve and spark your innovative nature to create seamless, functional, and fun apps. With a focus on advanced techniques for app development, you will learn to differentiate your apps from all the rest. With this must-have book, you'll explore advanced coverage of a variety of development topics, such as developing with deep Objective-C, while you learn to create amazing applications for Apple's iPad 2, iPhone, and iPod touch. Veteran mobile developers and authors guide you through maximizing your programs as they delve into topics not commonly found elsewhere. Provides a solid foundation in the patterns of iOS Shares tips for running on multiple platforms and best using security services Discusses topics such as controlling multitasking, advanced text layout and more Demonstrates how to think differently with blocks and functional programming Teaches table view, performance, and money-making optimization Eliminates common challenges with memory management and iOS information flow Pushing the Limits with iOS 5 Programming allows you to take on the future with confidence in your new, stand-out app design skills.

Developing Enterprise iOS Applications James Turner,2011-12-12 If you plan to develop iOS applications in a corporate setting—for internal consumption or for sale to end users—you need to read this book. Veteran developer

James Turner shares best practices and lessons learned from his recent on-the-ground experience planning, building, and shipping an iOS application in an enterprise environment. With lots of examples and solid advice, you'll learn how to use Xcode, Objective-C, and other Apple development tools within the confines of enterprise software methodologies. Don't be deterred by Apple's development philosophy. If you're familiar with Xcode, this guide will help you build and launch enterprise iOS apps successfully. Get Xcode's single-developer model to work in a concurrent development environment Integrate Xcode builds into tools such as Ant and Hudson Use open source libraries to connect iOS with SOAP and other backend services Set up a framework to test iOS apps for code coverage and CCN metrics Manage the legal, marketing, and production issues involved when interacting with iTunes Connect Meet iTunes' requirements for provisioning and distributing your app Provide long-term support by sidestepping Apple's distribution limitations

iPhone SDK 3 Programming Maher Ali, 2009-07-23 Get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch Apple's iPhone is the hottest mobile device on the planet. More than one million iPhone 3G phones were sold in the first three days of release and millions more are sure to be in the hands of iPhone fans each year. Apple's iPhone SDK has been updated and includes more than one thousand new APIs that developers will want to get their hands on. iPhone SDK 3 Programming shows you how to build great applications for the iPhone and iPod Touch. Inside, veteran mobile developer and Bell Labs scientist Maher Ali begins with a foundational introduction to Objective-C and Cocoa programming, and then guides you through building programs with Apple's iPhone SDK 3. Covers the complete application development process, and highlights all the key device features including the camera, location awareness, and more Completely revised and redesigned with more than 100 new pages of content iPhone's new SDK release contains more than one thousand new APIs you will want to use right away Includes a focused introduction to the Objective-C language and Cocoa frameworks that new iPhone developers need With this advanced resource, you'll get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch.

iPhone and iPad Apps for Absolute Beginners Rory Lewis, 2011-01-27 The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone applications. Over 1 billion apps have been downloaded in the 9 months the App Store has been open, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—presumably that's why you're reading this now. And with the release of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages? What about Objective-C, Cocoa Touch, and the software development kit (SDK)? The answer is that you don't need to know any of those things. Anybody can start building simple applications for the iPhone and iPad, and this book will show you how. This book takes you to getting your first applications up and running using plain English and practical examples. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad application development in language anyone can understand Provides simple, step-by-step examples that make learning easy Offers videos that enable you to follow along with the author—it's like your own private classroom

The Best Book On Designing iPhone & iPad Apps Michael Miller, 2012-01-13 For iPhone and iPad users, mobile applications are an active part of daily life: they help us get half-priced cocktails at the neighborhood bar, find a nearby pet supply store, and keep us up to date on the score of the home team. They're being poked at and scrolled through as we rush through subway cars, cruise the grocery store, or need to pass the time while waiting for an always-tardy friend. Users who are often on the go use apps with specific objectives in mind, and are bounded by certain temporal and physical constraints. The Best Book on Designing iPhone and iPad Apps walks experienced and beginning designers through the most important areas to consider when designing an Apple application. It delves into and uncovers how to identify and design for the iOS user's specific expectations and needs. The eBook highlights successful design elements, breaks down iOS device real estate and features, and discusses how designers and developers can stay at the forefront of innovation in a quickly and consistently evolving app-centered world. CHAPTER OUTLINE Letter From The Expert + Dear Hopeful App Developer, Introduction + An ever-expanding application library Chapter 1: What's An App? + From Here To There: Chapter 1 Roadmap Chapter 2: What's Apple Got To Do With It? + From Here To There: Chapter 2 Roadmap Chapter 3: Identifying Your Target Audience And Constructing Your Brand + From Here To There: Chapter 3 Roadmap + Who's who? Determining your target demographic Chapter 4: Your App Canvas—Breaking Down iPhone And iPad Real Estate + From Here To There: Chapter 4 Roadmap Chapter 5: Application Real Estate + From Here To There: Chapter 5 Roadmap Chapter 6: Design Time + From Here To There: Chapter 6 Roadmap Chapter 7: Successful Apps + Top 10 Favorite Apps Chapter 8: Marketing Your App + From Here To There: Chapter 8 Roadmap Conclusion + Top 10 Pieces Of Advice ABOUT THE AUTHOR Michael Miller is a Software Quality Consultant specializing in the development of software for iOS devices. He has been involved in the development of numerous iPhone and iPad apps in both the retail and education markets, including some well known apps representing the mobile presence of Fortune 500 companies. Michael started his career in the business management software market, but became intrigued with the mobile market when he purchased his first iPod Touch in 2007. When he's not developing and testing, he likes trying new cuisines, traveling, and training his young dog Sawyer. As a child, he wanted to be an astronaut, a dream he hopes to still accomplish one day with the advent of space tourism.

Advanced iOS 4 Programming Maher Ali, 2010-10-01 With Advanced iOS 4 Programming, developers have the expert guidance they need to create amazing applications for Apple's iPhone, iPad, and iPod touch. Inside, veteran mobile developer Dr. Maher Ali begins with a foundation introduction to Objective C and Cocoa Touch programming, and then guides readers through building apps with Apple's iPhone SDK 4 – including coverage of the major categories of new APIs and building apps for the new Apple iPad. This book concentrates on illustrating GUI concepts programmatically, allowing readers to fully appreciate the complete picture of iOS 4 development without relying on Interface Builder. In addition, Interface Builder is covered in several chapters. Advanced iOS 4 Programming delves into more advanced topics going beyond the basics of iOS 4 development, providing comprehensive coverage that will help you get your apps to the App Store quicker. Key features include: Objective-C programming language and runtime Interface Builder Building advanced mobile user interfaces Collections Cocoa Touch Core Animation and Quartz 2D Model-view-controller (MVC) designs Developing for the iPad Grand Central Dispatch Parsing XML documents using SAX, DOM, and TouchXML Working with the Map Kit API Remote and Local Push Notification Blocks (closures) in Objective-C Building advanced location-based applications Developing database applications using the SQLite engine

GameKit framework

More iPhone Cool Projects Ben Smith,Danton Chin,Leon Palm,Dave Smith,Charles Smith,Claus Hoefele,Saul Mora,Arne de Vries,Joost van de Wijgerd,Scott Penberthy,Ben Kazez,Roderick Smith,Stephen Chin,2010-07-30 Everyone is developing iPhone applications, and it's clear why. The iPhone is the coolest mobile device available, and the App Store makes it simple to get an application out into the unstoppable iPhone app market. With hundreds of thousands of app developers entering the game, it's crucial to learn from those who have actually succeeded. This book shows you how some of the most innovative and creative iPhone application developers have developed cool, best-selling apps. Not only does every successful application have a story, but behind every great app is excellent code. In this book, you'll see the code and learn how to use it to make your own cool applications. You'll learn everything from importing 3D art assets into your iPhone game to using Cocos2d for iPhone and iPad. This book shares the secrets of the coolest iPhone apps being built today by the best iPhone developers—invaluable knowledge for anyone who wants to create the app that everyone is talking about.

Building iPhone Apps with HTML, CSS, and JavaScript Jonathan Stark,2010-01-08 What people are saying about Building iPhone Apps w/ HTML, CSS, and JavaScript The future of mobile development is clearly web technologies like CSS, HTML and JavaScript. Jonathan Stark shows you how to leverage your existing web development skills to build native iPhone applications using these technologies. --John Allsopp, author and founder of Web Directions Jonathan's book is the most comprehensive documentation available for developing web applications for mobile Safari. Not just great tech coverage, this book is an easy read of purely fascinating mobile tidbits in a fun colloquial style. Must have for all PhoneGap developers. -- Brian LeRoux, Nitobi Software It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and build apps for the iPhone and iPod Touch on the platform of your choice-without using Objective-C or Cocoa. Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap framework. And you'll learn why releasing your product as a web app first helps you find, fix, and test bugs much faster than if you went straight to the App Store with a product built with Apple's tools. Build iPhone apps with tools you already know how to use Learn how to make an existing website look and behave like an iPhone app Add native-looking animations to your web app using jQuery Take advantage of client-side data storage with apps that run even when the iPhone is offline Hook into advanced iPhone features -- including the accelerometer, geolocation, and vibration -- with JavaScript Submit your applications to the App Store with Xcode This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS).

iPhone iOS 5 Development Essentials Neil Smyth,2012 Now updated with five new chapters dedicated to Xcode Storyboards, the aim of iPhone iOS 5 Development Essentials is to teach you the skills necessary to build your own applications for the iPhone. Beginning with the basics, this book provides an overview of the iPhone hardware and the architecture of iOS 5. An introduction to programming in Objective-C is provided followed by an in-depth look at the design of iPhone applications and user interfaces. More advanced topics such as user interface layout and resizing, file handling, database management, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location and map management, camera access and video playback support. New iOS 5 specific features are also covered in detail including page view controller implementation, the UIDocument class, iCloud based storage, Storyboard user interface design, automatic reference counting, Twitter integration and image filtering with Core Image. iPhone iOS 5 Development Essentials takes a modular approach to the subject of iPhone application development with each chapter covering a self contained topic area. This makes the book both an easy to follow learning aid and an excellent reference resource.

Objective-C for Absolute Beginners Gary Bennett,Brad Lees,Mitchell Fisher,2010-09-20 It seems as if everyone is writing applications for Apple's iPhone and iPad, but how do they all do it? It's best to learn Objective-C, the native language of both the iOS and Mac OS X, but where to begin? Right here, even if you've never programmed before! Objective-C for Absolute Beginners will teach you how to write software for your Mac, iPhone, or iPad using Objective-C, an elegant and powerful language with a rich set of developer tools. Using a hands-on approach, you'll learn to think in programming terms, how to use Objective-C to build program logic, and how to write your own applications and apps. With over 50 collective years in software development and based on an approach pioneered at Carnegie Mellon University, the authors have developed a remarkably effective approach to learning Objective-C. Since the introduction of Apple's iPhone, the authors have taught hundreds of absolute beginners how to develop Mac, iPhone,and iPad apps, including many that became popular apps in the iTunes App Store.

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Iphone Software Introduction

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