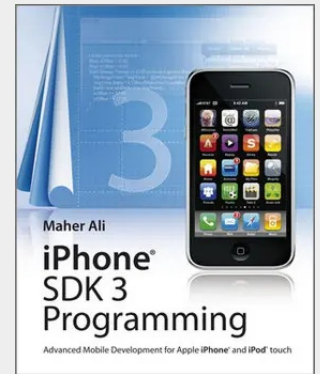


iPhone SDK 3 Programming

Advanced Mobile Development for Apple iPhone and iPod Touch

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 SDK 3 Programming is the perfect companion for developers who want to build amazing applications for Apple's latest iPhone and iPod touch OS. Inside, veteran mobile developer Dr Maher Ali starts with a primer on Objective-C and Cocoa, the anatomy of iPhone apps, and walks you through building your first application for OS 3. You want your applications to look great, so iPhone SDK 3 Programming also provides extensive coverage of Interface Builder, but focuses on illustrating UI concepts programmatically, allowing you to appreciate the complete picture. This book goes beyond the basics of iPhone development and provides comprehensive coverage of features such as Core Data, copy and paste, Apple Push Notification, SQLite, libxml2, Map Kit, and location-based services that will help you create geo-aware apps that connect to back-end services and locally cache information for offline viewing. Key features include: * The Objective-C programming language and runtime * Interface Builder and XCode * Views, controllers and tables * Parsing XML documents in SAX and DOM * Apple Push Notification * Cut, copy and paste * Undo management * Unit testing * Localization * Working with the Map Kit and location services * Consuming web services * Working with devices such as the accelerometer and camera.



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