



How to Program iPhone Apps

Paul Solt
iPhoneDev.tv

Overview

- Goals
- Materials
- Homework
- Coding 101

Goals

- Read/Write Code
- Utility iPhone App
- Sketch Ideas
- Active Learning

Materials

- **Objective-C Programming:** The Big Nerd Ranch Guide
- **iOS Programming:** The Big Nerd Ranch Guide (3rd ed.)
- Mac (2008+) or MacInCloud.com
- Xcode 4.6+ and Mountain Lion (10.8+)
- Notebook

Homework

- 1-2 hours/day (7-14 hours/week)
 - Reading: 30-60 minutes/day
 - Coding: 30-60 minutes/day
- Schedule learning time

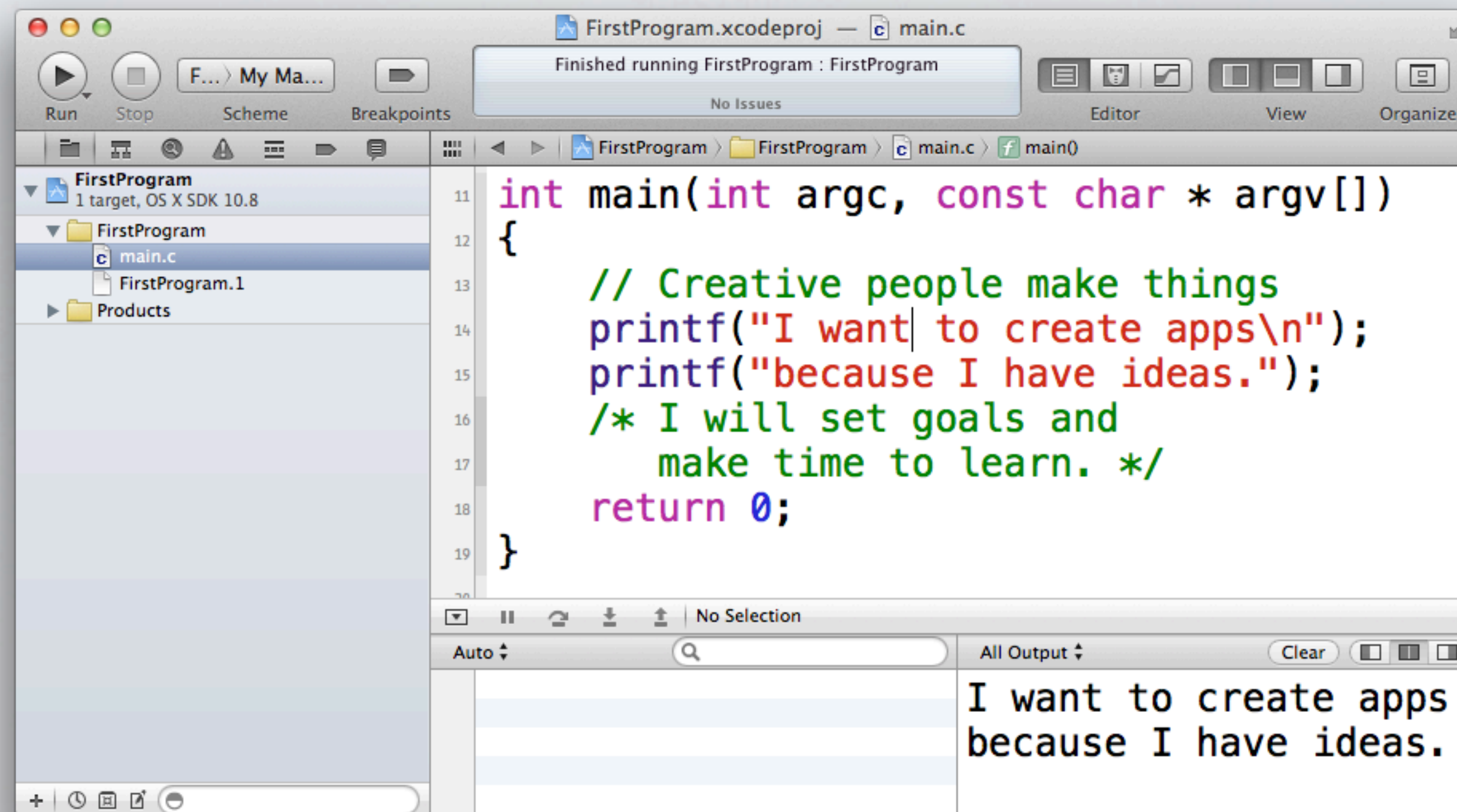
Coding 101

- Xcode
- Programs and Functions
- My First Program

Xcode



Xcode



My First Program

