

3 Hello Worlds in ~~an~~ 3 Hours

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Three Types We'll Build

- * **UIView**
- * **UITableView**
- * **UIWebView**

Bonus!

- * Cocoa Basics
- * Networking : Convenience /
NSURLConnection
- * Persistence : NSUserDefaults /
KeychainWrapper
- * Time Permitting: EVEN MORE!

UIView

- * The Blank Canvas
- * Adding a Button (IB target/action)
- * Adding a UILabel, UITextField
- * Exploring UIControls

Let's Code!

- * You'll need: iPhone SDK w/ Xcode + Interface Builder
- * Note: All works in Simulator

UITableView

- * Delegate/DataSource Pattern
- * Populating the Rows
- * “Doing Something” (pop’n fresh views)

Let's Code!

- * You'll need: iPhone SDK w/
Xcode + Interface Builder + Simulator

UIWebView

- * “Browser in a Rectangle” (WebKit FTW!)
- * UIActivityIndicatorView
- * Using local HTML & Graphics

Let's Code!

- * You'll need: iPhone SDK w/
Xcode + Interface Builder + Simulator

Cocoa Basics

- * Quick Intro to Syntax
- * Common Objects:
NSString, NSArray, NSDictionary
- * Memory Management Basics
- * Intro/Overview of MVC & Patterns

Networking

- * Convenience methods
- * `NSURLConnection`

Let's Code!

- * You'll need: iPhone SDK w/ Xcode + Interface Builder + Simulator
- * Revisit the `UIWebView` example with data we load using `NSURLConnection`
- * Add `UIAlertView` in case of error

Persistence

- * UserDefaults
- * Time Permitting: KeychainWrapper
- * Time Permitting: "FileSystem"

Let's Code!

- * You'll need: iPhone SDK w/ Xcode + Interface Builder + Simulator
- * Revisit the UITableView sample and add data from storage

Next Steps...

“Use the Source”

- * Apple Gives Great Sample Code
- * UINavigationController
- * TableViewSuite
- * ViewTransitions
- * SQLite Book List, SpeakHere & many more!
- * iPhone Recipes* (no longer available?)

Please Contact Me!

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