A look at the iPhone

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Tech Talk Cedar Valley

Hi

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meetup.com/tech-talk-Cedar-Valley

github.com/ajb/Tech-Talk-Cedar-Valley
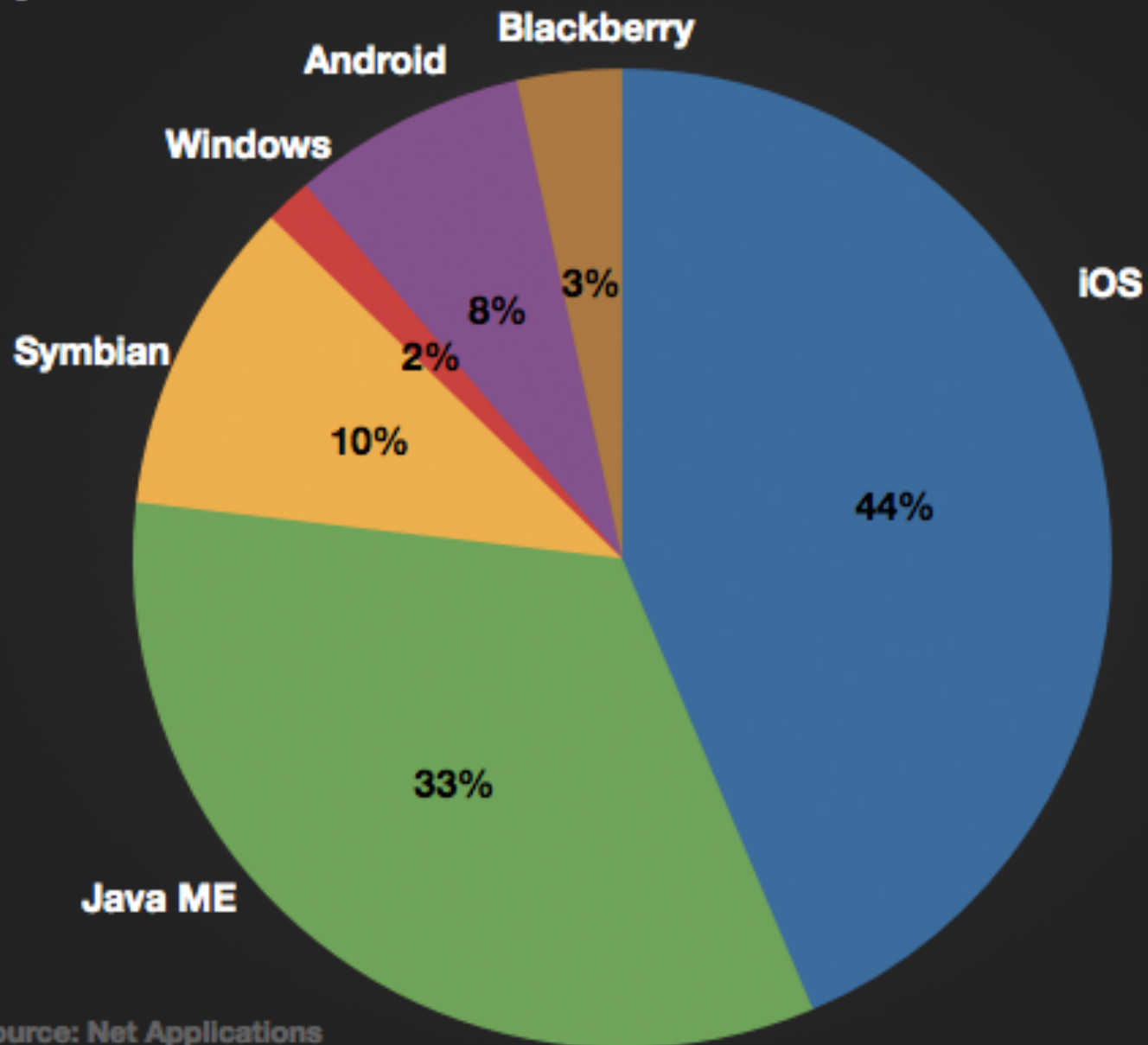
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Intro

- iPhone is really iOS
- iOS is just the OS
- Tools are important
- iOS + a whole bunch else = platform
- This (generally) applies to Mac too

Xcode

- Impressive
- Not required
- Sign for distribution
- Holy crap, docs!
- More then just Xcode.app

Interface Builder

- How can you hate drag and drop?
- nib, xib
- Outlets
- Supports custom view objects
- Xcode 4 is Xcode + Interface Builder
- nibs are ready to go

Objective C

- Is neat
- Strict superset of C
- Object Oriented (of course)
- Smalltalk inspired sentences
- 2.0 has garbage collection (not on iPhone)
- Interfacing quirks

Cocoa

- Apple API
- Frameworks: Foundation, Application
- MVC
- KVC/KVO
- Retain, release, autorelease

Cocoa (Memory)

- You must manage objects you own
- Conditions of ownership: alloc, new, retain

```
id obj = [[Object alloc] init];     // retainCount == 1
id obj = [Object new];              // retainCount == 1
id obj = [Object object];           // retainCount ≈≈ 0
int i = 5;                          // no retainCount
```