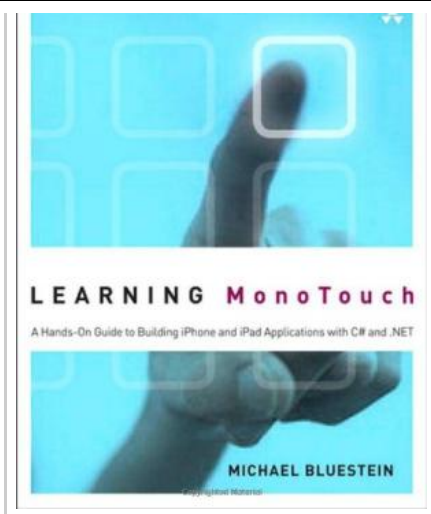


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Learning MonoTouch: A Hands-On Guide to Building iOS Applications with C# and .NET

By Michael Bluestein

Pearson Education (US), United States, 2011. Paperback. Book Condition: New. 226 x 178 mm. Language: English . Brand New Book. Develop State-of-the-Art iPhone/iPad Apps with MonoTouch and ! Are you an experienced C#/ developer who wants to reach the huge iPhone/iPad market? Now, you can create great iOS apps without first mastering Objective-C and Apple s development toolset. With MonoTouch, you can leverage the skills you already have to create powerful apps that can be sold in Apple s App Store or deployed throughout your organization. In Learning MonoTouch, Michael Bluestein helps you get started with MonoTouch fast and make the most of its remarkably robust capabilities. The book first walks you through setting up your MonoTouch development environment, explaining how MonoTouch abstracts the iOS SDK to permit development against native iOS classes from C#. Through simple examples, you ll start building working apps, establishing a firm foundation for more advanced coding. One step at a time, you ll master increasingly sophisticated cases through practical examples. Bluestein even shows you how to leverage powerful tools in your iOS apps, including LINQ. Coverage includes * Applying common iOS development patterns and techniques in C# * Using MonoTouch to handle memory management...



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