Assignment 2

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Chapter 1

* To develop and test on the iPhone simulator, you do not need to pay any fee. If you want to deploy and test your application on an iPhone, you must pay the 99 p/year to join the Standard Developer Program
* To get started with iPhone development, do the following:
  + Get access to an Intel based Mac running OS X.
  + Downlo2133ad the SDK from developer.apple.com
  + Install Xcode, the Interface Builder, the Simulator, Instruments, and Shark
  + Get access to a physical device (iPhone) if possible
* Before starting development, understand your limits. Some limits include:
  + Hardware limitations (camera, vibration, gps, etc…)
  + Software limitations
  + Memory limits
  + Data access limits
  + Energy limits
  + Etc…
* Understand the development methodologies and languages:
* Language: Objective-C
* Framework: Cocoa-touch
* Code Organization: MVC

Chapter 2:

* To build a new application:
  + Open Xcode, choose File -> New Project
  + Decide which application style your application will be
    - Navigation based
    - Open GL ES
    - Tab Bar
    - Utility
    - View-based
    - Window-based
  + For this scenario, we will be using the View-Based application style
  + Understand the different aspects of the proejct:
    - Foundation and Core Graphics framework
    - UIKit framework
    - HelloWorld.app
    - HelloWorld-Info.plist
    - MainWindow.xib
    - HelloWorldViewControoler.xib
    - Main.m, HelloWorldAppDelegate.h, HelloWorldViewController.h, HelloWorldViewController.m
  + Open the View Controller.xib (this file stores the Interface Builder Layouts)
  + Open Tools -> Connection Inspector and look at the view window
  + Open Tools -> Library and move a label over to the view screen
  + Rename the label HelloWorld
  + Return to Xcode and choose Project -> Set Active SDK -> iPhone Simulator 3.0
  + Click Build and Go