

# iOS Application Development

## Day 4.0

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## Outline

- 1 Overview of what's new in 4.0
- 2 Hardware differences between devices
- 3 Device coordinate systems, logical points vs. physical pixels
- 4 Blocks in Objective C
- 5 Multiprocessing, Grand Central Dispatch
- 6 Accelerate
- 7 Multitasking aware
- 8 Class overview, bits of information that didn't fit anywhere else

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# Overview of what's new in 4.0

## 1. Overview of what's new in 4.0

# Multitasking

# Event Kit

# Core Motion

# Data Protection



# Core Telephony

## Assets Library

## Quick Look framework

# AVFoundation update

# ImageIO

# CoreMedia

# CoreVideo

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# Hardware differences between devices

## 2. Hardware differences between devices

## iPhone 2G

## iPod Touch models

# iPhone 3G

# iPhone 3GS

# iPad

# iPhone 4

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## Device coordinate systems, logical points vs. physical pixels

### 3. Device coordinate systems, logical points vs. physical pixels

# Mapping points to pixels

## Image naming schemes

## iPad v. iPhone 4 v. iPhone earlier naming schems

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# Blocks in Objective C

## 4. Blocks in Objective C

## Overview of blocks wrt function closures

## Use of blocks in new iOS



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# Multiprocessing, Grand Central Dispatch

## 5. Multiprocessing, Grand Central Dispatch

## Use of blocks and queues in GCD

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# Accelerate

## 6. Accelerate

## Preparing your application for iOS 4.0

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## Multitasking aware



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## Class overview, bits of information that didn't fit anywhere else

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Thanks!