iOS Application Development

Day 4.0

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Outline

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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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2. Hardware differences between devices

iPhone 2G

iPod Touch models

iPhone 3G

iPhone 3GS

iPad

iPhone 4

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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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4. Blocks in Objective C

Overview of blocks wrt function closures

Use of blocks in new iOS

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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

Outline

Thanks!