iOS Application Development

Day 4

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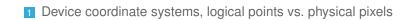
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- 1 Overview of what's new in 4.0
- 2 Hardware differences between devices
- 3 Device coordinate systems, logical points vs. physical pixels
- 4 Blocks in Objective C
- 5 Multiprocessing, Grand Central Dispatch
- 6 Accelerate

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1 Hardware differences between devices



Blocks in Objective C

1 Multiprocessing, Grand Central Dispatch

1 Accelerate