



Author: [John Ray](#), [Sean Johnson](#)

Format: Other

Publish Date: October 2009

ISBN-10: 0672330849

ISBN-13: 9780672330841

List Price: \$34.99



FREE Nationwide 2-Day Shipping (Restrictions\*)

#### Category:

[Computers & Internet](#) - [Hardware](#)

#### Tags:

[iphone](#) - [john ray](#) - [application development](#)

#### Details:

Series: Sams Teach Yourself in 24 Hours

Author: John Ray, Sean Johnson

Language: English

Pages: 681

Publisher: Sams

#### Size:

Weight: 2.9 Pounds

Length: 9 Inches

Width: 7 Inches

Height: 1.8 Inches

#### Publisher Notes:

A clear, easy-to-understand tutorial for developers who want to write software for today's hottest market: iPhone, iPod touch, and the App Store!      The start-to-finish, hands-on introduction to iPhone programming for every developer, regardless of experience      Introduces the iPhone development environment and teaches every essential Objective-C concept with fully-documented, carefully-explained code      A complete tutorial package: step-by-step instructions, examples, Q and As, quizzes, exercises, tips, shortcuts, and more      iPhone is the world's hottest application market: more than 500,000 developers have downloaded Apple's iPhone software development kit in just one year. Now there's a friendly, accessible guide to iPhone development for every programmer, regardless of experience. In just 24 lessons of one hour or less, Sams Teach Yourself iPhone Application Development in 24 Hours will help beginning iPhone and mobile developers gain true mastery, so you can construct virtually any iPhone application. Each lesson builds on everything that's come before, helping you learn all they need to know without ever becoming overwhelmed. Coverage includes: preparing for iPhone development; navigating the development environment; mastering Objective-C and the MVC paradigm; using widgets and webviews; implementing multiple views; reading and writing data; building user interfaces; generating graphics; playing media; using maps; networking; using the touch interface; sensing motion; pushing application updates; debugging; optimization; distributing software via the App

Store; and more. By the time you are finished you'll be comfortable enough to write real-world apps that sell.

#### Book Details Summary:

The title of this book is Sams Teach Yourself Iphone Application Development in 24 Hours and it was written by John Ray , Sean Johnson . This edition of Sams Teach Yourself Iphone Application Development in 24 Hours is in a Other format. This books publish date is October 2009 and it has a suggested retail price of \$34.99. There are 681 pages in the book and it was published by Sams. The 10 digit ISBN is 0672330849 and the 13 digit ISBN is 9780672330841.

[Buy now on Sale from Amazon.com](#)

#### View Online

<http://www.best-seller-books.com/sams-teach-yourself-iphone-application-development-in-24-hours.html>