

Learning iPhone Programming

Get the hands-on experience you need to program for the iPhone and iPod touch. With this easy-to-follow guide, you'll build several sample applications by learning how to use Xcode tools, the Objective-C programming language, and the core frameworks. Before you know it, you'll not only have the skills to develop your own apps, you'll know how to sail through the process of submitting apps to the iTunes App Store.

Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle the iPhone and iPod touch, *Learning iPhone Programming* will give you a head start on building market-ready iPhone apps.

- Start using Xcode right away, and learn how to work with Interface Builder
- Take advantage of model-view-controller (MVC) architecture with Objective-C
- Build a data-entry interface, and learn how to parse and store the data you receive
- Solve typical problems while building a variety of challenging sample apps
- Understand the demands and details of App Store and ad hoc distribution
- Use iPhone's accelerometer, proximity sensor, GPS, digital compass, and camera
- Integrate your app with iPhone's preference pane, media playback, and more

“Learning iPhone Programming covers everything an aspiring iPhone programmer needs to get started with the iPhone OS platform. I found it comprehensive and very readable. Recommended!”

—Fraser Speirs
Director, Connected Flow, Ltd.
and creator of FlickrExport

Alasdair Allan is a senior research fellow at the University of Exeter, where he builds peer-to-peer telescope networks. He is also busy building open hardware, as well as a series of iPhone apps to manage cloud-based services and monitor distributed sensor networks.

Experience with a C-derived language is recommended for programmers new to the Mac.

US \$29.99

CAN \$37.99

ISBN: 978-0-596-80643-9



O'REILLY®
oreilly.com

Safari
Books Online

Free online edition
for 45 days with purchase of
this book. Details on last page.