



iPhone Advanced Projects

By David Mark, Joachim Bondo, Dylan Bruzenak,

Paperback. Book Condition: New. Not Signed; As the fourth book in our series of iPhone Projects based on the work and experiences of iPhone, this volume takes on the more advanced aspects of iPhone development. The first generation of iPhone applications has hit the App Store, and now it's time to optimize performance, streamline the user interface, and make every successful iPhone app just that much more sophisticated. Paired with Apress's bestselling Beginning iPhone Development: Exploring the iPhone SDK, you'll have everything you need to create the next great iPhone app that everyone is talking about. * Optimize performance. * Streamline your user interface. * Do things with your iPhone app that other developers haven't attempted. Along with series editor Dave Mark, your guides for this exploration of the next level of iPhone development, include: * Ben Panda Smith, discussing particle systems using OpenGL ES * Joachim Bondo, demonstrating his implementation of correspondence gaming in the most recent version of his chess application, Deep Green. * Tom Harrington implementing streaming audio with Core Audio, one of many iPhone OS 3 APIs. * Owen Goss debugging those pesky errors in your iPhone code with an eye toward achieving professional-strength results. * Dylan Bruzenak building a data-driven...



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