

# Hands on iPhone Development

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# Agenda

- Overview
- Objective-C
- Frameworks
- Model-View-Controller
- Development Environment
- Resources

# Overview

- High level look at iPhone development
- Languages and tools
- Resources
- Live demo

# Objective-C

- Based on C with Smalltalk notation
- .h: class declaration – @interface
- .m: class definition – @implementation
- include file – #import

# Objective-C

- Selectors and messaging
  - `p = [object calculateProfit];`
  - `d = [object distanceWithAcceleration:a];`
    - `[point setX:x Y:y];`
- Dynamic Binding
- Memory Management

# Frameworks

- Core Services
  - Foundation
  - Core Foundation
  - Core Data
  - Address Book
  - Store Kit

foundation: basic data types  
(points, rectangles)

core foundation: strings,  
property lists, data

sqlite

# Frameworks

- Cocoa Touch
  - UIKit
  - Map Kit
  - Game Kit

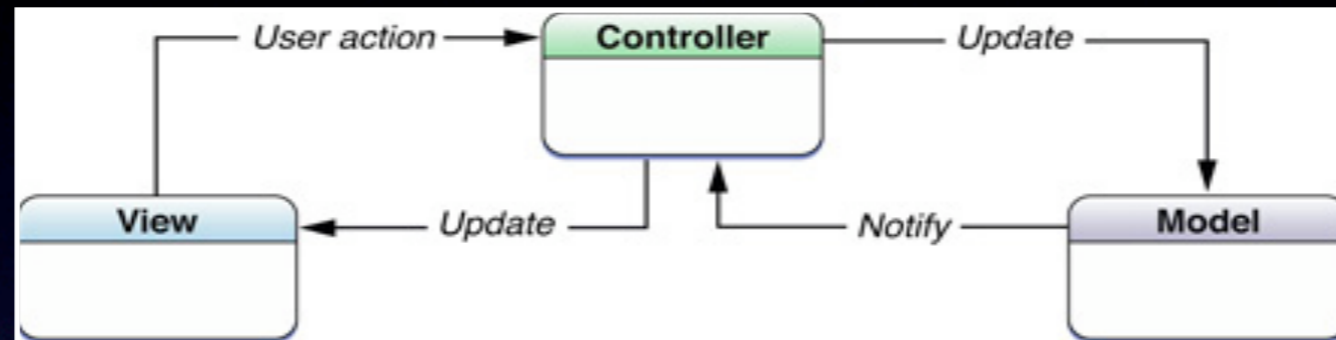
# Frameworks

- Media
  - Core Graphics
  - Core Audio
  - OpenGL ES

# Frameworks

- WebKit
- Third Party App
  - TextExpander

# Model-View-Controller



- Model - Data representation
- View - Graphical User Interface
- Controller - Manages communications between model & view

# Dev Environment

- XCode
- Interface Builder

# Resources

- Apple iPhone Developer Connection
  - <http://developer.apple.com/iphone/>
  - WWDC
- O'Reilly Books and Website
- Stanford University iPhone App Programming  
<http://www.stanford.edu/class/cs193p/cgi-bin/index.php>

Live Show!

Questions?