

iOS Development

How do I get into it...
And what's beyond...

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Overview

- Why develop for iOS
- Getting started
- Resources
- Closing thoughts

Why Develop?

- Over 160 million iOS devices sold
- About 15% market share in 2010
 - Symbian: ~40%
 - Blackberry: ~18%
 - Android: ~16%
- It's fun!!

Getting Started

- Get the hardware
 - A Mac
 - iPhone / iPod touch / iPad
- Get the software
 - iPhone SDK – need to register (free)
 - Includes xCode and tools



<http://developer.apple.com/iphone/>

What I need to know

- Objective-C
 - Object Oriented extension to C
 - Dynamic Dispatch and Late Binding
- Cocoa Touch
 - Libraries and API's for iPhone / Mac
 - Rich suite of capabilities (WebKit etc)

What I need to know

- xCode
 - Integrated Development Environment
 - Multi-language / project type
 - svn integration
- Interface Builder
- Debug / Profiling Tools

Resources

- Apple iOS Developer Connection
 - <http://developer.apple.com/ios/>
 - WWDC
- O'Reilly Books and Website
- Podcasts
- Developer Websites / RSS / Blogs

Resources

- O'Reilly Books and Website
 - <http://oreilly.com/iphone/>
 - <http://digitalmedia.oreilly.com/iphone>

Resources

- Podcasts
 - iOS Screencasts
 - iOS Dev Screencasts

Resources

- Developer Websites / RSS / Blogs
 - Stanford University iPhone App Programming
<http://www.stanford.edu/class/cs193p/cgi-bin/index.php>
 - <http://iphoneincubator.com/blog/>
 - <http://icodeblog.com/>
 - <http://www.tuaw.com/2009/04/27/iphone-dev-101-the-hello-world-app/>
 - <http://www.tuaw.com/category/iphone/>

Closing Thoughts

- Need to be registered iOS developer to distribute apps
- iOS software distribution via iTunes App Store
- Gateway to developing Mac OS X apps

Closing Thoughts

- What else can I use a Mac for
 - It's UNIX!
 - Terminal – command line
 - apache, python, etc...
 - MacPorts (<http://www.macports.org/>)
 - Virtual Machines – <http://virtualbox.org>

Q & A

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Thanks!!