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Nota di contenuto	iOS App Development Portable Genius; About the Author; Credits; Acknowledgments; Contents; Introduction; Chapter 1: How Can I Start Developing for iOS?; Getting Started with App Development; Choosing a Mac; Choosing a processor; Selecting memory; Selecting a monitor; Selecting other peripherals; Selecting a form factor; Joining the iOS Developer Program; Understanding enrollment options; Enrolling in the iOS Developer Program; Downloading and Installing Xcode; Understanding SDKs and betas; Installing Xcode from the App Store; Installing Xcode from a developer download Understanding other installation requirementsChapter 2: How Do I Get Started with Xcode?; Understanding Xcode; Introducing Xcode's User Interface; Introducing the main Xcode window; Viewing and hiding UI features; Using the other toolbar features; Introducing the Navigator area; Using the Project navigator; Introducing the Editor area; Introducing iOS and the Apple Documentation; Understanding Resource Types; Understanding Topics; Understanding frameworks and layers; Using the documentation browser; Accessing the documentation; Getting Further Help; Putting It All Together

Chapter 3: How Do I Build and Run an Application? Building Applications; Creating a new project; Building a project; Working with the Simulator; Understanding Xcode's Project Templates; Creating iPhone, iPad, and Universal projects; Exploring the app templates; Customizing and expanding templates; Building Apps from Sample Code; Building sample projects from the documentation; Building sample projects from other sources; Building Apps for Test Devices; Understanding certificates and provisioning; Creating certificates and provisioning profiles; Using devices for testing

Chapter 4: What Are Applications Made Of? Understanding Applications; Understanding messages; Using messages in practice; Understanding code; Understanding messages in objects; Building apps from messages; Understanding App Structure; Understanding message timing; Working with message timing; Introducing Views, Nib Files, and Storyboards; Looking at nib files; Adding objects to a UI; Understanding the view hierarchy; Modifying views and the view hierarchy; Understanding Views and Controllers; Introducing storyboards; Introducing Model-View-Controller (MVC); Using MVC; Working with MVC messages

Appreciating Graphic Design Summarizing UI Creation; Chapter 5: How Do I Create Code?; Introducing Code Design; Organizing data; Mixing C and Objective-C; Editing and Building Code; Understanding Errors and Warnings; Understanding compile-time errors; Understanding warnings; Understanding run-time errors; Understanding the C Language; Understanding computers; Representing data in C; Creating a Simple App in C; Adding code; Managing data; Grouping data; Making decisions; Repeating code; Re-using code with functions; Understanding scope; Using other C idioms

Chapter 6: How Do I Use Objects in My Code?

Sommario/riassunto

The essential skills and technologies needed for iOS development in one handy guide! The unprecedented popularity of iOS devices, such as the iPhone, iPad, and iPod touch, has led to a development boom. If you're eager to become part of the action, then this is the book for you! Packed with must-have information on iOS development, this handy guide covers Objective-C, Xcode, Frameworks, and sound design principles and explains how to upload an app to the app store and integrate apps with the latest advances that Apple offers developers. The featured tips and tricks will get you up and
