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	Autore	Lewis Rory
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	Collana	Gale eBooks
	Altri autori (Persone)	MelloChad
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	Soggetti	iPhone (Smartphone) - Programming
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		Application software - Development
		iPhone (Smartphone)
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	Nota di contenuto	Cover; Title Page; Copyright Page; Table of Contents; Foreword: About the Author; Why You'll Relate to Dr. Lewis; Fast-Forward 17 Years; Past-Present-Future; Why Write This Book?; About the Contributing Authors; Acknowledgments; Preface; What This Book Will Do For You; Sound Familiar?; How Do I Know This About You?; The Approach I Take; Chapter 1: Preliminaries; Necessities and Accessories; Getting a Mac; Getting OS X; Becoming a Developer; Making Your Choice; Installing Xcode; Getting Ready for Your First iPhone/iPad Project; Installing DemoMonkey; Chapter 2: Blast-Off!
		Running your App on the iPhone SimulatorRunning Your iPhone App on the iPad Simulator; Running Your iPad App on the iPad Simulator; Digging the Code; Chapter 3: Keep on Truckin'; helloWorld_03: An Interactive Single View App; Creating the User Interface; Connecting to the Code; Digging the Code: -(IBAction)button: (id)sender; ; Setting up the Coding Environment; Creating a Programming Roadmap; Digging the Code; Nibs, Zibs, and Xibs; Methods; Header Files; The Inspector Bar; Chapter 4: Buttons and Labels with Multiple Graphics; Roadmap

Sommario/riassunto	So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages? What about Objective-C and Cocoa touch? The answer is that you don't need to know any of those things! Anybody can start building simple apps for the iPhone and iPad, and this book will show you how. This update of an Apress bestseller walks you through creating your first app, using plain English and practical examples using the iOS 6 software development platform and more. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad app development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad apps development in language anyone can understand Provides simple, step-by-step examples that make learning easy, using iOS 6 Offers bonus videos from the author that enable you to follow along—it's like your own private classroom The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone apps. Over 1 billion apps were downloaded during the nine months following the launch of the App Store, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next bestselling iPhone app—that's why you're reading this now! And with the popularity of the iPad, this demand will just continue to grow.