The professional programmer’s Deitel® guide to iPhone app development using iPhone SDK 3.x, Xcode®, Objective-C®, and Cocoa®

Over 1.5 billion iPhone apps were downloaded from Apple’s App Store in just one year! This book gives you everything you’ll need to start developing great iPhone apps quickly—and once you’ve joined Apple’s fee-based iPhone Developer Program—to get them up and running on the App Store. The book uses an app-driven approach—each new technology is discussed in the context of 14 fully tested iPhone apps (7700 lines of code), complete with syntax shading, code walkthroughs and sample outputs. Apps you’ll develop include:

• Welcome
• Tip Calculator
• Favorite Twitter® Searches
• Spot-On Game
• Fling Quiz Game
• Route Tracker
• Canvas Game
• Audio/Video
• Voice Recorder
• iPads
• NavigationController
• iPod Library Access
• Photos
• Core Animation
• Multi-Touch™
• Core Data
• ViewController
• TabBarController
• Application Templates
• Core Location
• Core Audio
• Core Animation
• Table
• NavigationController
• Interface Builder
• GUI
• Event Handling
• Tables
• UINavigationController
• iPod Library Access
• Core Data
• UIImageView
• Multi-Touch™
• Core Location
• Core Audio
• Core Animation
• Table

By Chapter 3 you’ll be building apps using Xcode®, Cocoa® and Interface Builder. You’ll learn object-oriented programming in Objective-C® and build apps using the latest iPhone 5.x technologies including the Game Kit, iPod library access and more.

Paul Deitel and Harvey Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages authoring, corporate-training and Internet business development organization. Millions of people worldwide have used Deitel books to master C++, Java®, C#, C, Internet and web programming, XML, Visual Basic®. Visual C++, Perl, Python and more.

PRE-PUBLICATION REVIEWER TESTIMONIALS

“I wish I’d had this book in my hands when I started developing on the iPhone. What took me a lot of time and many mistakes to learn, is beautifully explained in a clear, concise style that will take you from zero to publishing your first app in no time.” —Marcantonio Magnarapa, Research & Development on Mobile Platforms, Ogilvy Interactive

“Covers a wide variety of iPhone programming topics, including advanced features like Core Location, video playback and asynchronous network communication. It provides fully-analyzed advice on how to add Xcode, how to submit your app to the App Store, how to set your price, and how to deal with many other non-programming issues that surround iPhone development. It gives a quick start to iPhone programming, showing how to build 14 complete iPhone apps, several of which provide daily usability. For each app, the book briefly describes the purpose of the app, the Objective-C and Cocoa technologies used to build it, and a detailed, line-by-line walkthrough of the app’s source code. All of the source code and project files are available for download so that you can compile and test drive each of the apps as you read along. I really like the way that the reader is introduced to the completed app for each chapter up front, providing a framework for the discussions of how it is built. The book fits the bill for any programmer interested in taking up iPhone development.” —Zach Saul, Founder, Retronyms, and co-creator of Recorder—one of the top 10 selling iPhone apps for 2008

“By far the best iPhone development book for the serious professional. Provides solid, real world applications, many of which would not exist out of place in the App Store itself. The book’s excellent writing takes the user on a line-by-line analysis of the complexities of SDK 3.x programming. This text will not only be for use from the professional programmer’s side and provide a much more thorough and comprehensive understanding of the existing reference documentation. One of the best books on the subject and a must-have for any developer’s bookshelf. This really is turning into the definitive iPhone book.” —Bob Wittner, Senior Software Engineer, Lockheed Martin

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