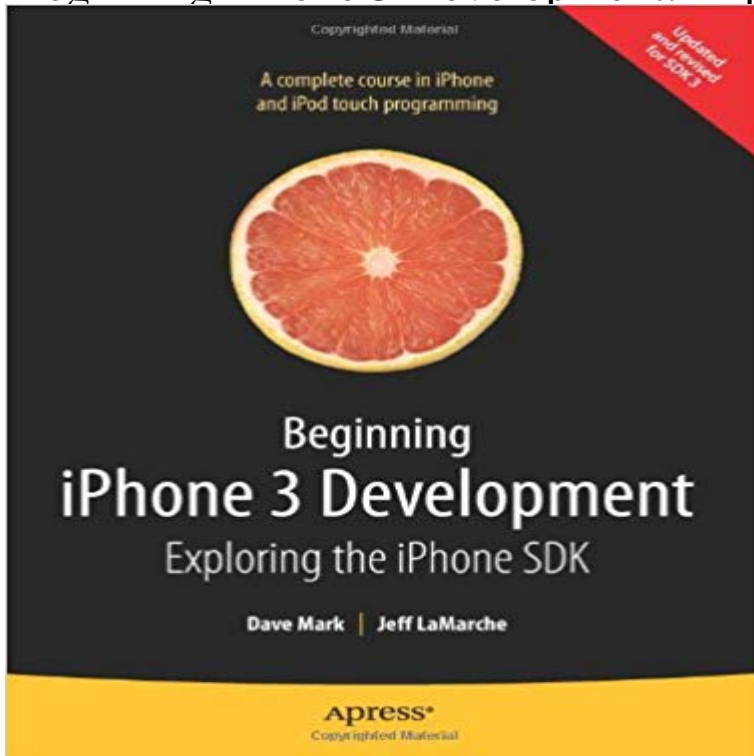


# Beginning iPhone 3 Development: Exploring the iPhone SDK



Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, *Beginning iPhone 3 Development: Exploring the iPhone SDK* is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in the original book have been clarified to make some of the more complex topics easier to understand. In addition, all of the projects have been rebuilt from scratch using the SDK 3 templates. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone and iPod touch programming. The book starts with the basics, walking you through the process of downloading and installing Apples free iPhone SDK, and then stepping you though the creation of your first simple iPhone application. From there, youll learn to integrate all the interface elements iPhone users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Youll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and youll see how to save your data using the iPhone file system. Youll also learn how to save and retrieve your data using SQLite, iPhones built-in database management system. In addition, youll also learn about Core Data, an important persistence mechanism that has just been added with SDK 3. And theres much more! Youll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. Youll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You can

discover more about this book, download source code, and find support forums at the books companion site, at [www.iphonedevbook.com](http://www.iphonedevbook.com). The iPhone 3 update to the best-selling and most recommended book for iPhone developers

Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective The most complete, useful, and up-to-date guide to all things having to do with Apples iPhone SDK What youll learn Everything you need to know to develop your own best-selling iPhone apps Best practices for optimizing your code and delivering great user experiences Who this book is for Anyone who wants to start developing for iPhone and iPod touch Whats changed from the first edition of Beginning iPhone Development All code samples have been updated to follow current Apple coding conventions The autorotation code has been updated to use the new single-step fast autorotation instead of the original two-step method A new section has been added introducing Core Data, covering basic principles and showing how to build a simple Core Data application All the table view-related chapters have been updated to use table view cell styles. Theyve also been updated to use `UILabel` and `detailTextLabel` instead of the deprecated `text` property of the table view cell. All known errata have been corrected All projects have been rebuilt from scratch using the SDK 3.0 templates

Many concepts have been clarified based on feedback and supplemented with information weve learned from another year of using the SDK Table of Contents

Welcome to the Jungle Appeasing the Tiki Gods Handling Basic Interaction More User Interface Fun Autorotation and Autosizing Multiview Applications Tab Bars and Pickers Introduction to Table Views Navigation Controllers and Table Views Application Settings and User Defaults Basic Data Persistence Drawing with Quartz and OpenGL Taps, Touches, and Gestures Where Am I? Finding Your Way with Core Location

Whee! Accelerometer! iPhone Camera  
and Photo Library Application  
Localization Where to Next?

**Beginning iPhone 3 Development** : Beginning iPhone 3 Development: Exploring the iPhone SDK: David Mark, Jeff LaMarche: ?? . Exploring the iPhone SDK David Mark, Jeff LaMarche. A complete course in iPhone and iPod touch programming Beginning iPhone 3 Development Exploring **Beginning iPhone Development - Exploring the iOS SDK Jack** The team that brought you the bestselling Beginning iPhone Development, the book that taught the world to program on the iPhone, is back again, bringing this **Beginning iPhone 3 Development - Exploring the iPhone SDK** Editorial Reviews. About the Author. Dave Mark is a longtime Mac developer and author who The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material completely updated for iOS 4 and **Beginning iPhone Development - Exploring the iPhone SDK Jeff** Beginning iPhone Development with Swift: Exploring the iOS SDK . Beginning iPhone 4 Development (Apress, 2010), More iPhone 3 **iPhone 4 Development Beginning - Please note that there is now an iPhone 3 edition of this title available! Are you a programmer looking for a new challenge? Does the thought of building your Beginning iPhone 4 Development: Exploring the iOS SDK [Book]** Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If. **Beginning iPhone 3 Development: Exploring the iPhone SDK - Google Books Result** If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the **Beginning iPhone 3 Development: Exploring the iPhone SDK** If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in **Beginning iPhone 3 Development: Exploring the iPhone SDK: David** If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in **Beginning iPhone 4 Development - Exploring the iOS SDK David** Beginning iPhone 4 Development is here! The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material. **Beginning iPhone Development: Exploring the iOS SDK: David Mark** : Beginning iOS 7 Development: Exploring the iOS SDK (9781430260226): Jack 5 star 100%. 4 star. 0%. 3 star. 0%. 2 star. 0%. 1 star. 0% **Beginning iPhone 4 Development: Exploring the iOS SDK: David** If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in **Beginning iPhone 3 Development - Exploring the iPhone SDK** Jeff has written a number of iOS and Mac development books, including Beginning iPhone 3 Development (Apress, 2009), More iPhone 3 Development (Apress, **Beginning iPhone 3 Development - Exploring the iPhone SDK** Beginning iPhone 4 Development is here! The

authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material **Beginning iPhone 3 Development : Jeff LaMarche : 9781430224594** Editorial Reviews. About the Author. Dave Mark is a longtime Mac developer and author who books on Mac and iOS development, including Beginning iPhone 4 Development (Apress, 2010), More iPhone 3 Development (Apress, 2010), **Beginning iPhone 3 Development: Exploring the iPhone SDK** Buy Beginning iPhone 3 Development: Exploring the iPhone SDK on ? FREE SHIPPING on qualified orders. **Beginning iOS 6 Development: Exploring the iOS SDK:** Beginning iPhone Development: Exploring the iOS SDK. CDN\$ 32.77. This title has not yet been released. In Stock. Ships from and sold by . : **Beginning iOS 6 Development: Exploring the iOS SDK** Beginning iPhone 3 Development has 6 reviews. Jon said: I like this book a lot. The pace is great for beginners and the examples are clearly **Beginning iPhone 4 Development: Exploring the iOS SDK 1st ed** A complete course in iPhone and iPod touch programming. Beginning. iPhone 3 Development. Exploring the iPhone SDK. Dave Mark Jeff LaMarche. **Beginning iPhone 3 Development - Exploring the iPhone SDK** The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material completely updated for iOS 4 and written from . **Beginning iOS 7 Development: Exploring the iOS SDK by Jack** The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material completely updated for iOS 4 and written from the **Buy Beginning iPhone 4 Development: Exploring the iOS SDK Book** : Beginning iOS 6 Development: Exploring the iOS SDK Beginning iPhone 4 Development (Apress, 2010), More iPhone 3 Development (Apress, **Beginning iPhone 3 Development: Exploring the iPhone SDK Beginning iPhone 3 Development: Exploring the iPhone SDK by** A complete course in iPhone and iPod touch programming. Beginning. iPhone 3 Development. Exploring the iPhone SDK. Dave Mark Jeff LaMarche. : **Beginning iOS 7 Development: Exploring the iOS SDK** If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in