iPhone for Programmers: An App-Driven Approach by Paul Deitel (Author), Harvey Deitel (Author), Abbey Deitel (Author), Eric Kern (Author), Michael Morgano (Author). The practicing programmer’s Deitel® guide to iPhone app development using the iPhone SDK 3.x, Objective-C and Xcode. iPhone for Programmers is a part of the Deitel Developer Series. More than 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.

iPhone for Programmers covers a wide variety of iPhone programming topics, including advanced features like the CoreLocation API, video playback and asynchronous network communication. A particular strength is that it provides badly-needed advice on how to use XCode, how to submit your app to the App Store, how to set your price, and how to deal with many of the other non-programming issues that surround iPhone development. It also gives a quick start to iPhone programming, showing how to build 14 complete iPhone apps, several of which provide day-to-day 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 included with the book so that you can compile and test-drive each of the apps as you read along. iPhone for Programmers fits the bill for any programmer interested in taking up iPhone development.

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. iPhone Apps you'll develop include:
Welcome
Spot-On Game
Route Tracker
Tip Calculator
Cannon Game
Slideshow
Favorite Twitter® Searches
Painter
Voice Recorder
Flag Quiz Game
Address Book
Twitter® Discount Airfares

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 3.x technologies including the Game Kit, iPod library access and more. iPhone for Programmers include practical, example-rich coverage of:

- iPhone SDK 3.x, XCode®, Interface Builder
- Object-Oriented Programming in Objective-C® and Cocoa®
- Collections, GUI, Event Handling
- Controllers, Application Templates
- UIView, Multi-Touch™
- Core Audio, Core Animation, NSTimer
- Tables, UINavigationController
- Map Kit, Core Location, GPS, Compass
- Photos, iPod Library Access
- Serialization

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