Building iPhone Apps With HTML CSS and JavaScript

474 Administrator Wed, Apr 28, 2010 [iPhone Development](#)   0 3052

"**Building iPhone Apps** with HTML, CSS, and JavaScript: Making App Store Apps Without Objective-C or Cocoa" is an exceptional book by Jonathan Stark (Author). It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and **build apps for the iPhone and iPod Touch** on the platform of your choice **without using Objective-C or Cocoa**.

Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap framework. And you'll learn why releasing your product as a web app first helps you find, fix, and test bugs much faster than if you went straight to the App Store with a product built with Apple's tools.

- Build iPhone apps with tools you already know how to use
- Learn how to make an existing website look and behave like an iPhone app
- Add native-looking animations to your web app using jQTouch
- Take advantage of client-side data storage with apps that run even when the iPhone is offline
- Hook into advanced iPhone features - including the accelerometer, geolocation, and vibration - with JavaScript
- Submit your applications to the iPhone App Store with Xcode

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