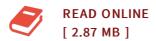




iPhone SDK Application Development: Building Applications for the AppStore

By Zdziarski, Jonathan

O'Reilly Media, 2009. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Foreword Preface Audience for This Book Organization of the Material Conventions Used in This Book Using Code Examples Legal Disclaimer Safari Books Online We'd Like to Hear from You Acknowledgments Chapter 1: Getting Started with the iPhone SDK 1.1 Anatomy of an Application 1.2 Installing the iPhone SDK 1.3 Provisioning an iPhone 1.4 Building and Installing Applications 1.5 Transitioning to Objective-C Chapter 2: Interface Builder: Xcode's GUI for GUIs 2.1 Windows, Views, and View Controllers 2.2 Existing Templates 2.3 New Templates 2.4 User Interface Elements 2.5 The Inspector 2.6 Designing a UI 2.7 Removing Interface Builder from a Project Chapter 3: Introduction to UI Kit 3.1 Basic User Interface Elements 3.2 Windows and Views 3.3 View Controllers 3.4 Text Views 3.5 Navigation Bars and Controllers 3.6 Transition Animations 3.7 Action Sheets and Alerts 3.8 Table Views and Controllers 3.9 Status Bar Manipulation 3.10 Application Badges 3.11 Application Services 3.12 Invoking Safari 3.13 Initiating Phone Calls Chapter 4: Multi-Touch Events and Geometry 4.1 Introduction to Geometric Structures 4.2 Multi-Touch Events Handling Chapter 5: Layer Programming with Quartz Core 5.1 Understanding Layers Chapter 6: Making...



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