

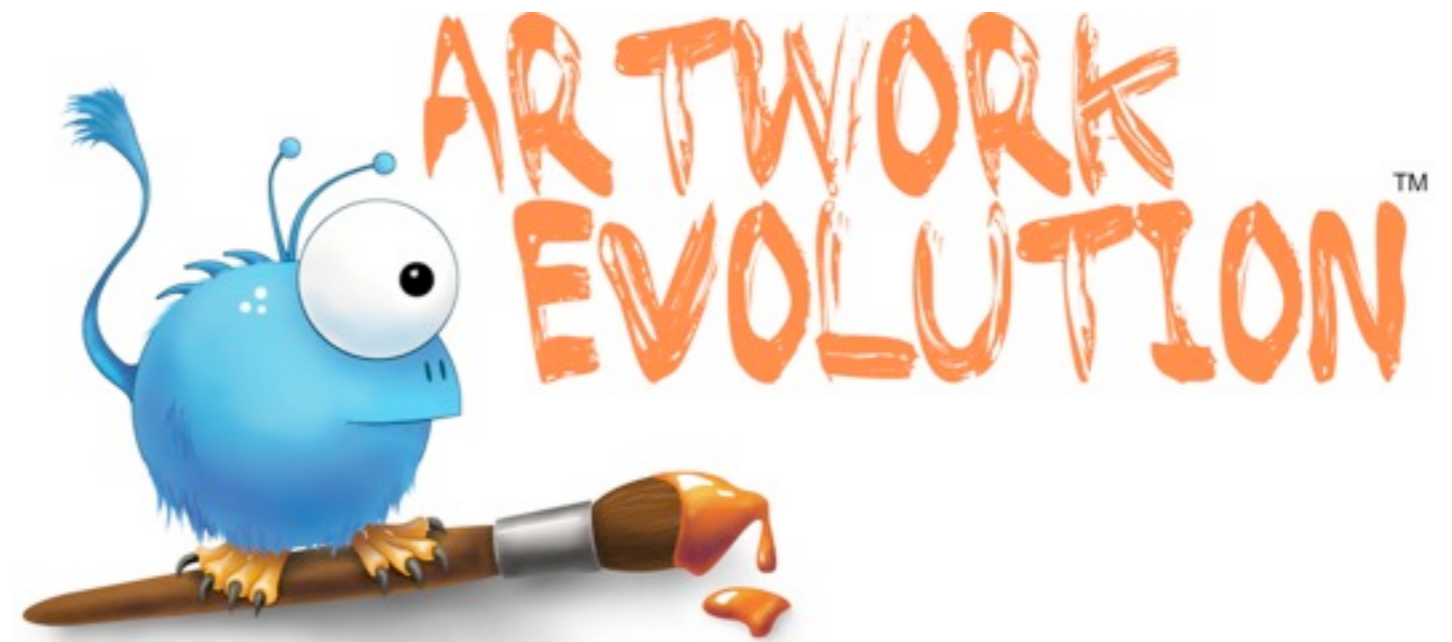
iOS Development



Paul Solt



I make apps



- Artwork Evolution
- Wallpaper Evolution
- Photo Table



iPhone Workshop

- April 21st 10am-1pm
- Cost: \$50 (3/8 seats filled)
 - Coffee/Snacks Included
- Signup on SkillShare
 - <http://skl.sh/rIUWEE>
- Pre-requisites
 - Mac computer (Lion recommended)
 - Xcode 4.3+



Objective-C Primer

- Objective-C

```
- (void)increment:(id)sender
{
    count = count + 1;
    textField.text = [NSString stringWithFormat:@"%d", count];
}
```

Objective-C Primer on Properties

```
// Header file "MyFile.h"  
Foo *foo;  
@property Foo *foo;  
// Implementation file "MyFile.m"  
@synthesize foo;
```

Creates magic setter/getter functions

```
myFoo = [someObject foo]; // myFoo = someObject.foo  
[someObject setFoo:myFoo]; // someObject.foo = myFoo
```

Tools

- Xcode 4.3.2
 - iPhone SDK from **developer.apple.com/ios**
 - Free on Lion App Store
- iPhone Simulator - virtual iPhone/iPad



Interface Builder Objects and Code

- **IBOutlet** - variables to attach to Interface Builder objects

```
@property (nonatomic) IBOutlet UIButton *myButton;
```

- **IBAction** - methods to attach to Interface Builder actions

- (**IBAction**) doSomethingWhenButtonPressed:(**id**)sender

iOS Demo

- Working with Interface Builder and Xcode



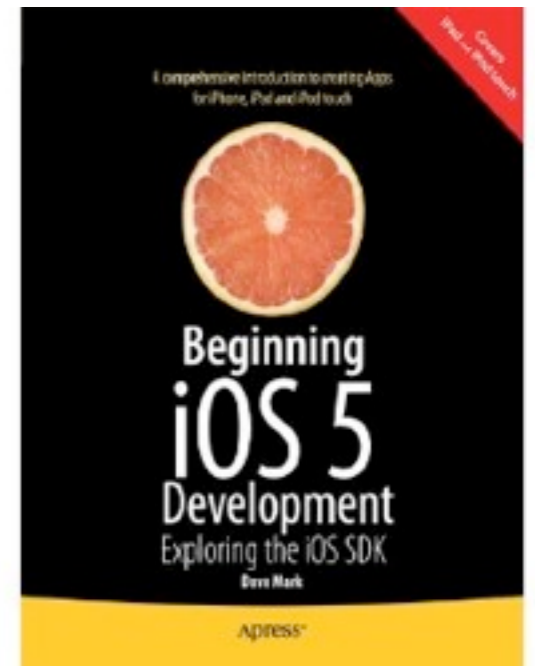
Resources

- [iOS Programming: The Big Nerd Ranch Guide](#) by Aaron Hillegass (Second Edition)
- Stanford iPhone Course (cs193p.stanford.edu)
 - Search “*Developing Apps for iOS*” in iTunes



Resources

- Beginning iOS 5 Development: Exploring the iOS SDK by Jeff LaMarche and David Mark
 - **iPhone Blog:** <http://iphonedevdevelopment.blogspot.com>
 - Great OpenGL ES resource with example code



Google

 stackoverflow

Contact

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