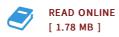# iOS SDK Programming: A Beginners Guide

By James Brannan

McGraw-Hill/Osborne Media. Paperback. Book Condition: New. Paperback. 528 pages. Dimensions: 9.1in. x 7.3in. x 0.9in.Essential Skills--Made Easy! Develop, test, and debug iPhone, iPad, and iPod touch applications with help from this practical resource. iOS SDK Programming: A Beginners Guide shows you how to use Objective-C and Apples new Xcode 4 development environment with an integrated, easy-to-use Interface Builder. Youll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls. Setting application preferences and storing application data are also covered. The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone, iPod touch, and iPad. Youll learn how to take advantage of the iPads larger display and the new features of iOS 4. 2. By the end of this book, youll be ready to create the next bit hit in the iTunes App Store! Designed for Easy Learning: Key Skills and Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid...

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