

Developing Applications for iPhone



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Course description

This four day course is designed to introduce the concepts and tools needed for developing applications for Apple's iPhone. The course will cover how to use the development software and documentation available on Apple's developer site including Xcode, Interface Builder and Instruments. During the course you will create a working proof-of-concept application using commonly used objects in iPhone application development.

This course is designed for those who are new to developing applications for iPhone (or any other platform) and will give you an excellent grounding in application development. If you are already familiar with OS X software development, we offer a shortened version of this course - please call for details.

Course information

Course duration Four days

Course cost

This course is available as individual tuition or a private company course only.

£1,980 plus VAT for four days of individual tuition.
Please call for prices for private groups of two or more.

Course location

We have two fully equipped training centres in central London; one is in Highbury and Islington (one stop from Kings Cross) and one next to Waterloo station. We can also run courses onsite at your offices if you prefer.

Pre course requirements

No previous experience of OS X application development is required although some basic understanding of programming concepts is assumed.

Post training support

The cost of the course includes lunch, course notes to take away, a certificate and six months telephone Helpline support.

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The developer tools

- Downloading, installing and setting up the developer tools
- Using Xcode, Interface Builder and Instruments
- Setting up a developer's iPhone
- iPhone software emulator

Programming concepts

- Object orientated programming basics
- ANSI-C and Objective C
- C functions and Objective C functions
- Overview of Objective C datatypes
- Class writing, sub-classing and inheritance
- Fields, methods and messaging

iPhone software development strategies

- Limitations of the iPhone
- Key practices for successful iPhone software development
- iPhone technologies and their uses
- Location, orientation, acceleration and system information
- Power management issues

Working with Xcode

- Project and asset management
- Project templates
- Coding, building and debugging
- NIB/XIB files
- Properties (PLIST)

Using Interface Builder

- Elements of creating a basic user interface
- Library and inspector tools
- Sub-classing, setting outlets and actions
- Managing connections and bindings
- Writing class files
- Manually creating outlets, targets and actions in Xcode
- File's owner and First Responder

Memory management

- Allocating and releasing memory
- Release count
- Pointers and memory locations
- NSAutoreleasePool
- Optimising and finding memory leaks with Instruments

CocoaTouch Frameworks

- What is the difference with Cocoa?
- Foundation, UIKit, the Media Layer and CoreServices
- UIWindow and the Event loop
- Abstract classes
- Common objects

Data management

- NSString and NSNumber
- NSDate and NSCalendar
- NSArray and NSMutableArray
- UITableView and dataSource
- Key paths and bindings
- Key-Value Coding and nil

iPhone Services

- Active, static and passive controls
- Responding to taps, touches and gestures
- The Accelerometer
- Image Views and Text Fields
- Managing the user-input keyboard
- Accessing web services
- Multimedia - sound and video using the media player

Further iPhone services

- Alerts and low memory methods
- Autorotation and Autosizing
- Multiviews, Tabs and Pickers
- User defaults
- Application sandbox and data persistence
- Controller objects
- Camera and photo-library

Graphics

- UIColor

Advice for further development and online communities

Questions and answers