



iOS SDK Development (Pragmatic Programmers)

Chris Adamson, Bill Dudney

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Welcome to the new state of the art development for iOS, with the radically overhauled Xcode 4 toolchain and iOS 5 SDK. With this book you'll accelerate your development for iPhone, iPad and iPod Touch. You will learn the new tools like Storyboards, practice on new APIs like the Twitter framework and use the latest features of the Objective-C 2.0 programming language.

Since the iPhone's launch in 2008, the iOS platform has added two new device families, thousands of new APIs, new tools and programming practices, and hundreds of thousands of new apps. *iOS SDK Development* is the second edition of the bestselling *iPhone SDK Development*, completely rewritten from the ground up to cover iOS 5's new features.

You'll get hands-on experience working with Objective-C and Xcode 4 as you work through this tutorial-style book with two experienced iOS developers by your side. Along the way, you'll learn the fundamentals of maintainable, performant iOS programming, including:

Making apps that are multi-core-capable, testable, internationalizable, and that use less memory.

Understanding the underlying concepts of touch event handling, drawing and animation, multi-core concurrency, and memory management with iOS 5's new Automatic Reference Counting.

Creating and using unit tests to ensure your app continues to work as intended even as the codebase evolves.

Working through Apple's App Store processes, including preparing apps for submission, avoiding rejections, and understanding crash reports from end users.

Whether you're a first-time iOS developer, or you're looking to get up to speed with all the changes to Apple's tools and frameworks, *iPhone SDK Development* is the solid grounding you need to master this popular platform.

What You Need:

You need a Mac running Mac OS X Lion (10.7) and Xcode 4.

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