



Sams Teach Yourself Cocoa Touch Programming in 24 Hours

By Sengan Baring-Gould

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Code samples are syntax highlighted as in Xcode!!

In just 24 sessions of one hour or less, learn how to build powerful mobile applications with Apple's Cocoa Touch technology for the iPhone and iPod touch! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from handling user interaction and building effective user interfaces to accessing the Internet, playing media, and using the iPhone and iPod touch's incredible sensing capabilities. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success!

Step-by-step instructions carefully walk you through the most common Cocoa Touch programming tasks.

Quizzes and Exercises at the end of each chapter help you test your knowledge.

By the Way notes present interesting information related to the discussion.

Did You Know? tips offer advice or show you easier ways to perform tasks.

Watch Out! cautions alert you to possible problems and give you advice on how to avoid them.

- Write simple, efficient code that reflects a clear understanding of how Cocoa Touch works and why it works that way
- Build great iPhone/iPod touch user interfaces from the ground up
- Display tables and provide for clear navigation
- Access the Internet and networks and show web pages
- Save and retrieve data, including user preferences
- Understand how the Cocoa Touch runtime loop interacts with your application
- Draw and manipulate images
- Create complex animations such as Cover Flow
- Build applications that play and record media
- Use the iPhone's built-in accelerometer, GPS capabilities, and WiFi support

- Share data via custom URLs, emails, and other techniques
- Find and fix common Cocoa Touch software bugs, fast
- Avoid the performance bottlenecks that affect Cocoa Touch code

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Editorial Review

From the Back Cover

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About the Author

Dr. Sengan Baring-Gould earned his Ph.D. in Artificial Intelligence (Natural Language Processing) and has published a number of papers in this field. Prior to that, he wrote a seminal series of articles reverse engineering the video hardware of the Atari ST, which are still quoted today. He has coauthored two patents in the field of x86 debugging hardware.

He is the owner of Ansemond LLC, a small Mac and iPhone software company based in Colorado. Its current products include Tetratile (an iPhone puzzle board game) and Find It! Keep It! (a Mac web browser that captures web pages reliably and saves them to a fully searchable database).

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