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By Alasdair Allan

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Get a rapid introduction to iPhone, iPad, and iPod touch programming. With this easy-to-follow guide, you'll learn how to develop your first marketable iOS application, from opening Xcode to submitting your product to the App Store. Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle iOS, this is your book.

You'll learn about Objective-C and the core frameworks hands-on by writing several sample iOS applications, giving you the basic skills for building your own applications independently. Packed with code samples, this book is refreshed and updated for iOS 6 and Xcode 4.

- Discover the advantages of building native iOS apps
- Get started with Objective-C and the Cocoa Touch frameworks
- Dive deep into the table view classes for building user interfaces
- Handle data input, parse XML and JSON documents, and store data on SQLite
- Use iOS sensors, including the accelerometer, magnetometer, camera, and GPS
- Build apps that use the Core Location and MapKit frameworks
- Integrate Apple's iCloud service into your applications
- Walk through the process of distributing your polished app to the App Store

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Editorial Review

About the Author

Alasdair Allan is a senior research fellow in Astronomy at the University of Exeter, where he is building an autonomous, distributed peer-to-peer network of telescopes that reactively schedule observations of time-critical events. He also runs a small technology consulting business writing bespoke software and building open hardware, and is currently developing a series of iPhone applications to monitor and manage cloud-based services and distributed sensor networks.

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