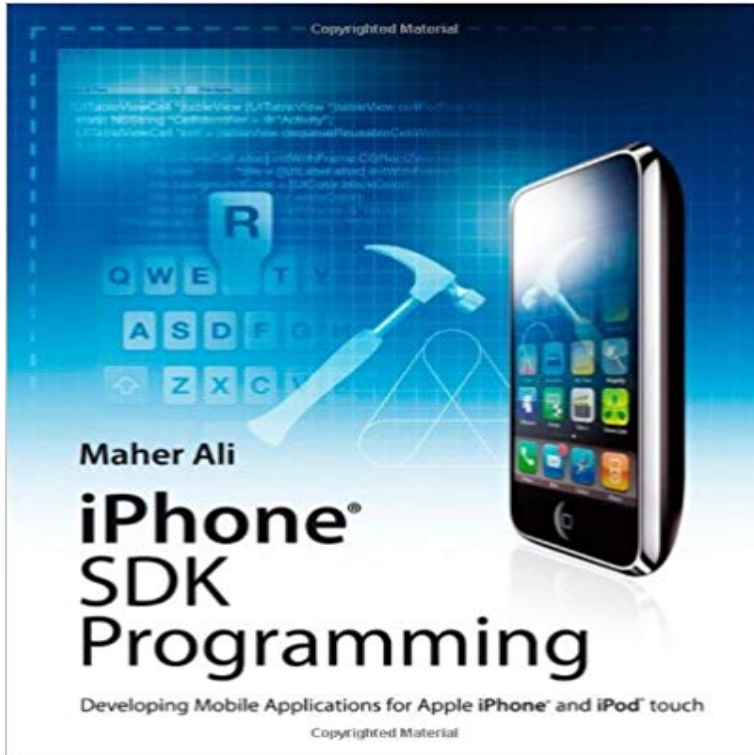


iPhone SDK Programming: Developing Mobile Applications for Apple iPhone and iPod touch



With iPhone SDK Programming, developers have the expert guidance they need to begin building native applications for Apples new iPhone 3G as well as the iPod touch. Inside, veteran mobile developer and Bell Labs scientist Maher Ali begins with a foundational introduction to Objective C and Cocoa programming, and then guides you through the building programs with Apples iPhone SDK. iPhone SDK Programming covers a wide range of topics, including: The Objective-C programming language Collections Cocoa Touch Building advanced mobile user interfaces Core Animation and Quartz 2D Model-View-Controller (MVC) designs Table Views File management Parsing XML documents using SAX and DOM Working with Google Maps API Consuming REST Web Services Building advanced location-based applications Developing database applications using the SQLite engine Building Multimedia applications Making use of the camera and video Working with the accelerometer

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