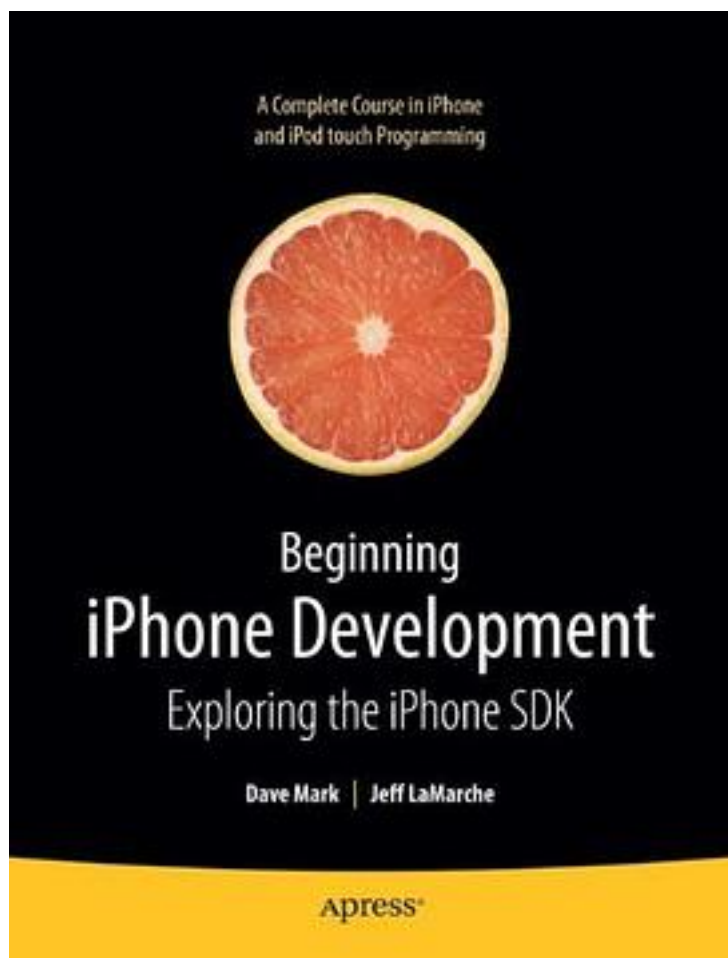


Beginning iPhone Development



[Beginning iPhone Development_ 下载链接1](#)

著者:Dave Mark

出版者:Apress

出版时间:Nov 2008

装帧:Paperback

isbn:9781430216261

Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, then Beginning iPhone Development is just the book for you.

Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iPhone Development* offers a complete soup-to-nuts course in iPhone and iPod Touch programming.

The book starts with the basics, walking you through the process of downloading and installing Apple's free iPhone SDK, then stepping you through the creation of your first simple iPhone application. You'll move on from there, mastering all the iPhone interface elements that you've come to know and love, such as buttons, switches, pickers, toolbars, sliders, etc.

You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. You'll master the art of table-building and learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using SQLite, iPhone's built-in database management system.

You'll learn how to draw using Quartz 2D and OpenGL ES. You'll add MultiTouch Gestural Support (pinches and swipes) to your applications, and work with the Camera, Photo Library, and Accelerometer. You'll master application preferences, learn how to localize your apps into other languages, and so much more.

Apple's iPhone SDK, this book, and your imagination are all you'll need to start building your very own best-selling iPhone applications.

Reviews

"People ask me again and again about how to get started in iPhone development, but I never had a very good answer for them until now. Dave and Jeff's book starts at the beginning in clear English, making sure you understand the fundamentals with many large illustrations. From there, they progress into key concepts such as the MVC pattern and ImageBuilder fundamentals. Additionally, I find myself flipping back to it as a reference guide—the plethora of code samples make it a must-have."

—Steve Demeter, Creator of "Trism" and owner of Demiforce LLC

"*Beginning iPhone Development* delivers a clear picture of the entire development process from registering as an iPhone developer through creation of complete applications. There is a wealth of examples illustrating each feature of the iPhone. The authors did an excellent job of demonstrating "best practice" coding methodology throughout the book. You would be hard pressed to find a better guide to creating software for the iPhone."

—Aaron Basil, iDev2.com

"Dave Mark has always been the king of Mac programming authors, and now he's proven to be the reigning king for books on iPhone development!"

"*Beginning iPhone Development* is the definitive guide for iPhone development, and anyone aspiring to develop for the iPhone should get this invaluable reference."

—Brian Greenstone, President & CEO, Pangea Software, Inc.

"Jeff and Dave have done an exceptional job exploring the iPhone SDK. This book is far and away the single best resource for iPhone SDK development. Developers will latch on to this book and find it useful as they create the next great iPhone application. If

you're a developer with an interest in this amazing new platform, this is a must buy."

—Chris Stewart, Founder, iPhoneDevSDK.com

"If you're planning on coding for the iPhone, start here. Dave and Jeff know their stuff and also know how to explain it. I was amazed how much stuff they cover, from Hello World through analyzing user gestures. Not only do they cover the fun stuff like playing with the camera, they cover real-world development issues like localization. I learned a huge amount from them"

—Mark Dalrymple, Co-founder, CocoaHeads, and Principal Author, Advanced Mac OS X Programming

"Starting with an overview of the technology, how to approach the device, the authors lead us straight into the heart of iPhone development. As you progress, you'll learn more about various layout engines and view managers, as well as the more meaty topics like accelerometer and GPS APIs. This book is a must-have for anyone interested in getting started quickly and efficiently with iPhone development!"

—Chris Pelsor, Manager, Tarantell:Hybrid

Summary of Contents

1. Welcome to the Jungle
2. Appeasing the Tiki Gods
3. Handling Basic Interaction
4. More User Interface Fun
5. Autorotation and Autosizing
6. Multiview Applications
7. Tab Bars and Pickers
8. Introduction to Table Views
9. Navigation Controllers and Table Views
10. Application Settings and User Defaults
11. Basic Data Persistence
12. Drawing with Quartz and OpenGL
13. Taps, Touches, and Gestures
14. Where Am I? Finding Your Way with Core Location
Whee!
15. iPhone Camera and Photo Library

16. Application Localization

Where to Next?

About the Apress Beginning Series

The Beginning series from Apress is the right choice to get the information you need to land that crucial entry-level job. These books will teach you a standard and important technology from the ground up because they are explicitly designed to take you from “novice to professional.” You’ll start your journey by seeing what you need to know—but without needless theory and filler. You’ll build your skill set by learning how to put together real-world projects step by step. So whether your goal is your next career challenge or a new learning opportunity, the Beginning series from Apress will take you there—it is your trusted guide through unfamiliar territory!

作者介绍:

Dave Mark

深受爱戴的Apple技术开发专家，具有多年开发经验。他是许多Mac平台畅销书的作者，包括Learn C on the Mac、Macintosh Programming Primer系列以及Ultimate Mac Programming。可以通过www.davemark.com与他联系。

Jeff LaMarche 资深Apple平台专家，拥有多年企业级开发经验。他是MacTech Magazine和Apple公司开发人员网的专栏作家。

目录:

[Beginning iPhone Development_下载链接1](#)

标签

iPhone

Programming

SDK

mac

design

技术

小布的系统开发

Begin

评论

真的只是For beginner 具体的一些例子 还是得狂翻apple的文档

开始准备。

很多东西没有深入讨论，其实作为入门书也不完全适合。胜在即敲即用，适合用来先围观一下SDK

现在看起来觉得这本不太好。区别在于这本书等于是给你一张图纸，你照着安装就行了，而我想知道为什么这样装——而此书基本不能解答这个问题。

[Beginning iPhone Development_下载链接1](#)

书评

iOS
6变了很多东西。这书其实还不算太老，但是内容已经跟不上了。才看到第六章，就发现很多地方已经没法按照书中的介绍进行了。我很不喜欢Apple这样完全不考虑兼容性的版本推进方法。很多东西都要不断的不断的学习，而且还变化的很快且没有道理。。

。

如果你没从来没有接触过Mac，从来没有接触过Cocoa Xcode，那么这本书是你不错的选择。太只是大概的介绍了UIKit,还有一些iPhone特色的东西。不过对初学者还是不错的选择。

看到第八章了,大体上还是不错的,基本上算是手把手教你编程,也不像国内的某些书籍那样你会的东西重复来重复去,所以畅销还是有道理的.但,这本书谈不上是经典书籍.第一,正如大多数人说的那样,版本太旧,苹果的版本又不兼容.当然,对我而言,仅仅就是看一下苹果系列的...

就一句话,看完一本书,如果不看其他东西,就是知其然不知其所以然。快餐教程特色。就和当初win32的编程统统使用vc的mfc一样。整个一讲完了,程序入口在哪里还是糊里糊涂。就知道一个界面怎么做。可是光知道界面怎么做,能写出好代码吗?

零基础的第一本书 这本书主要是针对0基础,讲解的很详细。读玩这本书再看代码会理解很多以前看不懂的东西,每个章节都是一个实例,很实用。提高的部分,本书每每有涉及到,我个人非常喜欢这种面面俱到的书,可以让你少走一些弯路。

书写的不错,很适合入门的读者,但是此书中也有一些遗漏和错误。章节5.3 page 81 toOrientation 没有声明,不知后面的章节是否还会有这样的错误。不过总体来说老美的书都写的不错的。 page 81 要定义 toOrientation 先 UIInterfaceOrientation toOrientation = self.interfa...

ios的书挑了好几本,比如那本《ios编程》,看了半个月,果断打入冷宫。那本书的写作思路以及碎成渣的中文翻译,都让我不喜欢。这本书的翻译很好,至少能语句通顺,只是个别地方语句缺乏变化,读起来略感乏味,但整体上还是不错的。另外这本书的内容安排我很喜欢,讲解非常...

学习iPhone开发必读的一本书。内容详细，条理清晰，例子丰富有针对性。我学这本书时是两个星期，当然之前是看了半本别的书的，感觉不难。学习的时候最好将书中的代码挨个敲，哪怕是对着书敲也不要紧。另外，这本书也是极好的工具书。

买后就后悔了，内容写得很繁琐，建议先看一些入门视频，再看斯坦福公开课iOS。而且iOS开发更新换代很快，真得没必要买本入门书籍，网络上有非常多的资料可以学习。比如官网的资料 <http://www.raywenderlich.com/> 和斯坦福公开课iOS

摘录一段： -----
在此示例中，所有按钮的大小都是相同的，因此它们都可见且可以使用，但是屏幕上还存在大量未使用的空白空间。如果支持更改按钮的宽度或高度会更好一些，这样可以减少界面上的空白空间。可以自由调整这6个按钮的自动调整属性，并根据...

最好再下载一个英文电子版，对着原文看。其实原文写的通俗易懂，我英语也很差，但基本读得懂。读不懂的时候，再结合中文版看看。中文版翻译的不好，个人观点打50分
.....

作为iOS sdk的参考书而言，这书还不错，想要用什么，多读几遍对应的章节就可以了。翻译只能算是一般。
读了几本ios, objective-c方面的书，感觉这方面的知识都不成体系，不像C++那般成熟。

做iPhone开发的时间比较早，当时除了官方文档外，没有什么参考。印象中这本书好像是最早翻译成中文的iPhone开发书。过了这几年iOS SDK从当时的2.0一路走来，本书也再版多次。但是看到的时候还是倍感亲切。如果您从来没有接触过iOS方面的开发。这本书应该是不错的选择，涵盖...

I am interested in iPhone development , and really hope to know more friends who focus on development or just business , I really hope to study from each other, and inspire from each other. I have some experience to migrate opencv to iPhone, and some barco...

首印限量发售，赶紧抢购吧！

强档推荐：3D游戏引擎设计：实时计算机图形学的应用方法(英文版.第2版) 媒体评论

“Dave

Mark一直是Mac编程图书作者中的佼佼者，而他现在又无可争议地成为了iPhone开发图书的王牌作者！本书是iPhone开发的权威指南，任何有意开始iPhone开发的人...

Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, then Beginning iPhone Development is just the book for you. Assuming only a minimal working knowledge...

苹果系列产品的魅力难以抵挡，培养了一大批忠实的“果粉”，也成为科技、创新、潮流的代名词。其推出的iPhone 4手机备受消费者推崇，在市场上的杀伤力呈显增强的趋势，尤其在中国市场，更出现了一机难求的局面。
在成功推出iPad和iPhone系列产品后，今年苹果公司又推出了平板...

[Beginning iPhone Development 下载链接1](#)