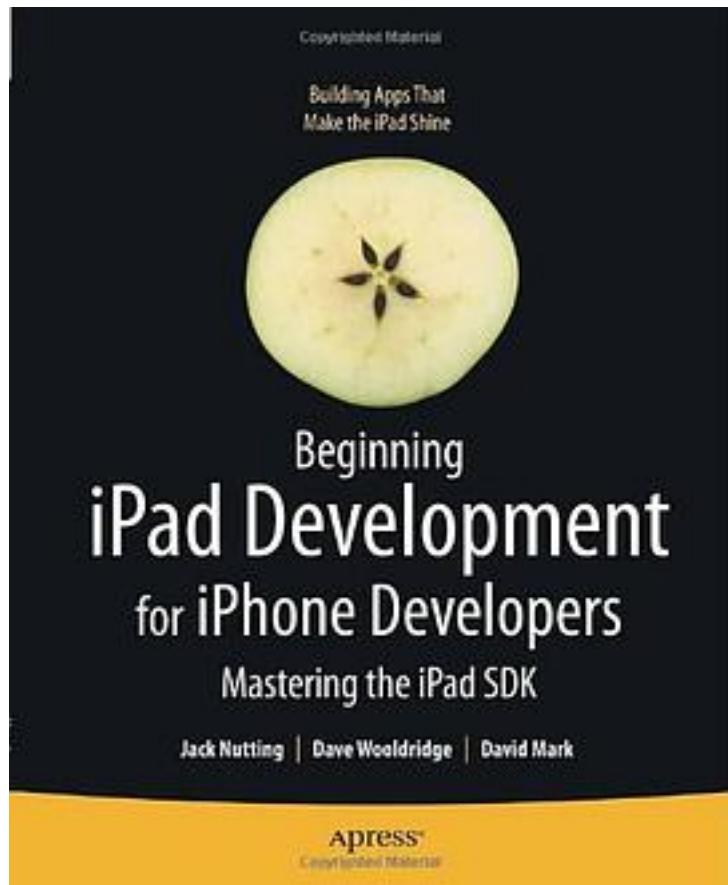


# Beginning iPad Development for iPhone Developers



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It's in magazines and newspapers, it's on television and radio, it's on busses and billboards and pretty much everywhere you look (except for Apple stores, where it's likely still sold out). The iPad is the hot new touchscreen tablet from Apple,

representing the next generation of mobile computing. Packed with dozens of new features, the iOS 3.2 SDK enables you to build sophisticated, desktop-quality apps for this exciting new platform. Every iPhone and iPod touch app developer looking to take the next step and move into the iPad arena will want to read this book from cover to cover. Beginning iPad Development for iPhone Developers: Mastering the iPad SDK has all the answers, and you'll find them presented with the same easy-to-follow style and thorough coverage you've come to expect from titles like Beginning iPhone 3 Development—everything an aspiring iPad developer needs to know to create great apps. Best-selling authors Jack Nutting, Dave Wooldridge, and Dave Mark show iPhone developers how to master all of the iPad-exclusive frameworks and features, which are explained, demonstrated in action, and put through their paces in this comprehensive programming guide. You'll get a detailed understanding of the new feature set and gain every possible advantage in the iTunes App Store. What you'll learn How to design app interfaces optimized for the iPad by taking advantage of new UIKit features such as Popovers, Split View Controllers, and new Modal Views. How to utilize new graphics functionality, Core Text, Document Sharing, and advanced input methods to build powerful productivity solutions. How to embrace the iPad's superior media capabilities with its new video and display options. How to convert an existing iPhone project into a stand-alone iPad app or a Universal app for both iPhone and iPad users. Developing iOS 4 Apps? Since many of the new features in iOS 3.2 are also present in iOS 4, this is one of the first books available in print that extensively covers several of the new APIs that iPhone developers are also eager to learn for creating iOS 4-optimized apps. Who this book is for This book is for all iPhone app developers who want to leverage their skills to create professional apps for the iPad. Complete Source Code Provided Beginning iPad Development for iPhone Developers includes extensive example projects and the complete source code for Dudel, a full-fledged drawing app for the iPad. Table of Contents Welcome to the Paradigm Shift Getting Started with iPad Development Exploring the iPhone SDK's New iPad Features New Graphics Functionality Using Core Text Popovers Video and Display Split Views and Modal Modes New Input Methods Working with Documents From iPhone to iPad Additional Resources for iPad Development

作者介绍:

Jack

Nutting, 资深Apple技术专家, Objective-C和Cocoa框架的坚定拥护者。除本书外, 还与人合著了Learn Cocoa on the Mac。他有时会在www.nuthole.com上发表博客。

Dave Wooldridge, Electric

Butterfly创始人, 具有多年Mac或iOS应用程序开发经验, 并且屡获殊荣。除本书外, 还著有The Business of iPhone App

Development一书。另外, 他还为一些主流技术出版物撰写了大量文章, 包括MacTech上每月一期的软件营销专栏。

Davod

Mark, 深受爱戴的Apple技术专家, 具有多年开发经验。他著有畅销技术书《iPhone 3开发基础教程》和许多Mac平台编程参考书。可以通过www.davemark.com与他联系。

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## 标签

iPad

Objective-C

Cocoa

编程

iPhone

Xcode

## 评论

虽然还没买ipad，但迟早要在上面开发的。

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## 书评

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