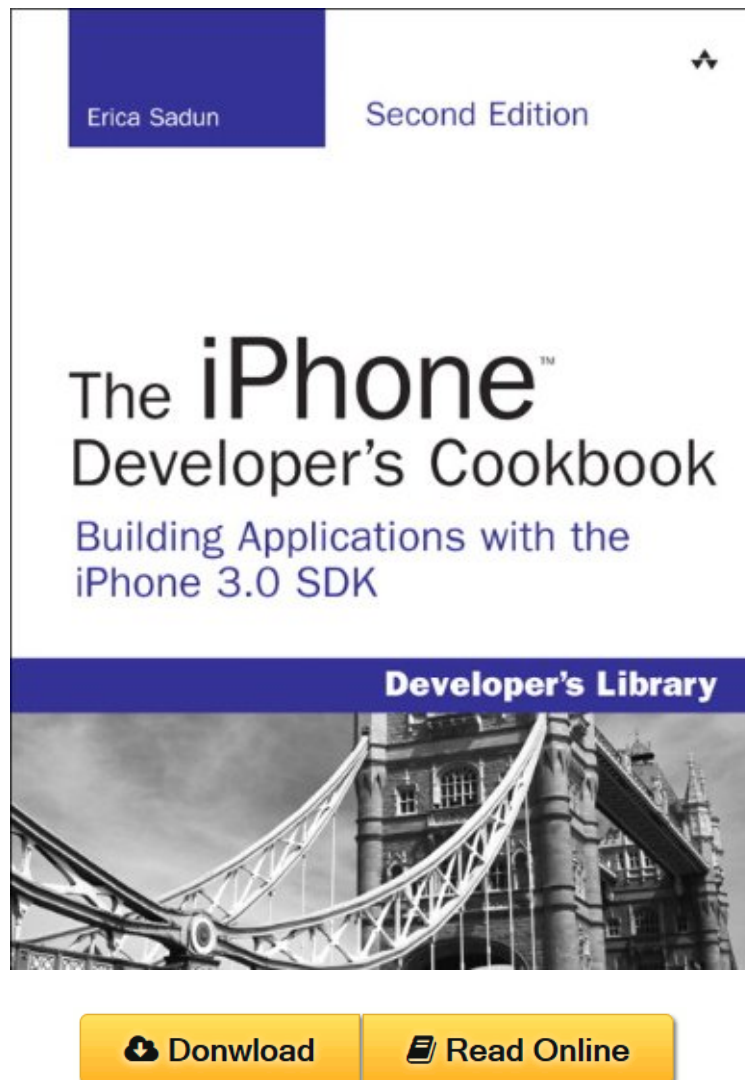


[PDF] The iPhone Developer's Cookbook: Building Applications with the iPhone 3.0 SDK (Developer's Library)

The iPhone Developer's Cookbook: Building Applications with the iPhone 3.0 SDK (Developer's Library)

Von Erica Sadun

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Von Erica Sadun : The iPhone Developer's Cookbook: Building Applications with the iPhone 3.0 SDK (Developer's Library) before purchasing it in order to gauge whether or not it would be worth my time, and all praised The iPhone Developer's Cookbook: Building Applications with the iPhone 3.0 SDK (Developer's Library):

Kundenrezensionen Hilfreichste Kundenrezensionen 7 von 7 Kunden fanden die folgende Rezension hilfreich. Die neue Referenz! Von FunkyMusic Das erste Buch von Erica Sadun war bereits sehr gut und wurde daher auch zurecht ins Deutsche übersetzt! Aber mit der zweiten Ausgabe legt die Autorin die Messlatte sehr hoch. BER 500 Seite neuer Inhalte plus der bisherigen ergibt ein Buch mit über 850 Seiten. Dabei wurden die 'alten' Inhalte ebenfalls deutlich bearbeitet und es bleiben bzgl. der SDK Version 3.x absolut keine Wünsche offen! Wer den klassischen Cookbook Stil mag, wird nicht enttäuscht - gute und schnelle Lösungen, zum Nachschlagen. Trotzdem hat das Buch einen roten Faden

der sich thematisch durch das gesamte Buch zieht. Sämtlichen Code gibt es natürlich in einem online Git-Repository zum Download, die zugehörige Mailingliste und natürlich die Webseite der Autorin bieten jede Menge weitere Informationen sowie Möglichkeiten für Fragen, Anregungen, Kritiken. Ich werde die erste Ausgabe verschenken, die ist jetzt obsolet geworden. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Schatzkiste Von DiHo Eine wahre Fundgrube für jeden iPhone-Entwickler. Ausserdem genau der richtige Einstieg für diejenigen die es gerne praktisch mögen.

Kurzbeschreibung Want to get started building applications for Apples iPhone and iPod touch? Already building iPhone applications and want to get better at it? This is the only book that brings together all the expert guidance and the code you'll need! Completely revised and expanded to cover the iPhone 3.0 SDK, The iPhone Developers Cookbook is the essential resource for developers building apps for the iPhone and iPod touch. Taking you further than before, this new edition starts out with an introduction to Objective-C 2.0 for developers who might be new to the platform. You'll learn about Xcode and Interface Builder and learn how to set up and configure your iPhone Developer account. Additional highlights of this new edition include: Using the iPhone SDKs visual classes and controllers to design and customize interfaces Using gestures, touches, and other sophisticated iPhone interface capabilities Making the most of tables, views, view controllers, and animations Alerting users with progress bars, audio pings, status bar updates, and other indicators Using new Push Notifications to send alerts, whether your app is running or not Playing audio and video with the MediaKit Working with the Address Book, Core Location, and Sensors Connecting to the Internet, Web services, and networks Embedding flexible maps with MapKit and Google Mobile Maps Building multiplayer games with GameKit Using Core Data to build data-driven applications Selling add-on content and services with In-App Purchasing using StoreKit Building accessible apps with Accessibility Plus The unique format of The iPhone Developers Cookbook presents the code you need to create feature-rich applications that leverage the latest features of the iPhone 3.0 SDK. Over 30,000 iPhone developers turned to the first edition of The iPhone Developers Cookbook. So should you!

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ber den Autor und weitere Mitwirkende Erica Sadun is the bestselling author, coauthor, and contributor to three dozen books on programming, digital media, Web design, and other topics--including the bestselling first edition of this book. She has created more than a dozen native iPhone applications and was among the first to blog knowledgeably about iPhone programming. Sadun holds a Ph.D. in Computer Science from Georgia Tech's renowned Graphics, Visualization, and Usability Center.