

Beginning



Development

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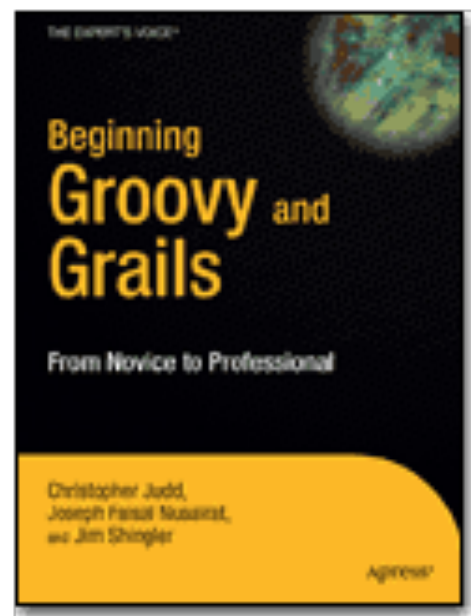


Central Ohio Java Users Group leader

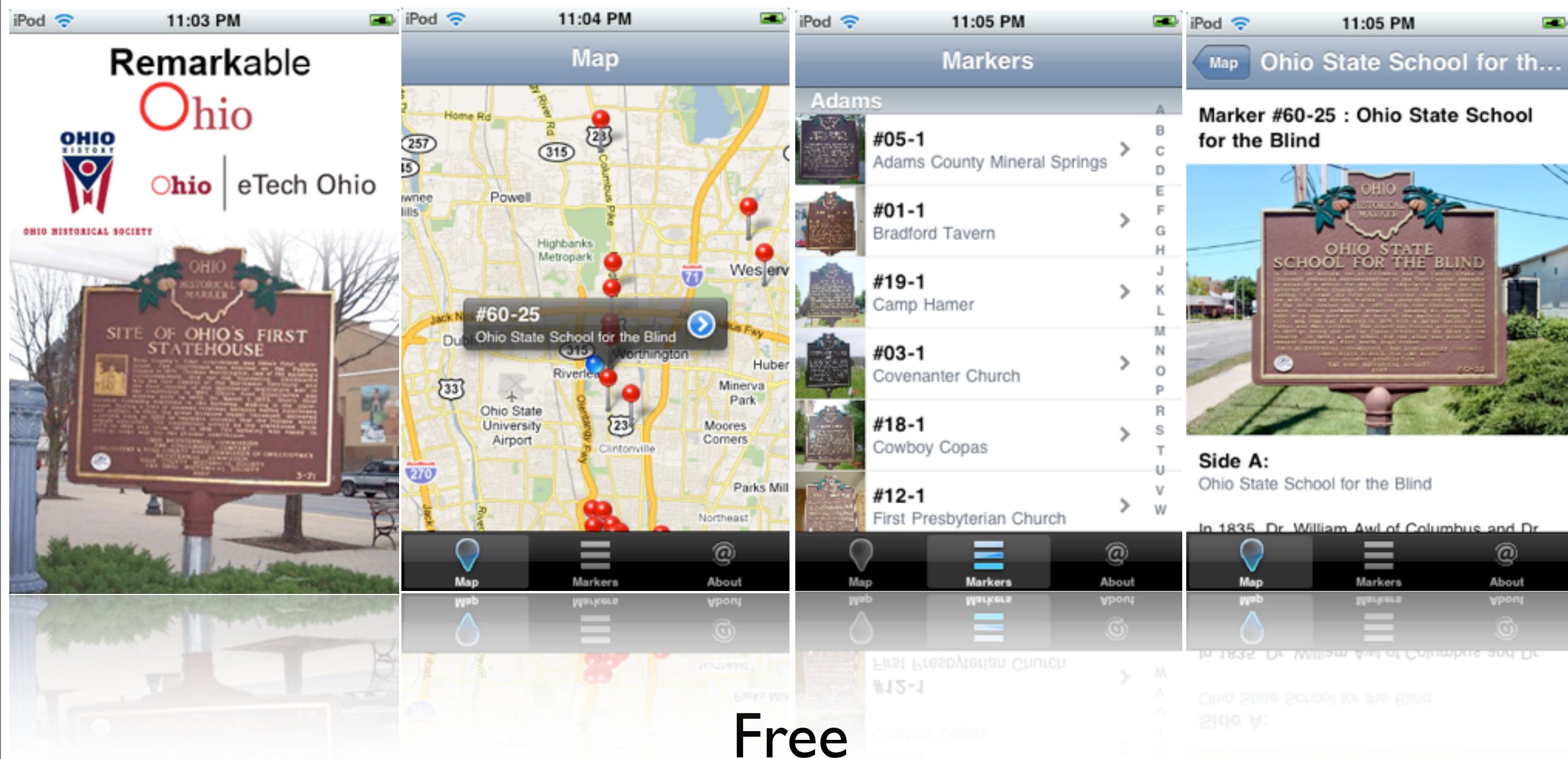
Columbus



Developer User Group (CIDUG)



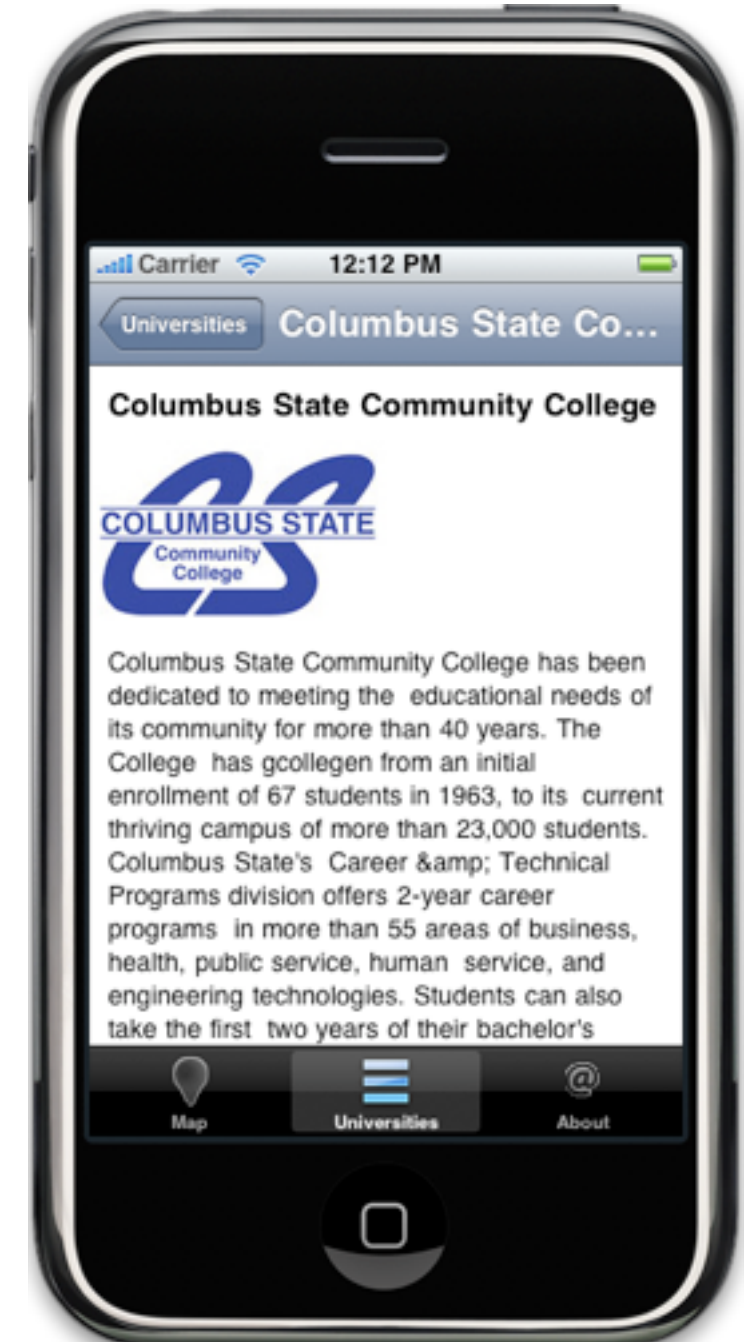
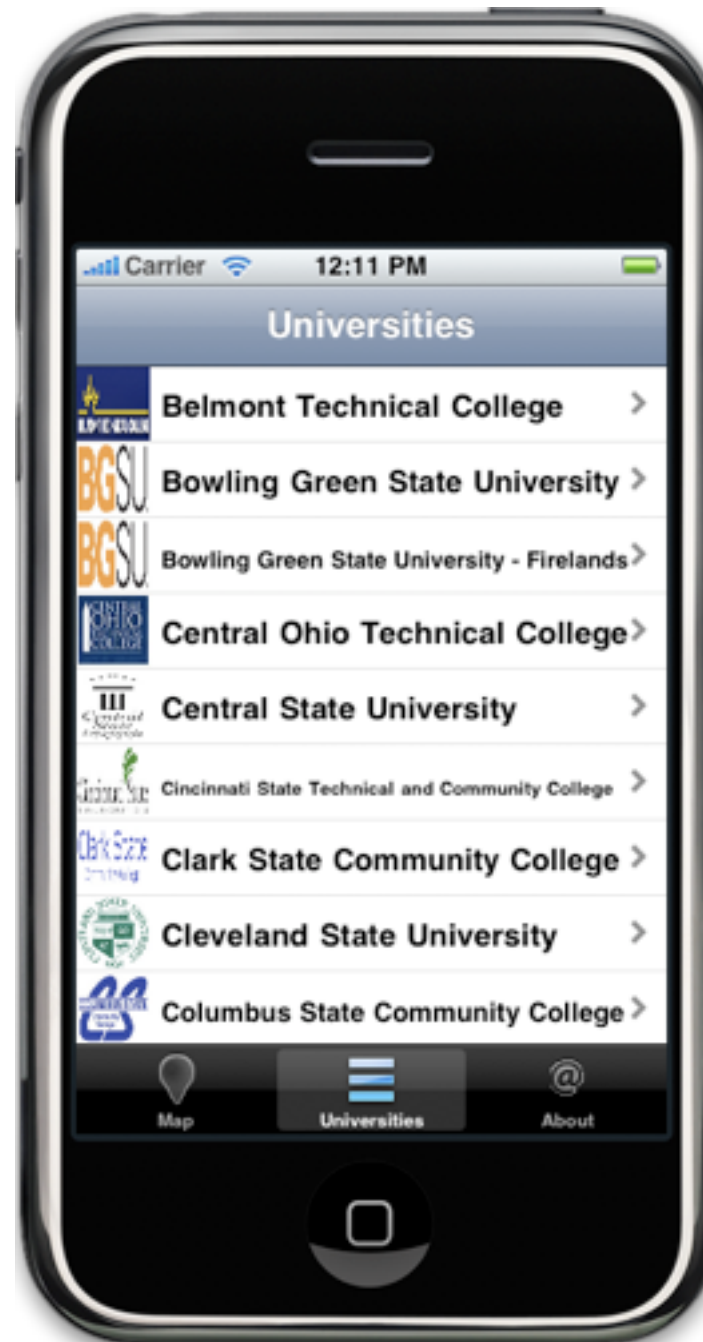
Remarkable Ohio



Free

Developed for eTech Ohio and Ohio Historical Center

University System Of Ohio



Free
Developed for eTech Ohio and University System Of Ohio



CALL FOR ENTRIES !!

eTech Ohio is pleased to announce the eTech Ohio Mobile Apps Development Contest

The state of Ohio is seeking new apps that showcase Ohio and its unique talents and creativity! eTech Ohio encourages mobile applications developers, both new and experienced, to produce apps that will increase awareness and usage of mobile apps, both in and outside of the classroom. Full guidelines and forms are available online at: www.etech.ohio.gov/appscontest/.

Contact: Amy Estep, amy.estep@etech.ohio.gov,
877.383.2406

More Mobile Apps

- 8:00-8:45 02/01/2011
Developing Apps for the iPhone, iPod Touch or iPad
- 10:45-11:30 02/01/2011
Developing Apps for Android
- 3:45-4:40 02/01/2011
Developing Android App with Google App Inventor

iOS Devices

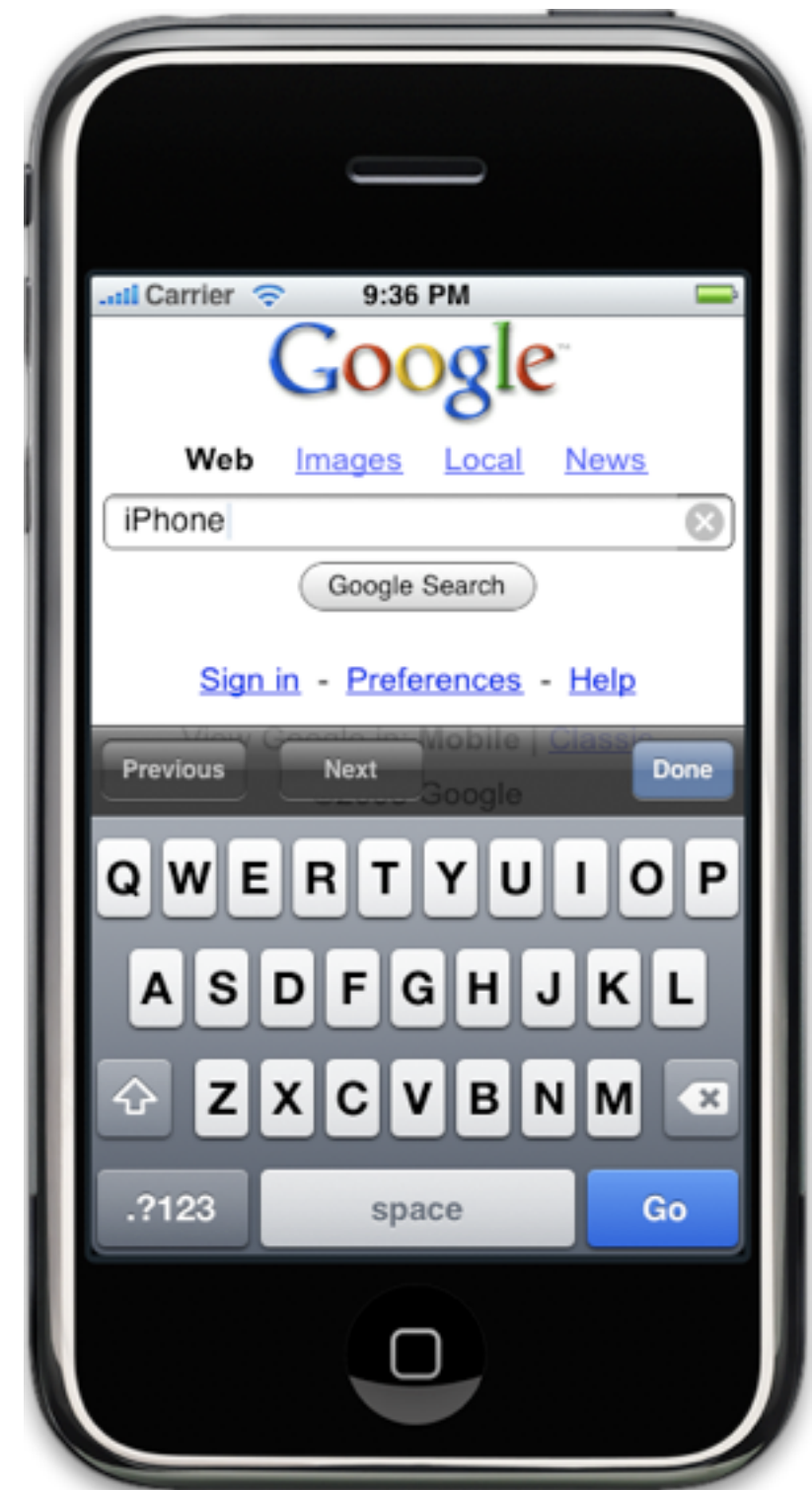




Input



Multi-touch



Virtual Keyboard

Location Aware



Accelerometer/Gyroscope



Camera/Video



iPhone Development



vs



iPhone SDK















Advantages:

- Access native features
 - camera
 - location awareness
 - 3D support
 - accelerometer (fine grain)
 - off-line access
- Performance
- SQLite database








Disadvantages:

- Must know Objective-C
- Need Mac and OSX Leopard
- Give up first born child in mountain of legal agreements
- Must have application approved and vetted before distribution in App Store
- Process is on Apple's timeline not yours







iPhone Developer Programs

-  Developer
 -  Free
 -  Can not deploy to a device
-  Standard Program
 -  \$99/year
 -  Deploy to up to 100 Ad Hoc devices
 -  Deploy to App Store
-  Enterprise Program
 -  \$299/year
 -  For developing internal application and deploying to company phones

What you need

-  Mac
-  Mac OS X 10.6.x (Snow Leopard)
-  iPhone, iPod Touch and/or iPad
-  \$99/year
-  Join Standard Program
-  <http://developer.apple.com/ios>
-  To learn Objective-C

Registration Process

-  Register for Standard Program
-  Read lots of boring legal documents
-  Wait
-  Prove who you are
-  Wait
-  Gain access to Program Portal for creating certificates

iPhone Web Development





Advantages:

- Develop with Server-side technology of choice
 - Java
 - Groovy/Grails
 - Ruby
 - .NET
 - PHP
 - Perl
- Don't have to deal with syncing data with cloud
- Deployment and schedule is under your control
- Easier to deal with versioning

Disadvantages:

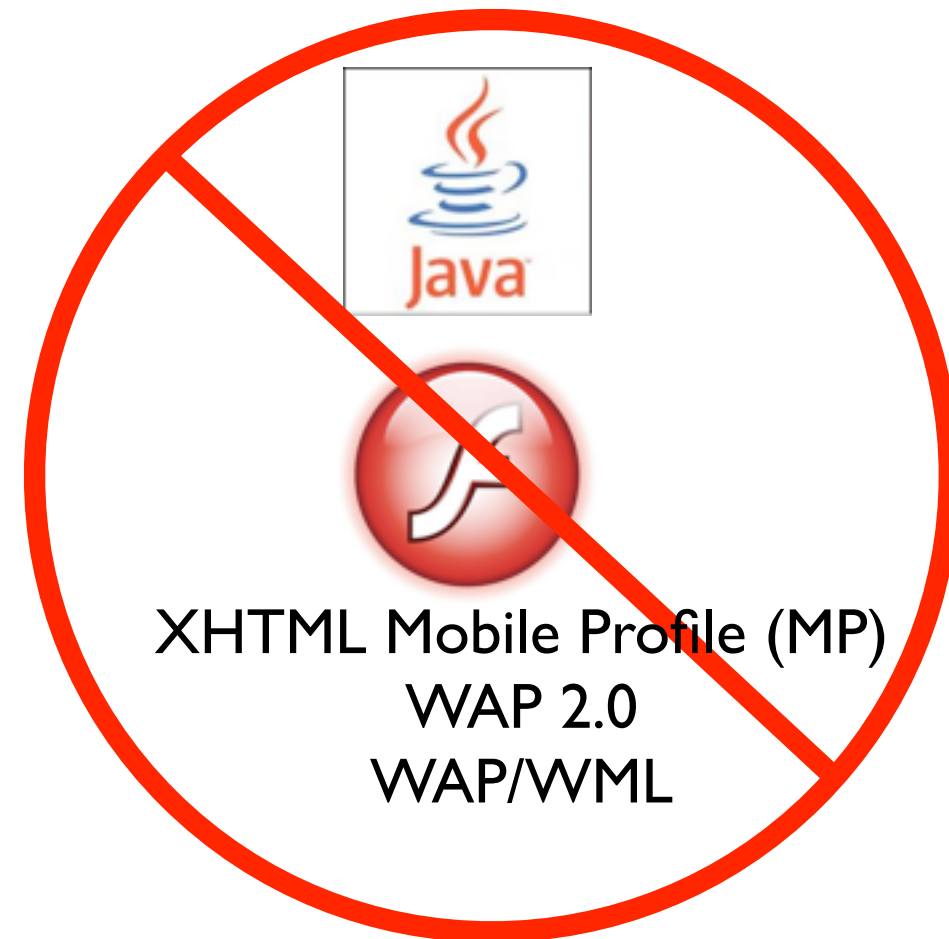
- Don't have access to native features
- Not as glamorous
- Network performance

Browser



HTML 4.01 & 5
XHTML 1.0
JavaScript 3
CSS 2.1 (partial 3.0)
DOM Level 2
AJAX (XMLHttpRequest)

Mobile Safari (WebKit)



XHTML Mobile Profile (MP)
WAP 2.0
WAP/WML

iPhone SDK



FREE!!!



iPhone Dev Center

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Log in to get the most out of the iPhone Dev Center.

[Log In](#)

The iPhone Dev Center provides access to technical resources and information to assist you in developing with the latest technologies in iPhone OS. Log in with your Registered iPhone Developer Apple ID and password, or sign-up as a free Registered iPhone Developer today.

Developing for iPhone OS 2.2.1

Technical Documentation



Getting Started Documents

Developers new to iPhone OS can read about the tools, frameworks, development best-practices, and design methods for creating innovative world-class iPhone applications.



iPhone Reference Library

Explore a collection of in-depth technical documentation, sample code, guides, and articles for iPhone development categorized by topic and frameworks.

Featured Content



iPhone Application Programming Guide



iPhone Development Guide



iPhone Human Interface Guidelines



Your First iPhone Application

To access iPhone SDK for iPhone OS 2.2.1 and additional technical resources and information, [log in](#) with your Registered iPhone developer Apple ID and password, or [sign up](#) as a free Registered iPhone Developer today.



iPhone SDK for iPhone OS 2.2.1

Registered iPhone Developers can download iPhone SDK for iPhone OS 2.2.1 which includes the Xcode IDE, iPhone simulator, and a suite of additional tools for developing applications for iPhone and iPod touch.



Getting Started Videos

Watch Apple experts discuss everything from getting started with iPhone SDK, to the tools and technologies used to create iPhone applications.



Coding How-To's

Play a movie. Play a sound. Detect motion. Learn how to incorporate features of iPhone in your application.



Sample Code

Use these samples to inspire development of your own great applications.

iPhone Developer Program

The iPhone Developer Program offers a complete process for developing and distributing iPhone or iPod touch applications.

When you join the iPhone Developer Program, you also receive access to iPhone SDK 3.0 and iPhone OS 3.0 beta.

[Learn More](#)


Standard Program \$99

Enterprise Program \$299

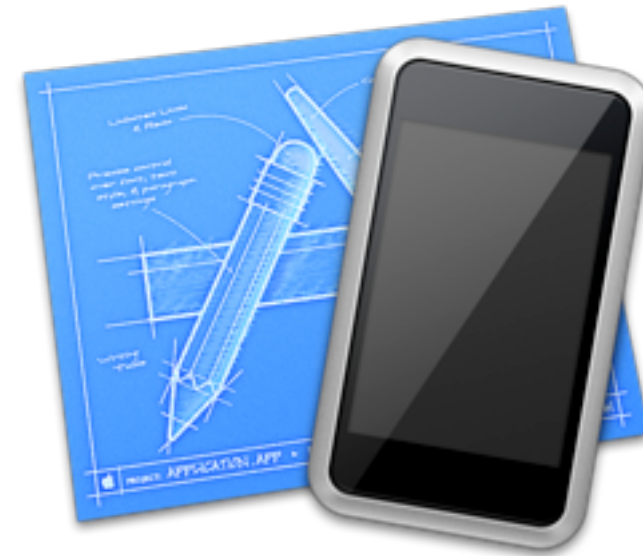
Already applied to the iPhone Developer Program?

[Check your enrollment status now](#)

<http://developer.apple.com/ios/>



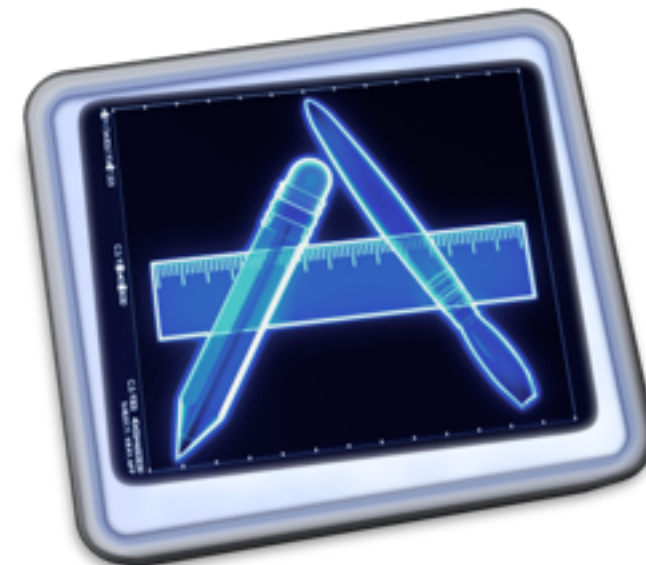
Xcode
IDE



Simulator
iPhone Simulator












Interface Builder
GUI Builder



Instruments
Profiler

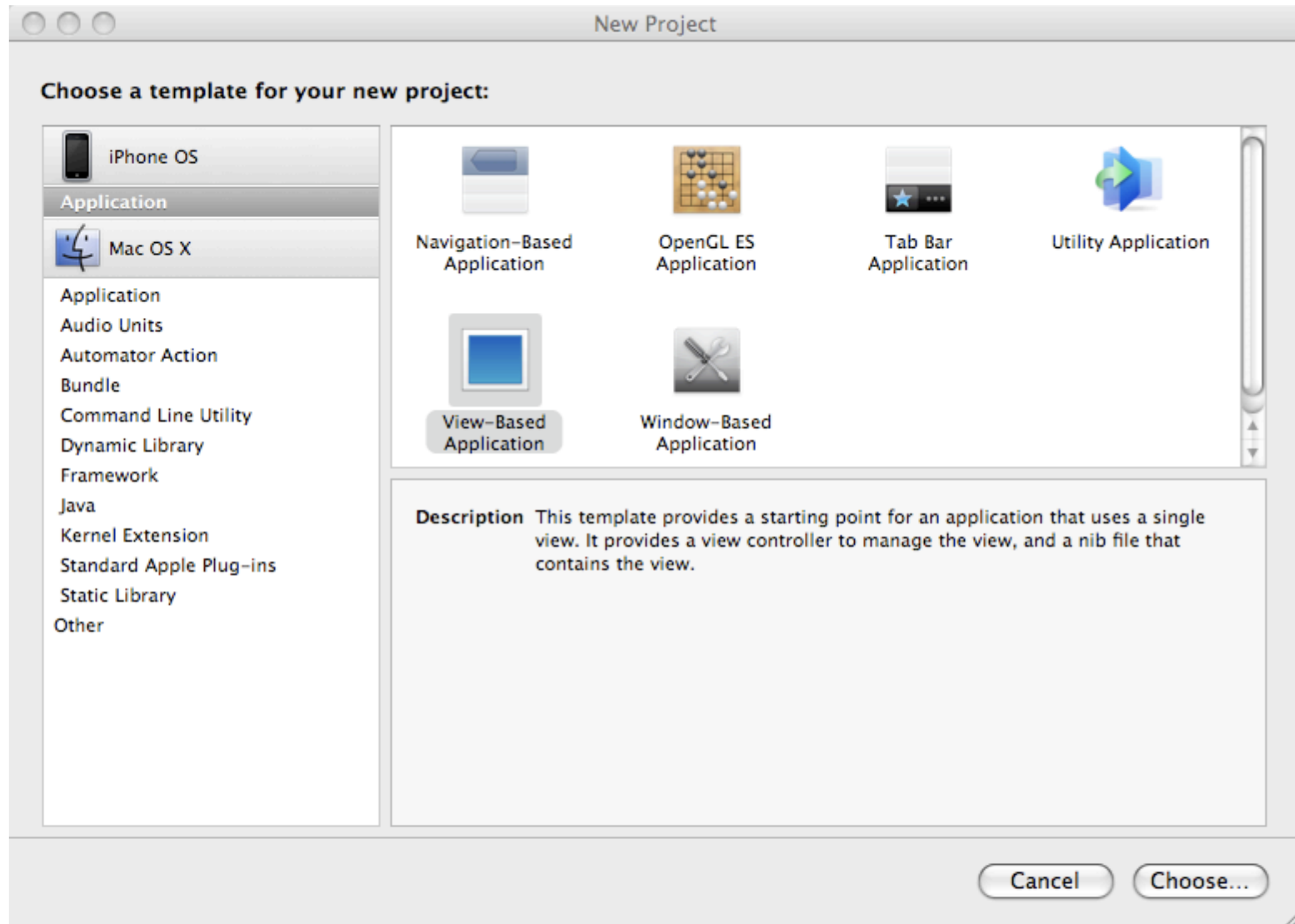
MyWebBrowser Example

1. Create project 
2. Design interface 
3. Add component references 
4. Add event handler 
5. Connect components to references 
6. Connect events to event handler 
7. Implement even handler 
8. Run application 
9. Profile application 

Create Project



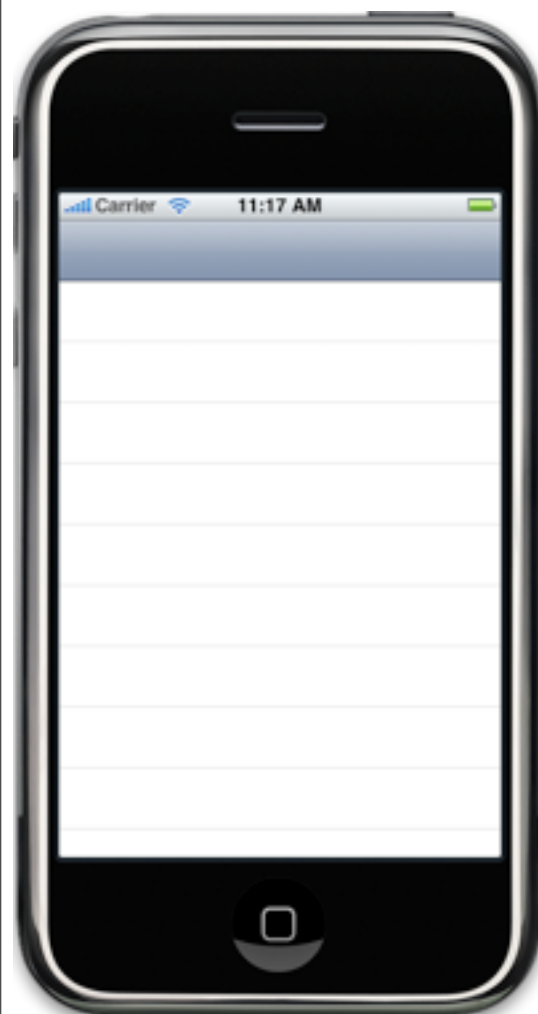
File > New Project > View-Based Application



Description This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a nib file that contains the view.



Application Templates



Navigation-Based



OpenGL ES



Tab Bar



Utility



View-Based

Window-Based is total generic



mybrowserViewController.h - mybrowser

Simulator - 2.2.1 | Debug

Overview Action Build Build and Go Tasks Info Editor

String Matching Search

Groups & Files

- mybrowser
 - Classes
 - mybrowserAppDelegate.h
 - mybrowserAppDelegate.m
 - mybrowserViewController.h
 - mybrowserViewController.m
 - Other Sources
 - Resources
 - mybrowserViewController.xib
 - MainWindow.xib
 - Info.plist
 - Frameworks
 - Products
- Targets
 - mybrowser
- Executables
- Errors and Warnings
- Find Results
- Bookmarks
- SCM
- Project Symbols
- Implementation Files
- NIB Files

File Name

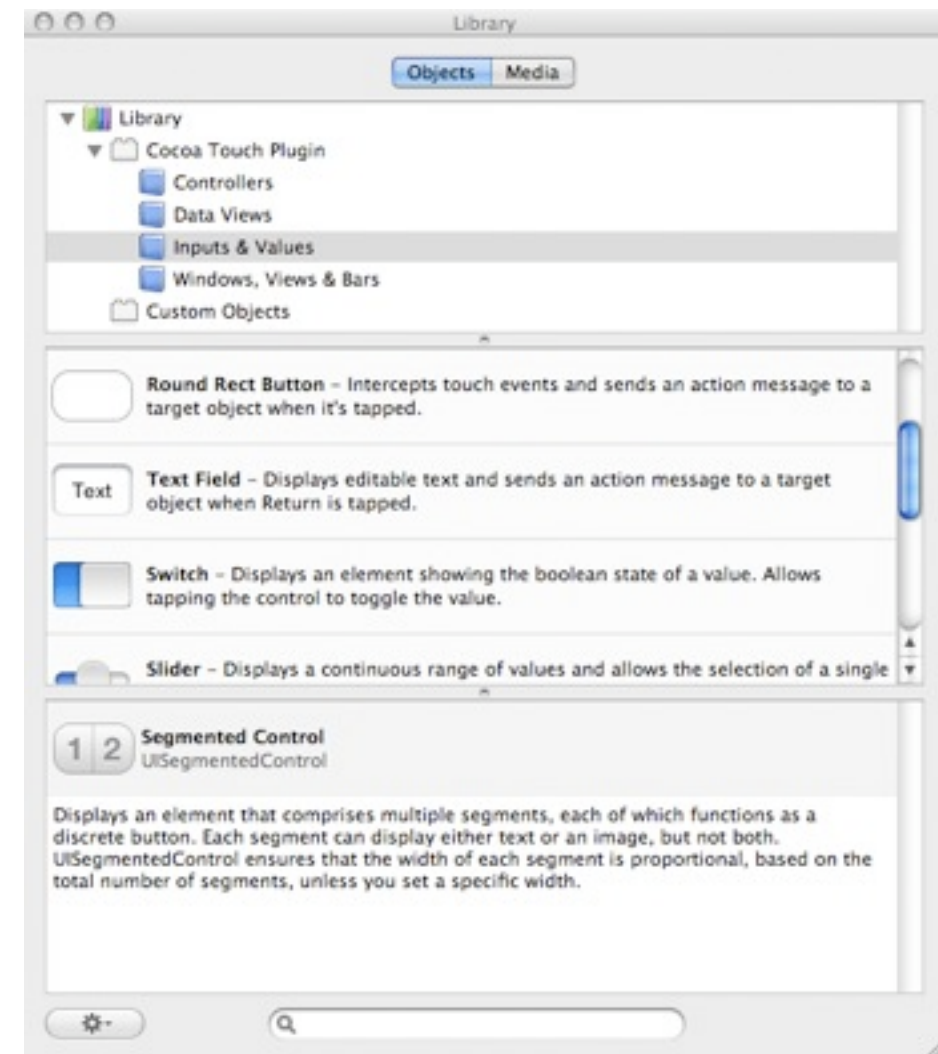
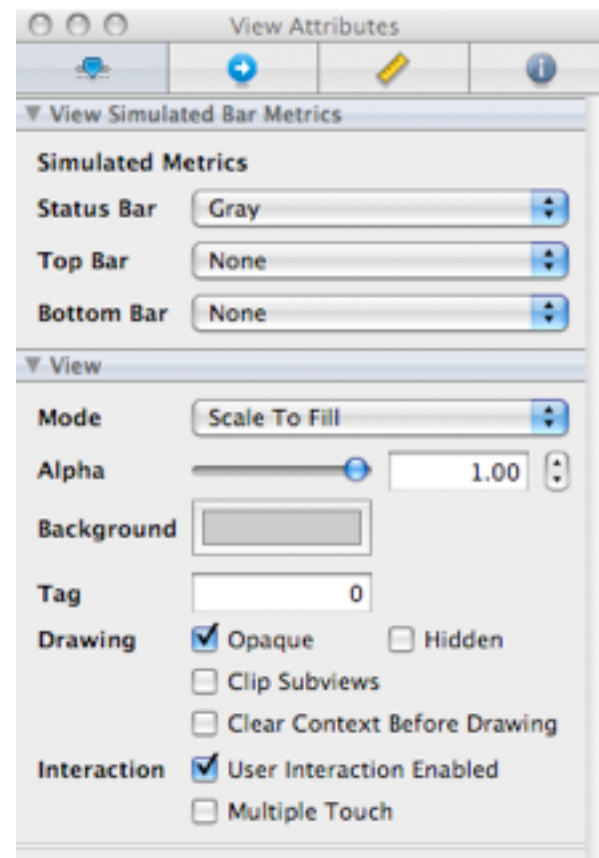
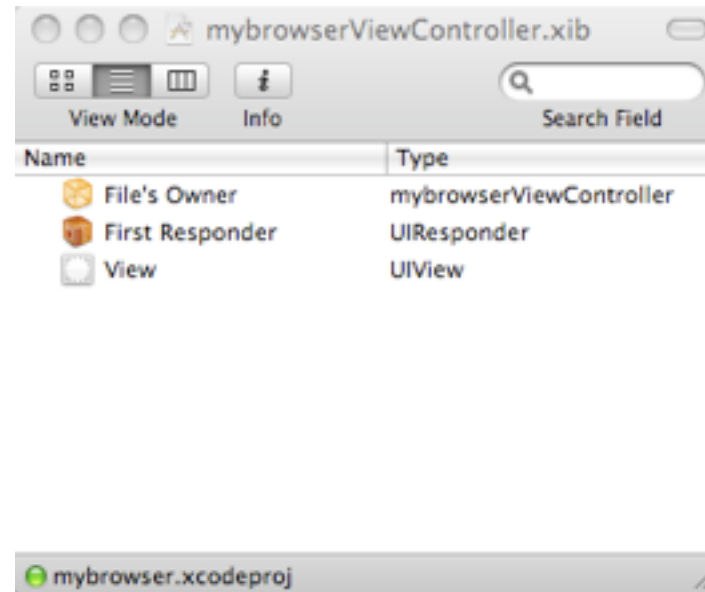
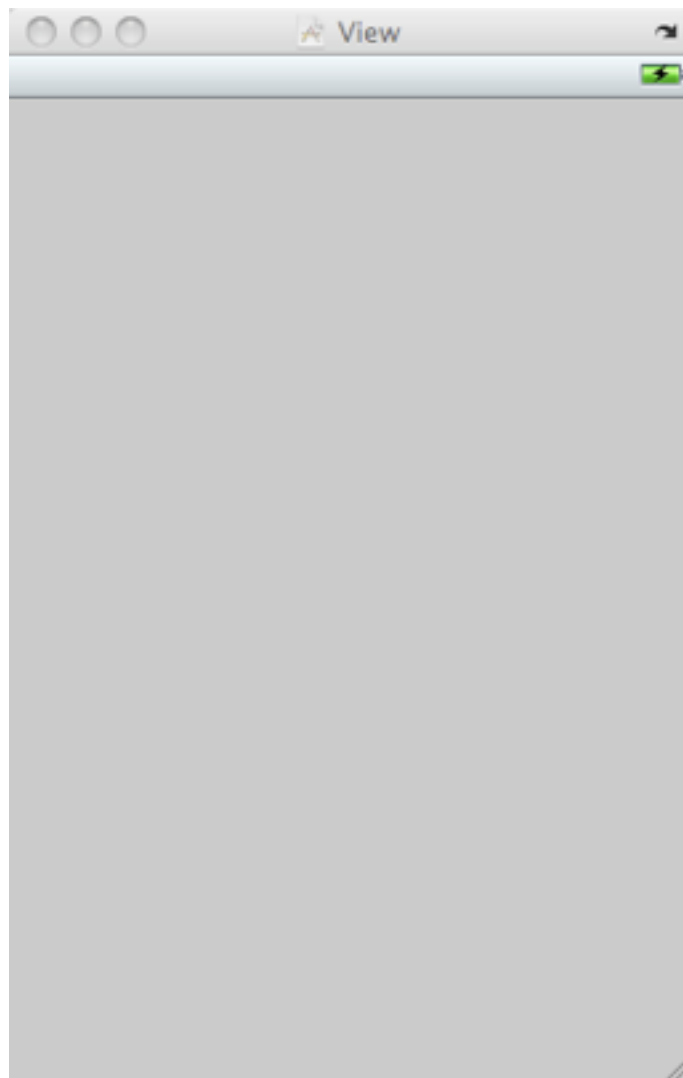
File Name	Code				
mybrowserViewController.h					

mybrowserViewController.h:1 <No selected symbol>

```
//  
// mybrowserViewController.h  
// mybrowser  
//  
// Created by Christopher Judd on 4/28/09.  
// Copyright __MyCompanyName__ 2009. All rights reserved.  
//  
  
#import <UIKit/UIKit.h>  
  
@interface mybrowserViewController : UIViewController {  
  
}  
  
@end
```



Double clicking *.xib opens

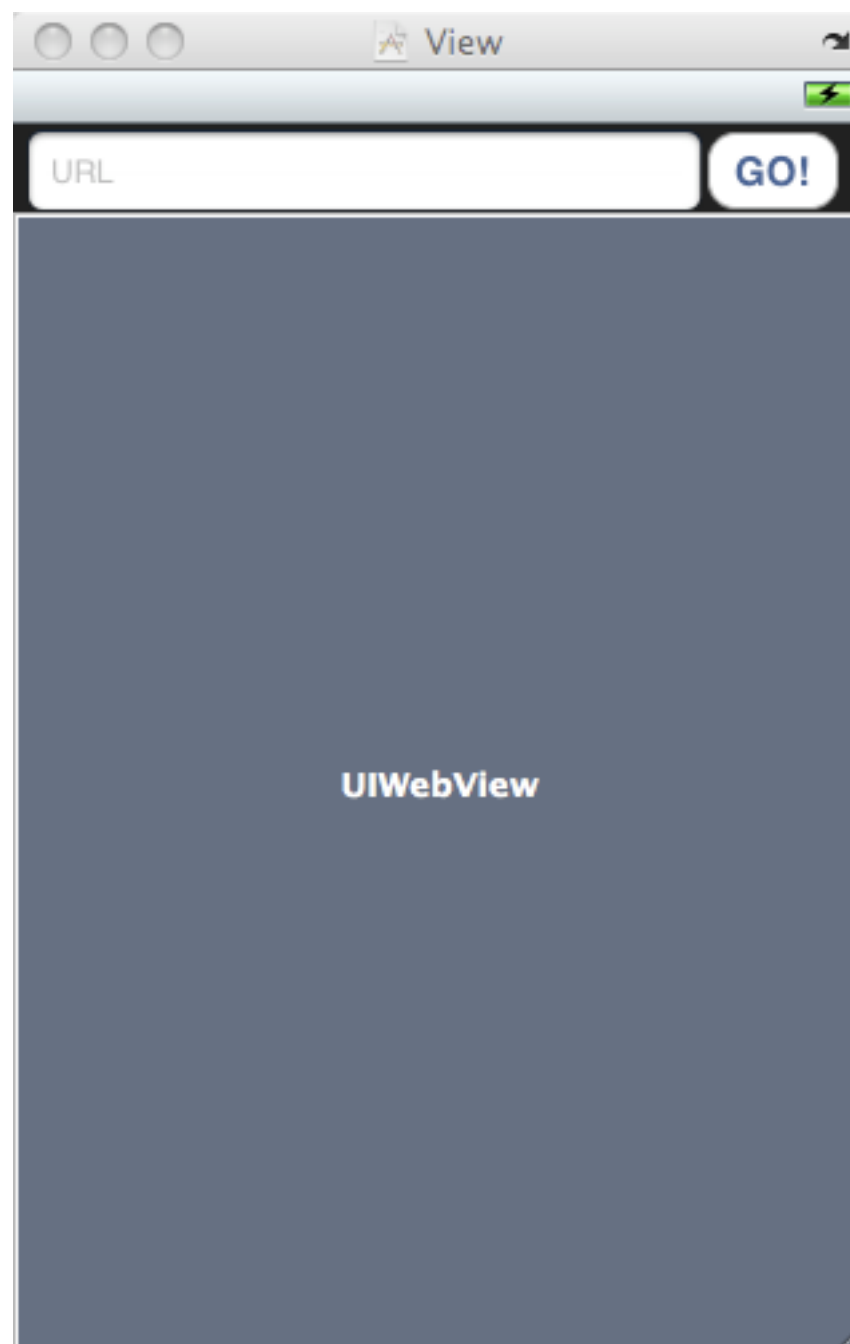




Design Interface



Text Field
Placeholder: URL



Rounded Rect Button
Title: GO!



Web View



Add Component and Even Handler

*ViewController.h

```
#import <UIKit/UIKit.h>
```

```
@interface mybrowserViewController : UIViewController {
```

```
    IBOutlet UITextField *urlField;
```

```
    IBOutlet UIWebView *webView;
```

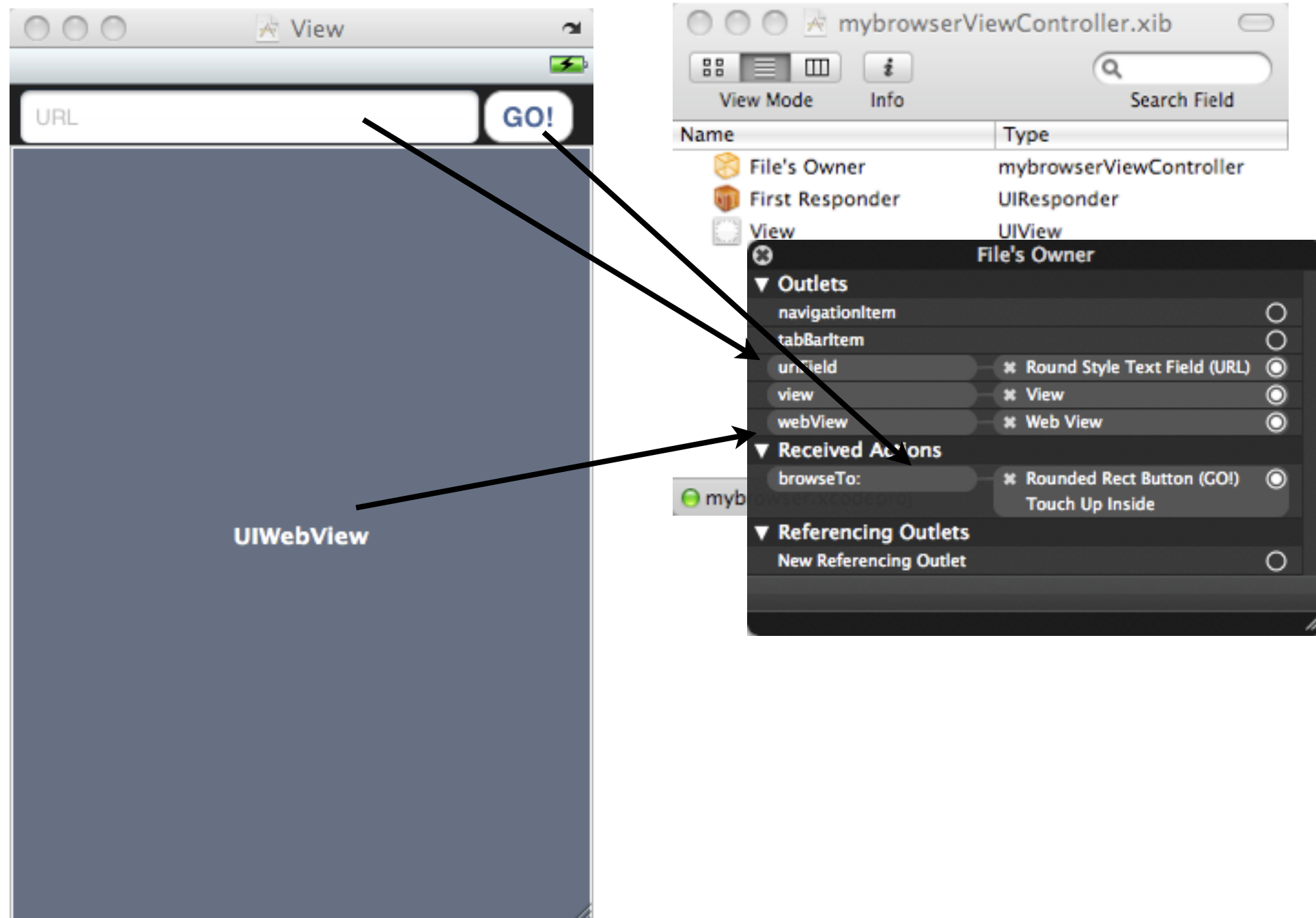
```
}
```

```
-(IBAction) browseTo: (id) sender;
```

```
@end
```




Connect Component and Even Handler



Right Click or Control Click and Drag



Implement Event Handler

*ViewController.m

```
#import "mybrowserViewController.h"

@implementation mybrowserViewController

-(IBAction) browseTo: (id) sender {
    // hide keyboard
    [urlField resignFirstResponder];
    NSURL *url = [[NSURL alloc] initWithString:urlField.text];
    NSURLRequest *request = [[NSURLRequest alloc] initWithURL: url];
    [webView loadRequest:request];
    [request release];
    [url release];
}

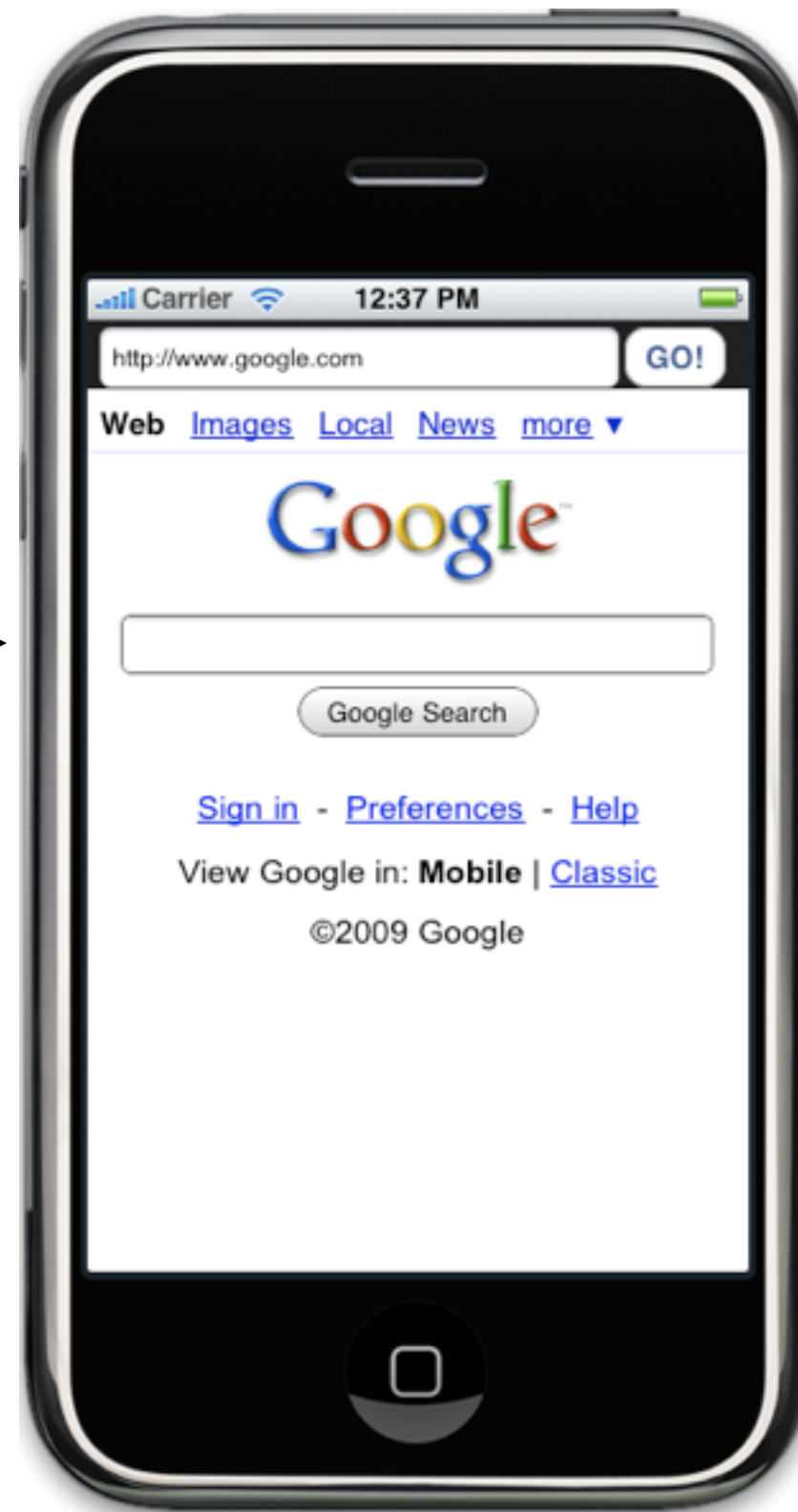
- (void)didReceiveMemoryWarning {
    [super didReceiveMemoryWarning];
}

- (void)dealloc {
    [super dealloc];
}

@end
```



Run Application

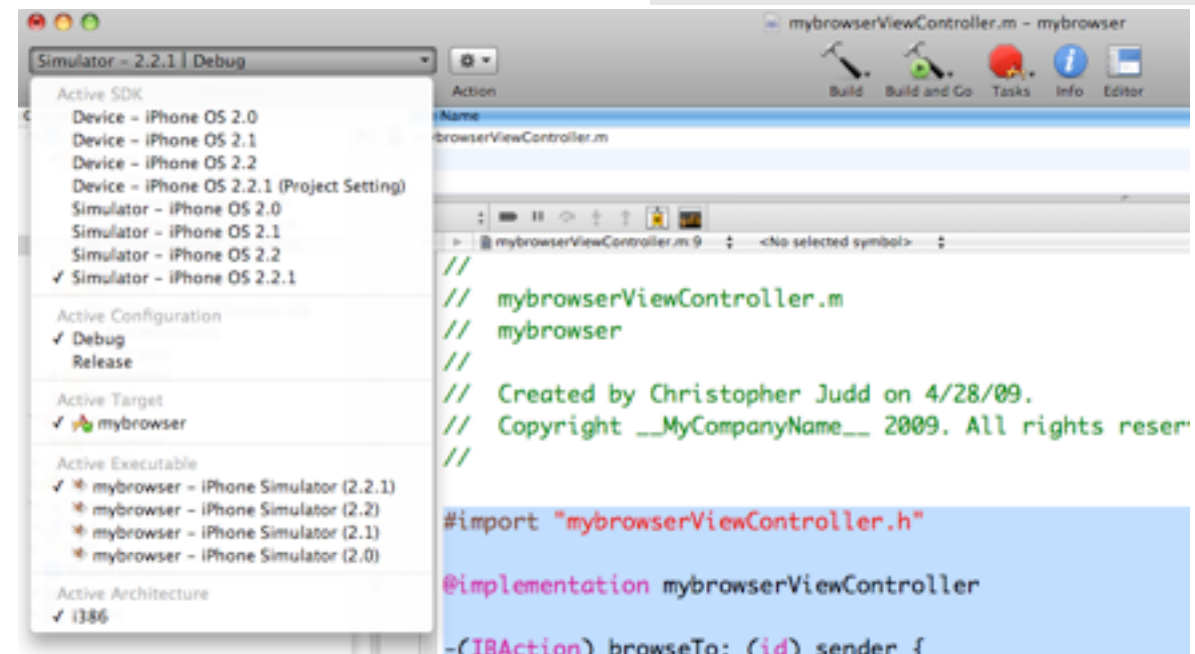
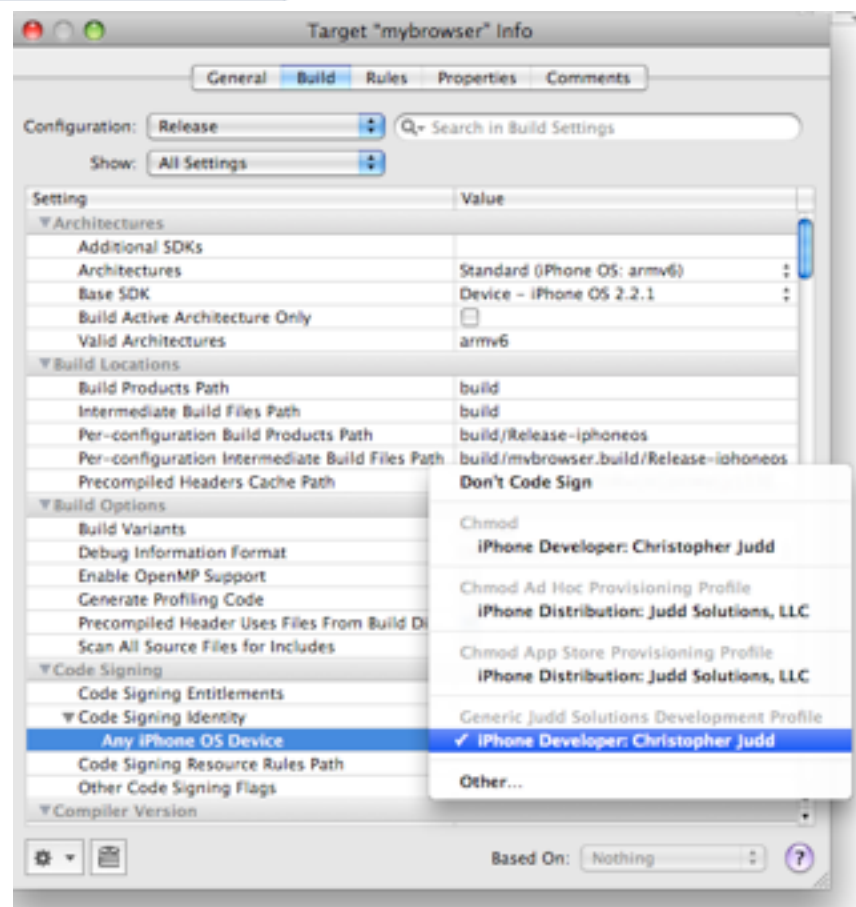
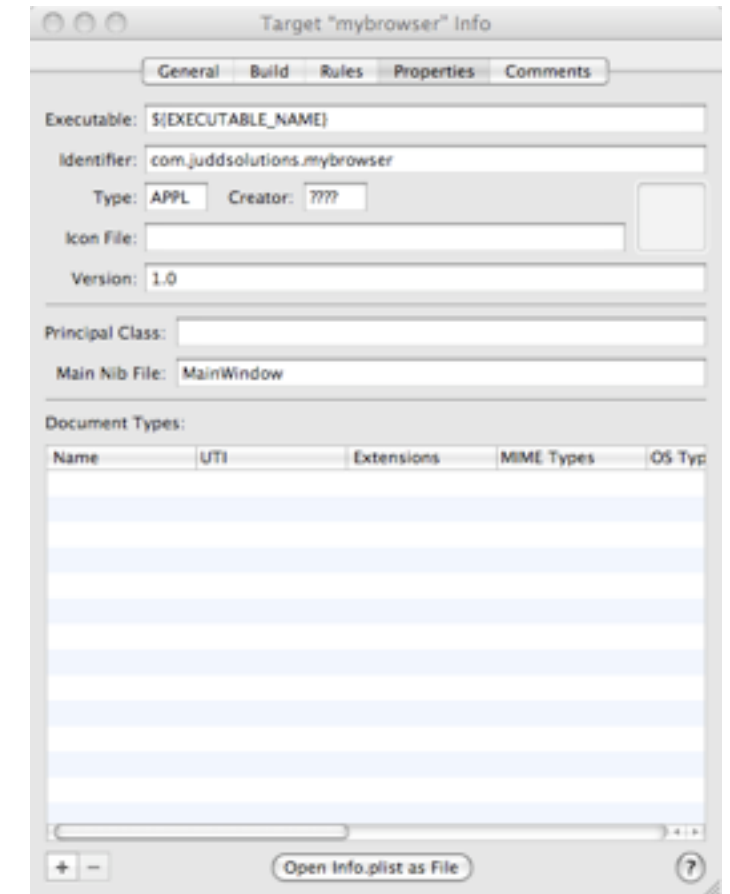
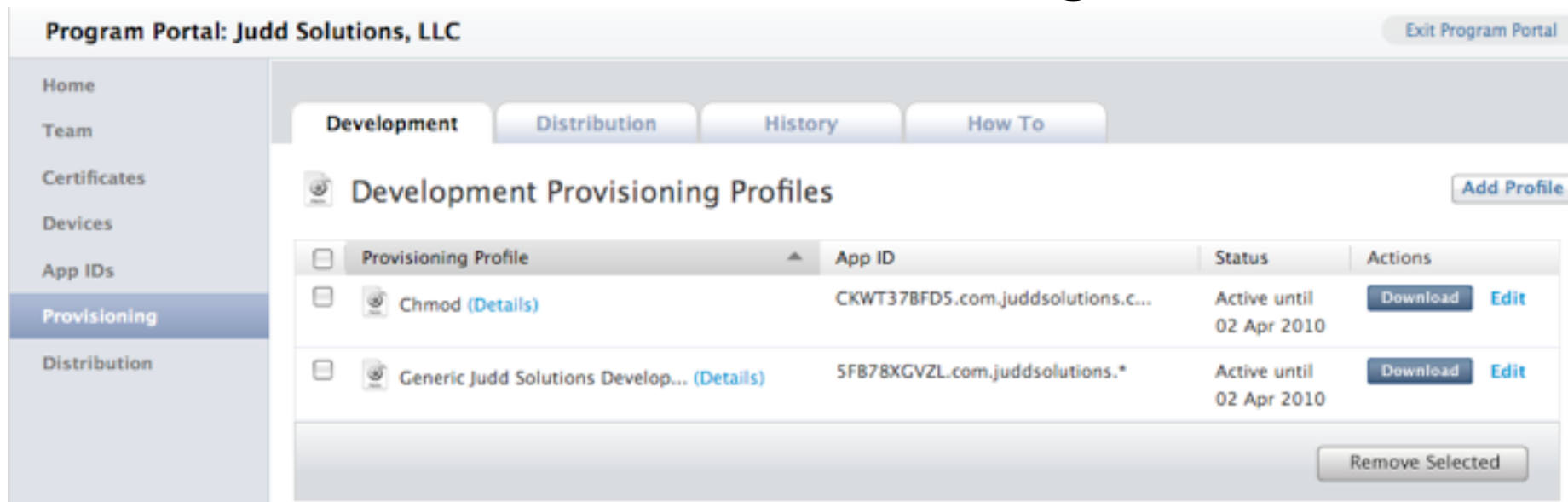




Run Application on Device

1. Create and Install Provisioning Profile

2. Set Executable Name

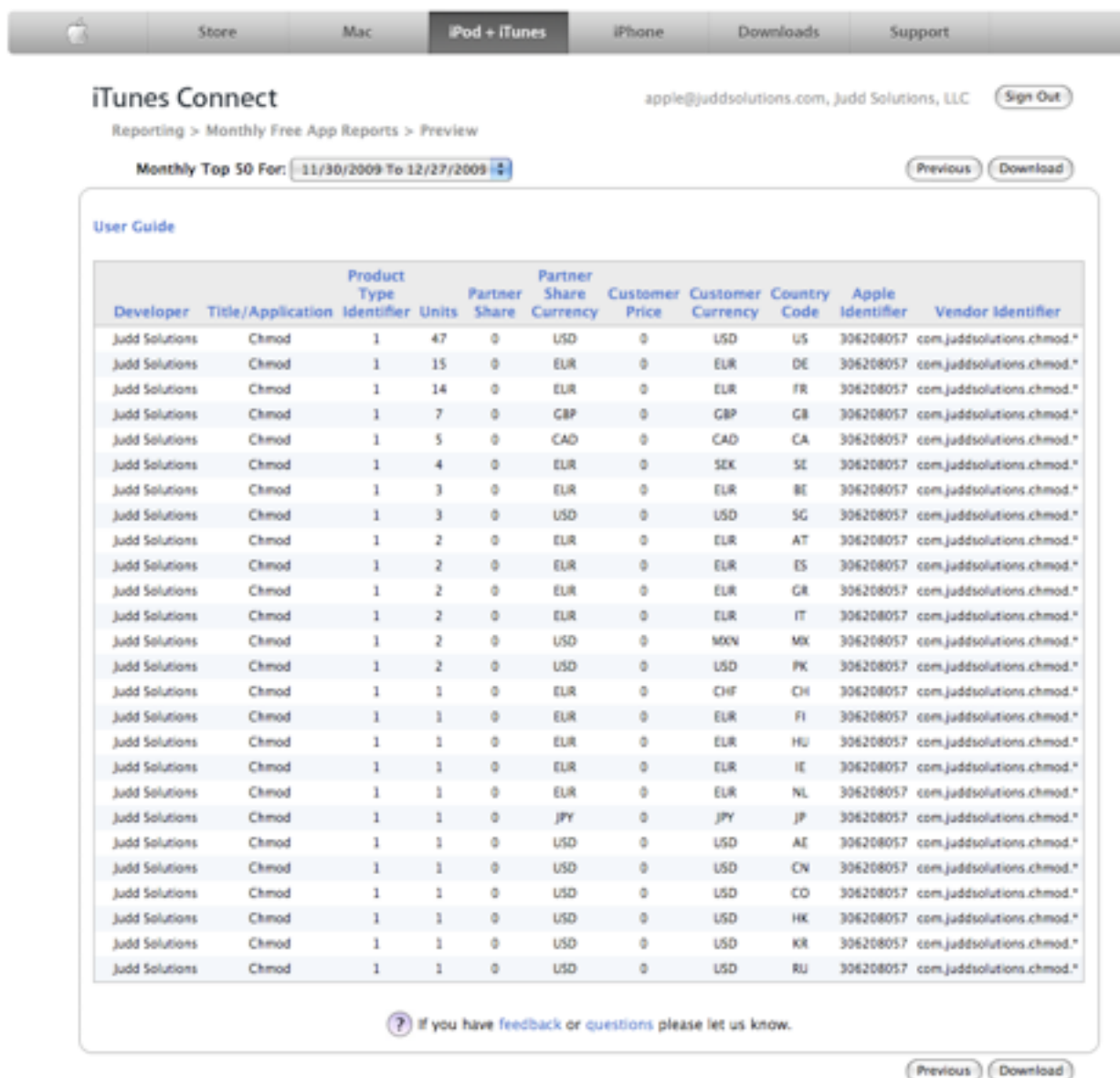


3. Select Code Signing Identity

4. Select Device

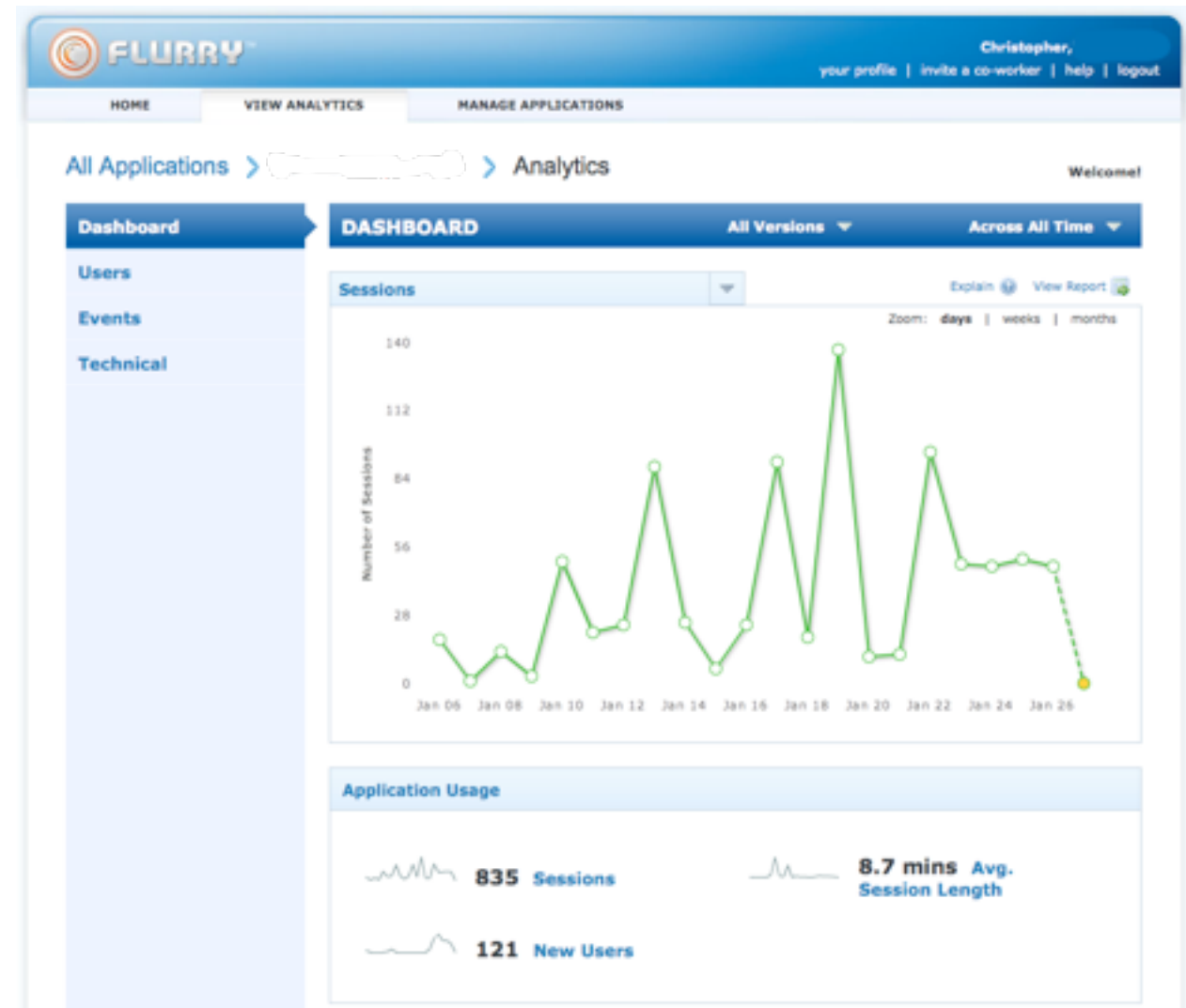
Analytics

Apple



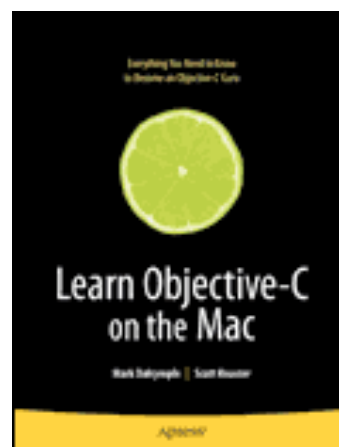
Downloads

Analytic Companies



Uses
New Users
Device Types
Locations
Events

Resources



The Objective-C Programming Language



Open Source Frameworks

Three20 Framework - <http://github.com/facebook/three20>

kissxml - <http://code.google.com/p/kissxml/>

json framework - <http://code.google.com/p/json-framework/>



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