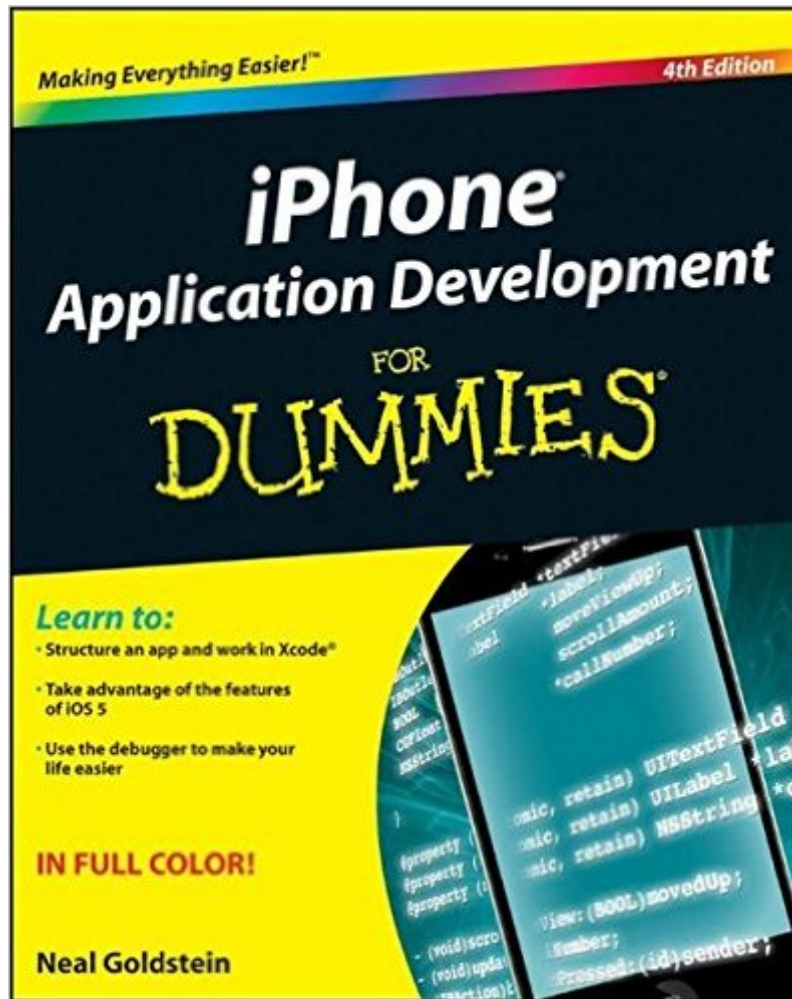# The book was found

IPhone Application Development For Dummies

Synopsis

Start building iPhone apps today with this friendly guide, now in full color! Whether you're a beginning programmer who wants to build your first app or a professional developer looking to leverage the marketing power of the iPhone SDK, this book will help. It walks you through the basics for building a variety of iOS applications using Apple developer tools and covers the essential steps for creating apps that get accepted into the App Store. This new edition covers all the latest information, including key updates to iPad universal code and tips on developing specifically for mobile apps. Full-color illustrations make it easier to see exactly what will appear on your screen. Walks you through the fundamentals of developing a variety of applications for the iPhone Shows you how to use Apple's developer tools Delves into getting your apps into the App Store and selling them Addresses the universal code feature that allows you to develop apps and port them from the iPhone to the iPad and back Covers the latest updates for the iPad universal code and the new iPhone SDK No matter what your level of expertise may be, you'll be able to leverage the power of the iOS SDK with the advice in this full-color book. Note:Â Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

Book Information

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Customer Reviews

Except for Mr. Goldsteins...iPhone Application Development For DummiesI have been writing software packages for the PC market since 1979 and I teach programming at the college level. Being a PC (Microsoft) person the iMac and iPhone are new to me. However, I fell in love with the

iPhone and decided to purchase everything I could on the subject of writing Apps for it. First I had to get a handle on the iMac so I went out a bought one - a very slick machine.Then came the shock - I don't know the first thing about the iMac, iPhone, cocoa, xcode or Objective-C. The selection of books came next. O my God, I guess there's no such thing as a straight "How to do it" book anymore. After spending over $ 750 on books for both platforms, I didn't get any closer to my goal. All the available books were written for experienced Apple programmers - they also started teaching development in the wrong direction - write code, write code, write code then work on the interface.Anyone who developed Apps with Microsoft's ".Net" platforms learned to build the interface first - then code the events. This is how "iPhone Application Development for Dummies" leads you through the process of developing Apps. Every step is explained in simple terms and reinforced by example. If you want to get a handle on writing Apps for the iPhone this "For Dummies" book is the only one you need to purchase. Everything else is on Apple's iPhone developers Web site.

I used to program when I was a kid and decided I wanted to get into it again with iPhone application development. Having never written code in Objective C, I thought this book would start at the beginning (being for dummies). Instead, the book is complex and assumes a good knowledge of Objective C programming. A little way into the book, I was required to write code with no explanation of what it meant. It was highly confusing and not very educative. Also, I had problems earlier on which the author didn't mention (e.g. associating nib files with interface builder). I was disappointed and have stopped using the book halfway. I started another book called "Teach yourself iPhone Application Development in 24 hours" which is heaps better (much more logical, well explained, etc.)

I got this book this past Friday (May 8, 2009) and so far I have already devoured 5 chapters! I have tried reading, studying and learning how to program on the iPhone from other sources but found them to be over the top or just too complicated. Also the amount of material already on the subject can be overwhelming. iPhone Application Development has made learning the ins and out of the iPhone Framework, environment, programming concepts, design, etc easy and accessible to grasp and learn. The author does an exceptional job in explaining difficult concepts easy to follow and understand. He will walk you through this process from the beginning!I highly recommend this book to anyone considering learning how to program on this amazing device called the iPhone! Before you read any other book on the subject save yourself a lot of frustration by reading this book first. You'll be glad you did! Can't wait to continue learning from this book and looking forward to building

my first iPhone app and contributing to the richness and the wealth already available and accessible for the iPhone.

This book is a excellent primer to understanding iphone app development. I tried other "beginner" books (before this was released) and was dismayed at their complexity. This book starts at the beginning and gives you a sound foundation. I am a fair PHP, javascript programmer. This is my first foray into Mac/iphone apps. One thing I really like about the book is that the Mr. Goldstein builds code using the interface builder. Using the interface builder makes complex coding much easier.I heard he is writing other books on objective-C and a more detailed iphone book apps ... I can't wait!

I was hoping for more, discounting the other negative reviews and giving the author the benefit of the doubt. I wish I hadn't spent my money on this book...Let me list some of the problems I have with the title:1. the screen-shot illustrations are impossible to read, they are too light2. the author tries to be funny, but it didn't work for me... I don't need someone to tell me to roll up my sleeves to begin coding3. After five chapters, I had enough theory. Show me some code already. Jeez.4. The author tries to illustrate several concepts with diagrams that did little more than frustrate me.5. I learn by doing, but the author wants to teach you everything and then show you a basic example after 5 chapters of explanation. He gives you complicated theory and then a basic application. Why bother with the theory if the example application will illustrate little of what you explained.6. The entire book illustrates exactly one and one half applications. The apple docs will get you through your first app in about 4 pages...for free!I think the author knows his stuff. This is not a personal attack, but the book could have been structured much better to be a more informative learning tool.My copy is going in the trash. I don't want to see on by bookshelf and remind me of my wasted time with this fiasco!

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