

iOS Development for Beginners

1DevDayDetroit

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About Us...

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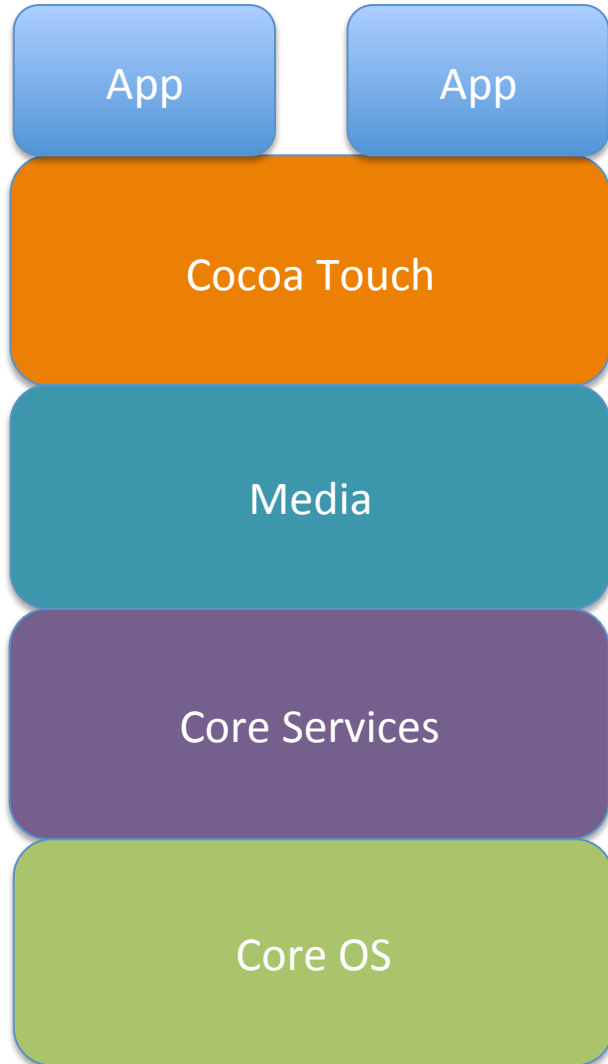
<http://www.priyaontech.com>

Detroit DevDays Mission Statement

“The DetroitDevDays mission is to enable our regional community of software developers to be regarded as the best in the world.”



The Platform: iOS



UI, Touch events,
accelerometer, camera ..

AV Foundation, MediaPlayer,
Core Graphics, OpenGL ES

Network, Location,
Telephony, Security, Core
Data, SQLite, WebKit, GCD

Threads, File IO, sockets,

The Tools

- **Xcode**
 - The IDE (editor, compiler, debugger, analyzer..)
 - LLVM compiler with Clang front-end (formerly GCC)
- **Interface Builder**
 - Graphical tool for building UI
- **Simulator**
 - Remember: **NOT** an emulator
- **Instruments**
 - Performance analysis and memory profiling tools

iOS Apps

- Native Apps
 - Runs natively on the platform using native APIs to interact with the system (Obj-C, C)
- Web Apps
 - Hosted on websevers. Runs within context of browser. (JS, HTML, CSS etc)

Today's workshop is on Native App Development

So let's get started....