

iPhone developer quick start



Day 1 9:30-5:30pm

Day 2 9:30-5:30pm

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Agenda

// Day 1

1. Introductions 9:45am
2. The iPhone platform 10:00am
3. Objective-C Fundamentals 10:15am
 - 3.1. Language overview and insights
 - 3.2. Objective-C 2.0 additions
 - 3.3. Class, method, property declarations
 - 3.4. A word about memory management
4. Cocoa Architecture and Framework Introduction 12:15pm
 - 4.1. The frameworks stack, iPhone development frameworks
 - 4.2. Foundation and Core Foundation classes overview
 - 4.3. Framework class allocation and initialization
 - 4.4. Managing memory
5. Lunch 12:45pm
6. Our First Application 1:30pm
7. Xcode Introduction 2:30pm
 - 7.1. Suite overview - Xcode Editor, Interface Builder, Instruments
 - 7.2. Project structure review
 - 7.3. A word about version control
 - 7.4. A word about performance and unit testing
8. iPhone Application Architecture 3:15pm
 - 8.1. Application lifecycle
 - 8.2. Delegates and UIApplicationDelegate messages
 - 8.3. UIView overview, standard widgets, target-action model
9. Standard controls lab 4:00pm
10. First day wrap-up 5:30pm

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// Day 2

1. First day review 9:35am
2. A word about iPhone Application types 9:45am
3. View controllers 10:00am
 - 3.1. Defining standard UIViewControllers
 - 3.2. Working with Interface Builder
 - 3.3. Navigation, moving between views
 - 3.4. View Controller Intro Lab
4. Lunch 11:45am
5. Table Views 12:45pm
 - 5.1. Introduction to the specialized UITableViewController
 - 5.2. Table View lab
 - 5.3. Advanced tables - customizing our cells
 - 5.3.1. Introduction to Quartz 2D drawing
6. SQLite and SQLPO 2:00pm
 - 6.1. Strategies for persisting objects
 - 6.2. Using the SQLPO framework
 - 6.3. Persistent Objects Lab
7. Text input deep dive 3:15pm
 - 7.1. UITextView and UITextField delegate methods
 - 7.2. Registering and using notifications
 - 7.3. Managing the keyboard
 - 7.4. UIButton controls
 - 7.5. Text input mini-lab
8. UIWebView 4:00pm
 - 8.1. Launching a web browser inside your application
 - 8.2. UIActivityIndicatorView, notifying the user of processing transactions
9. A word about internationalization, localization 5:15pm
10. Class wrap-up and impressions 5:30pm