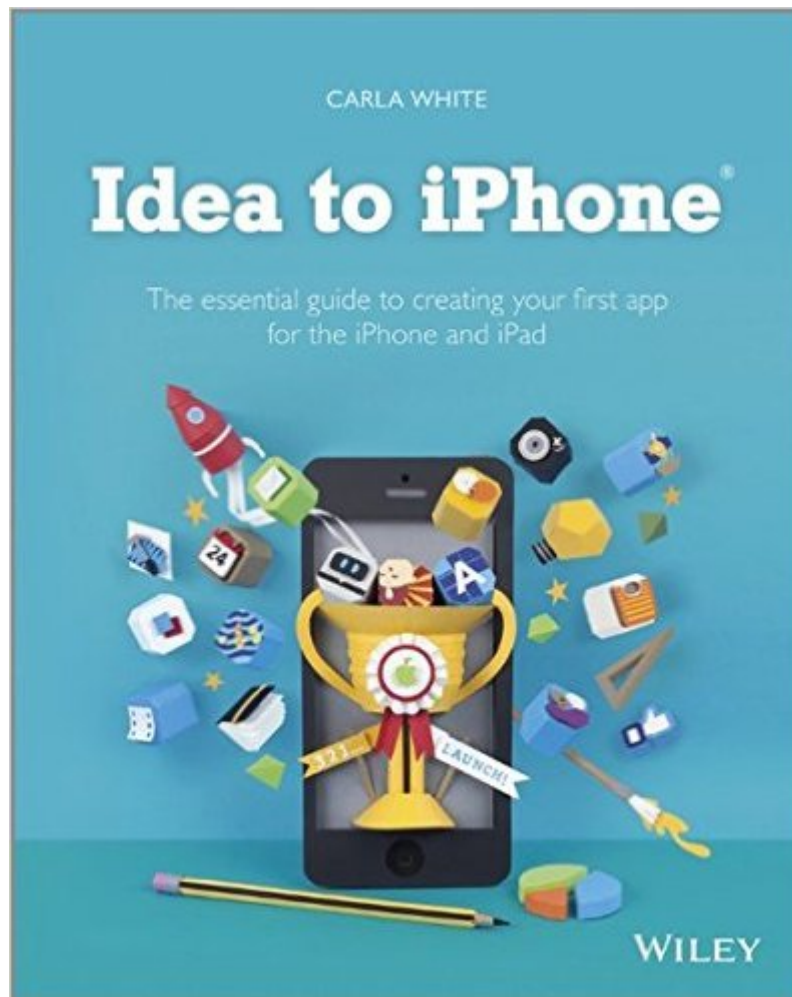


## The book was found

# Idea To iPhone: The Essential Guide To Creating Your First App For The iPhone And iPad



## Synopsis

Learn to build apps from scratch without any programming experience! Do you have a great idea for an app but have no idea where to begin? Then this is the book for you. Even if you have no programming experience, this easy-to-follow, step-by-step guide teaches you exactly what you need to know to bring your app idea to life without a lot of cash or coding. Packed with tips and tricks to get you started, this book shows you - start to finish - how to take your idea and turn it into a fully working, functional app. Walks you through getting started, designing your app, and developing your idea Helps you launch your app and then promote it Reassures you that no programming experience is needed in order to create a fully functional app Idea to iPhone is an easy-to-read book that shows you how to get your idea from your head to the iTunes store!

## Book Information

Paperback: 312 pages

Publisher: Wiley; 1 edition (June 4, 2013)

Language: English

ISBN-10: 1118523229

ISBN-13: 978-1118523223

Product Dimensions: 7.4 x 0.7 x 9.3 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 starsÂ Â See all reviewsÂ (21 customer reviews)

Best Sellers Rank: #571,154 in Books (See Top 100 in Books) #62 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > iPad #82 inÂ Books > Computers & Technology > Programming > Apple Programming #106 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > iPhone

## Customer Reviews

I don't know how Carla White does it differently from other authors, but I just understand the topics in her book at a whole new level of comprehension. Although there is a lot of personality in this guide, which I enjoy, it is more than the author's personal journey with her app development. It is an amazingly helpful guide that walks the reader through the process of creating their first app. I'm mid-way on the journey to creating my first app. This is a well-written highly understandable thorough guide for me. Right away, the author addresses many of the excuses a novice app developer imagines in their mind including my favorites: "I don't have the time.", "The app market is saturated. I don't stand a chance.", and "What if I fail?". "People want apps that give them

superpowers, help them solve a problem, or simply let them unwind." Chapter 2 is all about the idea for an app. This chapter is my favorite since it is a gold mine of ideas and strategies. Finding, contracting, and working with a software developer for app code and test is the big topic for Chapter 4. Being a non-iOS seasoned coder myself, I am intrigued with how hard others find working with us. Humbling ... Chapters 5-7 are all about going live! I'm not there yet. However, the author has been there. She knows how. Everyone knows that success in the app store, or any endeavor, means going the distance. Something about perseverance. Pros: - There are numerous relevant links through the book. Several of the links have accelerated my development or provided a solution (e.g., tribes/proxies, cloud options, testing options/links, graphic design tips). - This is a personal journey for the author.

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