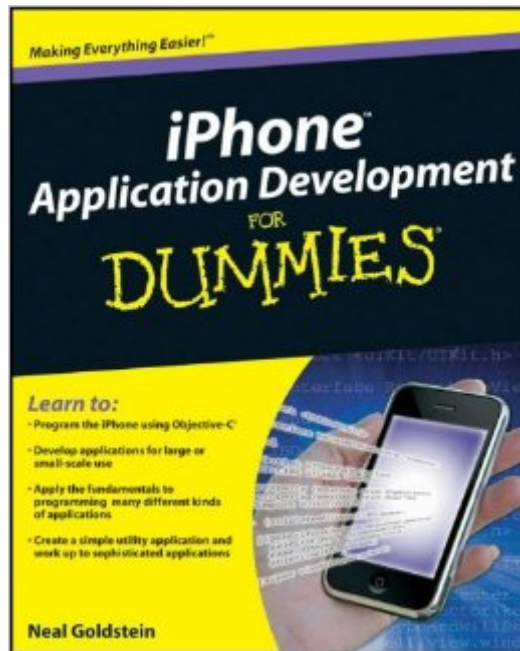


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# iPhone Application Development For Dummies (For Dummies (Computers))



## Synopsis

Here's the fun and easy way to learn how to create your own iPhone applications. Whether you're a professional developer or an iPhone user with a knack for technology, this plain English guide shows you how easy it can be to create your own cool iPhone and iPod touch apps. The open iPhone SDK offers a world of opportunities, and with the information in *iPhone Application Development For Dummies*, you can get in on the fun and profit. You don't need high-level programming skills to create iPhone apps. *iPhone Application Development For Dummies* walks you through the fundamentals for building a variety of applications using Objective-C and covers the critical steps for creating applications that get accepted into the AppStore. Apple's open SDK for the iPhone allows any developer to create iPhone applications. This guide helps you develop new applications for use on your own iPhone or for release to other iPhone and iPod Touch users. Covers small and large-scale application development. Shows how to develop using Objective-C. Enables both novice and experienced programmers to leverage the marketing power of the open iPhone SDK. The iPhone is the hottest smart phone around, and with *iPhone Application Development For Dummies*, you can create cool new apps to make it even more exciting.

## Book Information

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## Customer Reviews

Except for Mr. Goldsteins...*iPhone Application Development For Dummies* I 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 and 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!! 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 light 2. 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 coding 3. 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 my bookshelf and remind me of my wasted time with this fiasco!

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