Programming iOS 4: Fundamentals of iPhone, iPad, and iPod Touch Development

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Get a solid grounding in all the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With *Programming iOS 4*, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 4 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need a reference to bolster existing skills.

- Learn Objective-C language details and object-oriented programming concepts
- Understand the anatomy of an Xcode project and all the stages of its lifecycle
- Grasp key Cocoa concepts such as relationships between classes, receiving events, and model-view-controller architecture
- Know how views are managed, drawn, composited, and animated
- Delve into Cocoa frameworks for sound, video, sensors, maps, and more
- Touch on advanced topics such as threading and networking
- Obtain a thorough grounding for exploring advanced iOS features on your own

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