

iPhone Programming: Touch, Sound & More!



Learn the key skills required to rapidly develop software for the iPhone and iPod Touch.

Using a clear, step-by-step lecture, followed by specific lab exercises, you will quickly learn and master valuable iPhone Programming skills.

Both Mac "newbies" and seasoned Mac professionals will gain new insight and clarity into iPhone Programming.

Do you have an application idea? Make it a reality.

Objectives

- Describe the key software features provided by the iPhone OS.
- Describe the overall iPhone OS programming steps.
- Gain skills using iPhone SDK Tools such as Xcode and Interface Builder.
- Gain skills in using the iPhone SDK software interfaces.
- Gain skills writing Objective-C 2.0 code.
- Gain skills writing and debugging the major iPhone Applications types.

Topics

- Objective-C 2.0
- Window-Based Application
- Device Info
- View-Based Application
- Alerting Users
- Controls
- Text Controls
- Tables
- Files and Media
- Utility Application
- Tab Bar Application
- Navigation-Based Application
- Networking

Fall 2009 Course Information:

Time & Date

September 29-November 24, 2009
Tuesdays, 7:00 - 9:50 p.m. (9 sessions)

Location

Room 3050B
York Hall, UC San Diego Campus

Instructor

Norman McEntire, M.S., MCSE, founded Servin Corporation in 1995 to focus on computer training, consulting, and software development. Since that time, Servin has focused on four major software platforms: iPhone, Java, Linux, and Windows. His company has 20 iPhone applications on the iPhone Store, with several more in development. He has given Servin-developed hands-on training for computer professionals at IBM, Intel, Dell, HP, NCR, and others.

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