The iPhone Developer's Cookbook: Building Applications with the iPhone 3.0 SDK (2nd Edition)

Erica Sadun

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"This book would be a bargain at ten times its price! If you are writing iPhone software, it will save you weeks of development time. Erica has included dozens of crisp and clear examples illustrating essential iPhone development techniques and many others that show special effects going way beyond Apple's official documentation."
–**Tim Burks**, iPhone Software Developer, TootSweet Software

"Erica Sadun's technical expertise lives up to the Addison-Wesley name. *The iPhone Developer's Cookbook* is a comprehensive walkthrough of iPhone development that will help anyone out, from beginners to more experienced developers. Code samples and screenshots help punctuate the numerous tips and tricks in this book."
–**Jacqui Cheng**, Associate Editor, Ars Technica

"We make our living writing this stuff and yet I am humbled by Erica's command of her subject matter and the way she presents the material: pleasantly informal, then very appropriately detailed technically. This is a going to be the Petzold book for iPhone developers."
–**Daniel Pasco**, Lead Developer and CEO, Black Pixel Luminance

"*The iPhone Developer's Cookbook* should be the first resource for the beginning iPhone programmer, and is the best supplemental material to Apple's own documentation."
–**Alex C. Schaefer**, Lead Programmer, ApolloIM, iPhone Application Development Specialist, MeLLmo, Inc.

"Erica's book is a truly great resource for Cocoa Touch developers. This book goes far beyond the documentation on Apple's Web site, and she includes methods that give the developer a deeper understanding of the iPhone OS, by letting them glimpse at what's going on behind the scenes on this incredible mobile platform."
–**John Zorko**, Sr. Software Engineer, Mobile Devices

"I've found this book to be an invaluable resource for those times when I need to quickly grasp a new concept and walk away with a working block of code. Erica has an impressive knowledge of the iPhone platform, is a master at describing technical information, and provides a compendium of excellent code examples."
–**John Muchow**, 3 Sixty Software, LLC; founder, iPhoneDeveloperTips.com

"This book is the most complete guide if you want coding for the iPhone, covering from the basics to the newest and coolest technologies. I built several applications in the past, but I still learned a huge amount from this book. It is a must-have for every iPhone developer."
–**Roberto Gamboni**, Software Engineer, AT&T Interactive

"It's rare that developer cookbooks can both provide good recipes and solid discussion of fundamental

techniques, but Erica Sadun's book manages to do both very well."
–**Jeremy McNally**, Developer, entp

Want to get started building applications for Apple's iPhone and iPod touch? Already building iPhone applications and want to get better at it? This is the only book that brings together all the expert guidance–and the code–you'll need!

Completely revised and expanded to cover the iPhone 3.0 SDK, *The iPhone Developer's Cookbook* is the essential resource for developers building apps for the iPhone and iPod touch. Taking you further than before, this new edition starts out with an introduction to Objective-C 2.0 for developers who might be new to the platform. You'll learn about Xcode and Interface Builder and learn how to set up and configure your iPhone Developer account. Additional highlights of this new edition include:

  Using the iPhone SDK's visual classes and controllers to design and customize interfaces
  Using gestures, touches, and other sophisticated iPhone interface capabilities
  Making the most of tables, views, view controllers, and animations
  Alerting users with progress bars, audio pings, status bar updates, and other indicators
  Using new Push Notifications to send alerts, whether your app is running or not
  Playing audio and video with the MediaKit
  Working with the Address Book, Core Location, and Sensors
  Connecting to the Internet, Web services, and networks
  Embedding flexible maps with MapKit and Google Mobile Maps
  Building multiplayer games with GameKit
  Using Core Data to build data-driven applications
  Selling add-on content and services with In-App Purchasing using StoreKit
  Building accessible apps with Accessibility Plus

The unique format of *The iPhone Developer's Cookbook* presents the code you need to create feature-rich applications that leverage the latest features of the iPhone 3.0 SDK. Over 30,000 iPhone developers turned to the first edition of *The iPhone Developer's Cookbook*. So should you!

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Lynda Alford:

This The iPhone Developer's Cookbook: Building Applications with the iPhone 3.0 SDK (2nd Edition) is great book for you because the content which is full of information for you who have always deal with world and possess to make decision every minute. This kind of book reveal it details accurately using great plan word or we can point out no rambling sentences in it. So if you are read this hurriedly you can have whole facts in it. Doesn't mean it only will give you straight forward sentences but challenging core information with attractive delivering sentences. Having The iPhone Developer's Cookbook: Building Applications with the iPhone 3.0 SDK (2nd Edition) in your hand like finding the world in your arm, data in it is not ridiculous one. We can say that no publication that offer you world throughout ten or fifteen small right but this reserve already do that. So , this can be good reading book. Heya Mr. and Mrs. stressful do you still doubt this?

Heather Stewart:

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