

# iPhone Application Development

25 – 27 May 2010 (Tue - Thu)

40096431

## Nature and Objectives

Learn how to create full-featured iPhone apps from scratch in this 4-half days, hands-on training course taught by iPhone experts.

- Learn how to use the major tools and APIs in the iPhone SDK 3.0, and how they all fit together to build mobile apps like the pros.
- Gain hands-on coding experience and get answers to your questions so you can start creating your own iPhone apps with confidence. Check out some of the apps attendees have created.
- Get a jump start on programming the iPad (once it's officially available).
- Save time and frustration by focusing exclusively on iPhone development for four half-days with expert guidance.



You'll come away from this course knowing Interface Builder, Xcode, Objective-C, Cocoa Touch programming, and the APIs included in the iPhone SDK 3.0. You'll not just know-how to use these powerful tools, you'll also understand why things are the way they are. You'll be ready to create your first iPhone app, or improve your existing app.

## Course Content

<p><b><u>iPhone Developer Program</u></b></p> <ul style="list-style-type: none"><li>• iPhone Developer Centre</li><li>• Download iPhone SDKs</li><li>• Find Sample Code and Documentation</li></ul> <p><b><u>iPhone Development Tools</u></b></p> <ul style="list-style-type: none"><li>• Xcode</li><li>• Project Management</li><li>• Editing, Building &amp; Debugging</li></ul> <p><b><u>iPhone Simulator</u></b></p> <ul style="list-style-type: none"><li>• Multi-touch, Rotation</li><li>• Simulate Low Memory Warning</li><li>• Set Hardware Version</li></ul> <p><b><u>Interface Builder</u></b></p> <ul style="list-style-type: none"><li>• Nib Files, Nib Object</li><li>• iPhone Interface Objects</li><li>• Library</li><li>• Layout</li><li>• Attributes</li><li>• Connections</li><li>• How to Live without Nib</li></ul> <p><b><u>The iPhone Platform</u></b></p> <ul style="list-style-type: none"><li>• Application Architecture</li><li>• Life Cycle</li><li>• Event Loop</li><li>• System Events</li></ul> <p><b><u>Window and Views</u></b></p> <ul style="list-style-type: none"><li>• Hierarchy</li><li>• Geometry</li></ul> <p><b><u>Controllers</u></b></p> <ul style="list-style-type: none"><li>• Views Controllers</li><li>• Table View Controllers</li></ul>	<p><b><u>Touch Events</u></b></p> <ul style="list-style-type: none"><li>• Graphics</li><li>• OpenGL ES</li><li>• Core Animation</li></ul> <p><b><u>Files</u></b></p> <ul style="list-style-type: none"><li>• Property Lists</li><li>• User Defaults</li><li>• SQLite</li><li>• NS Data , NSFile Handle, NSFile Manager</li></ul> <p><b><u>Networking</u></b></p> <ul style="list-style-type: none"><li>• Web Views</li><li>• NSUTL NSURL Cache</li><li>• NSStream</li></ul> <p><b><u>Multimedia</u></b></p> <ul style="list-style-type: none"><li>• Sound: play, Record, Stream, Vibrate, Video</li><li>• Photos; Take Them or Pick from iPhoto</li></ul> <p><b><u>Objective-C</u></b></p> <ul style="list-style-type: none"><li>• Core Concepts</li><li>• Object Orientation: Objects, Message, Methods, Classes</li><li>• Dynamic Typing, Static Typing</li><li>• Memory Management: retain, release, autorelease</li><li>• Allocation, Initialization, Deallocation</li><li>• Properties: Declaration, Implement, Synthesis</li><li>• Protocols</li><li>• Fast Enumeration</li></ul>	<p><b><u>Foundation Classes</u></b></p> <ul style="list-style-type: none"><li>• NSObject</li><li>• NSString</li><li>• NSArray</li><li>• NSDictionary</li><li>• NSSet</li><li>• NSNumber</li><li>• NSNull</li><li>• NSMutable</li></ul> <p><b><u>Your First App</u></b></p> <ul style="list-style-type: none"><li>• iPhone Developer Centre</li><li>• Sign Up as developer</li><li>• Obtain Signing Certificates</li><li>• Assign Devices (iPhone or iPod Touch)</li><li>• Generate App IDs</li><li>• Create Development Provisioning Profiles</li><li>• Test on Device</li></ul> <p><b><u>iTunes Connect (Demo only)</u></b></p> <ul style="list-style-type: none"><li>• Sign Up</li><li>• Sign Paid Applications Contract</li><li>• Gather Application Metadata</li><li>• Prepare Application Artwork</li><li>• Create Distribution Provisioning Profiles</li><li>• Make a Distribution Build</li><li>• Upload Your Application</li><li>• Update Your Application</li><li>• Distribute Your with Ad Hoc Distribution</li><li>• View Sales/Trends Reports</li><li>• View Financial Reports</li><li>• </li></ul>
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## Speaker

### Mr. Alex Lee

Mr. Alex Lee graduated with Bachelor of Science in University of Toronto in 1985 and with the past decades, he was concentrated in IT project development and management. Same as Frankie, he was also one of the pioneers in iPhone developer in Hong Kong. During the course, both of them will share their experience in iPhone development in technical and marketing aspect.

## Who Should Attend

Programmers, Software Developers, Mobile Application Developers who want to develop applications on iPhone platform.

## Prerequisites

- In order to follow the hands-on tutorials, participants should bring their own Mac book running OS X 10.5.x.
- Some programming experience in C, Java, or JavaScript would be helpful.

## Award of Certificate

Participants who have attended at least 80% of the total course's time will be awarded a certificate of attendance by Hong Kong Productivity Council.

## Date

25 – 27 May 2010 (Tue - Thu)

## Time

9:30am – 5:00pm

## Medium of Instruction

English

## Course Fee

HK\$5,600 (HK\$5,040 for applicants who enrol on or before 4 May 2010)

HK\$4,760 for members of Supporting Organisations

***(The training course is likely to be under the support of the New Technology Training Scheme from Vocational Training Council. Eligible applicants will obtain training grant up to 50% of the normal course fee.)***

## Venue

1/F., HKPC Building, 78 Tat Chee Avenue, Kowloon Tong, Kowloon.

## Application

To enrol, please complete the attached enrolment form and send it together with the appropriate fee to the Hong Kong Productivity Council at the following address:

Productivity Training Institute, 3/F., HKPC Building, 78 Tat Chee Avenue, Kowloon Tong, Kowloon.

### **(Attention: ICT and Logistics Unit)**

As places are limited, admission will be accepted on a first-come-first-served basis.

**[All cheques should be crossed and made payable to the "Hong Kong Productivity Council"]**

## Enquiries

Please call Ms. Lo at (852) 2788-6266 or Ms. Kwok at (852) 2788-6271, fax (852) 2788-6260 or email: [ait@hkpc.org](mailto:ait@hkpc.org). Website: <http://www.hktrainingonline.com>