



About Objects, Inc.

iPhone 101 Training Course Outline

360iDev • September 26, 2009 • Denver, CO

Morning A

Introduction

Overview

History

Languages, tools, and frameworks

C/ObjC Basics

Declarations, definitions, headers, frameworks, #import

Classes and methods

id data type, alloc and init, static typing

Xcode

Preferences

Building and running, Simulator, SDK versions, provisioning devices

Creating and editing a Foundation Tool Project

NSLog, format strings and NSString constants

Lab: Hello world!

Mid-Morning Break

Morning B

Memory Management

Managing retain counts

Implementing dealloc

Declared Properties and Synthesized Accessors

Property declaration syntax

Declared attributes

The Foundation Framework

NSObject, NSString, NSArray, NSDictionary

Convenience creation methods, file and URL I/O, fast enumeration

Plists

Lab: Display a list of books

Lunch Break

Afternoon A

The iPhone SDK

Antecedents: NEXTSTEP, Mac OS X
Layers, libraries, and frameworks

Introduction to UIKit

The Basics: UIApplication, App Delegate, and UIWindow

Lab: Gray window

UIView and UIViewController

Lab: Hello world, iPhone style

Working with Controls

Working with UITextField, UIButton, and UILabel

Lab: Modifying a book

Mid-Afternoon Break

Afternoon B

Working with TableViews

UITableView, UITableViewController, and the UITableViewDataSource protocol

Lab: Displaying the list of books

Implementing Navigation

Working with UINavigationController

Implementing the UITableViewDelegate protocol

Lab: Drilling down to a detail view

Interface Builder

Creating a XIB (NIB) file from scratch

Using IBOutlet and IBAction to connect your code

Lab: Creating a Book Detail XIB

Setting up table views and navigation

Lab: Completing the Books app